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June '92

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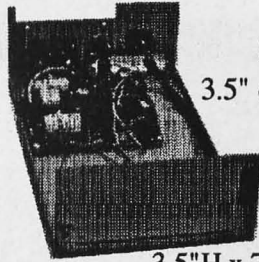
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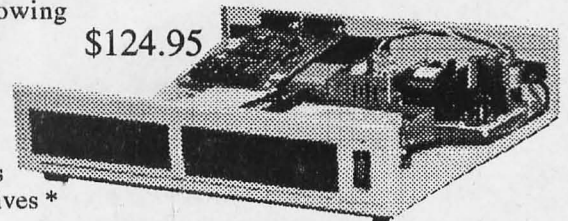
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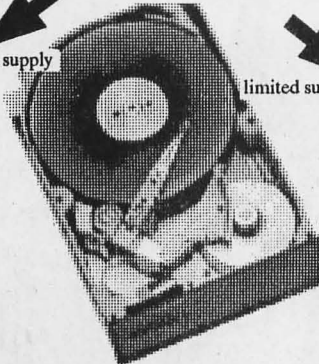
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Maxtor 65Meg - \$289 Maxtor 85Meg- \$329

ProDrive LPS105S- 105Meg 17Msec- \$369

PD170S- 170Meg 17Msec- \$ 559

ProDrive LPS240S- 240Meg 17Msec- \$699

Maxtor 7120S- 120Meg 15msec- \$399

330Meg - \$1156 425Meg- \$1219

520Meg- \$1289 770Meg- \$1325

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SQ5110- 88meg removable- \$469 carts- \$125

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Z-Ram/Mega II- 4Megs - \$75

(Board w/chips- \$155)

1 Meg Chips \$5.00 ea StE Simms- \$42

JRI Memory Board(uses simms)- \$99

Xtra RAM ST Deluxe(uses simms)- \$79

## MISC. ITEMS

AdSpeed- \$239 Adspeed STE- \$249

Autoswitch Overscan- \$109

Blitz cable w/software - \$46.95

Cleanup ST - \$25

D.E.K.A. interface- \$95

Drive Master - \$35

Drive extension cable 6 ft - \$13.95

DVT-VCR hd backup - \$69.95

Flashdrive Portable HD case (for portfolio)- \$139

Hand Scanner(w/Touchup) Migraph - \$269

Hand Scanner Golden Image w/TOUCHUP - \$215

HP Deskjet 500 printer - \$469

ICD Advantage Plus w/clock - \$93.77

ICD Advantage (no clock) - \$83.77

50pin SCSI dual drive cable - \$10

ICD Advantage Micro (Mega's) - \$77

Lantech Local Area Network- \$299

Mega Touch Springs - \$9.49

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Mouse Master - \$26 Mouse mats - \$5

Mouse (Opto-Mech. w/Deluxe paint)- \$45

Mouse (Opto-Mechanical) - \$37

Mouse (Optical)- \$53.95 Mouse (Cordless)- \$80

Mousetick (Gravis)- \$65

Multi Sync Switchbox - \$53.95

Panasonic KPX-1124i 24pin - \$319.95

Panasonic KPX-1123 24pin - \$234.95

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Spectre GCR(cart)- \$215

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Star NX-2420 24pin printer - \$249

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Vidi RGB - \$109.95 Vidi Color Kit - \$259.95

Z-Keys (use IBM keyboard) - \$59.95



## ■ Survival...

Atarians know what it is to have to prepare for survival in this world of PC compatibility. But for those of us who do pack our sack with the essentials and stride ahead confidently, the rewards are continued utility and versatility of these machines we have chosen. This month, *AtariUser* is doing its part to help you prepare your arsenal and stock your supply cabinet of the best and brightest Atari hardware and software.

A new feature this month is a selection of *Survival Kits* of top public domain and shareware software. Whether you need ST, Portfolio, 8-Bit, or all three, we have deals for you in our columns by **Ron Berinstein**, **B.J. Gleason**, and **Chuck Steinman**. If these disks-by-mail are popular, we'll do more of them.

Our *Resource* section this month features our *Annual Comprehensive User Group Directory* for the USA. We thank Bob (*the Bobinator*) Brodie at Atari Corporation for his sharing of his records with us and you. Combined with our own data, researched by the *AtariUser* staff in support of our still-evolving circulation, this year's list is the most accurate in captivity. In a coming issue, we'll offer contacts for user groups in Canada and around the world. One thing is certain: the best survival tip for Atari Users everywhere is to **join a user group**. The shared experience and resources of like-minded enthusiasts can't be topped.

Many of those groups have special events this Summer and Fall. While planning your vacation, be sure to consider including one or more of the many Atari shows listed on the back page of our magazine in our *AtariLand* Calendar.

Next month, July will bring our annual special *Summer Fun* issue of *AtariUser*. We'll pack it with the most complete look at entertainment options for Atari owners ever collected. Be there. And have **fun!** And look forward to a *music* issue in August.

Changes are underway at *AtariUser*. We'll tell you more next month (assuming we figure it all out by then). Our goal is to continue to improve and expand what has become the most stable and widely distributed monthly Atari magazine in the Western Hemisphere—*AtariUser*.

John M. Nagy, Editor-in-Chief



## ENVIRONMENTALLY SANE!

*AtariUser* is completely printed on recycled paper and uses only non-polluting Linseed inks! It costs more, but you're worth it.

■ *AtariUser* is your magazine and we need your input. We'd like to hear from you! Send your subscriptions, comments, suggestions, complaints and submissions to *AtariUser* at 113 W. College St., Covina, CA 91723.

■ June 1992

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### AtariUser



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### Focus on Survival!

*What do you need to survive as an Atari user..?*

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"Save this Page"... 24  
*AtariUser's annual "Every Single Atari User Group in the World and Nether Regions.." (uh, or the U.S.)*

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# Readers Byte Back

### Where the @#\*!\$% are you.?

*What happened to SDS? Can I get an upgrade for my Deskjet Utility Pak and a copy of the Newdesk Icon Editor?*  
— Robert Martin, Campbell's Bay, Quebec, Canada

Although Software Development Systems was dormant for some time while the phone company decided what to do with them, they are now up and running again in the same location. Orders and upgrades that have gone unfilled for some time are being processed, and the new products are available. Software Development Systems, 996 Redondo Ave #404, Long Beach, CA 90804. SDS has two phone numbers: for general information, call 310-595-9799; to order product, call 800-237-4SDS — JN

### Making your 8 bit parallel...

*Where can I get an interface for an 8-bit Atari 130 XE to a Star NX-1001 graphic printer and which companies carry printers that will do graphics with an interface?* — Arthur A Farrington III, Indiahoma, OK

Check the ads here in *AtariUser*, and call them, they know their stuff. Printer interfaces for the 8-bit computer include the Atari 850, ICD's P:R:Connection and MIO Box, CSS's Black Box, the MPP-1150, They'll make virtually any "standard" printer work with your Atari XE. The software you are using on your computer to generate graphics for printing will have to be "told" what kind of printer you are using, and the Star should accept the "Epson FX" or generic 9-pin printer commands. — JN

### No. So there...

*Is there any way to run Atari 5200 games on an 8-bit Atari XL/XE?* — Trevor Harvey, N.S. Canada

Nope. While a number of cartridge 5200 and 7800 games appeared in the pirate marketplace, these were hacks of the code itself. I doubt that there is any way for you to play those game carts on anything but the video consoles for which they were intended. — JN

### Multi-what..?

*Your articles "And We Here Highly Resolve" and "Multi-synch Myths and the Atari ST" don't seem to agree. Which is it that really will work on an ST - a multiSYNC or a multiSCAN monitor?* — Scott Lemmon, Palatka FL

Actually, we can have it both ways. The terminology for monitor types has become so blurred that monitors with identical specs can be marketed as either multisync or

multiscan. The important thing is to read the specs. As we said, be sure any monitor you consider will handle 60 and 70 Hz vertical plus 15.7 and 35.1 Khz horizontal sweeps. And try before you buy. — JN

### I want my ATV...

*In response to the high price for the SC1224 and SC1435 color monitors... I had my dealer order me a set of cables for \$15. One end hooks up to the monitor output jack, and the other end hooks to my \$329 20" JVC TV. A great picture from my 520FM, no moire patterns as through the RF hookup. Much easier on the eyes than looking at a tiny 14" monitor.* — Edward W. Smith, Houston, TX

Some "monitor quality" TV sets will have good performance for use as you describe, but the composite video output is seldom sufficient for use with small text. But as an alternative to buying a color monitor to supplement a monochrome monitor, especially for games, your suggestion is well taken. Beware, if your ST has no RF modulator (like early 1040's and all Megas), it won't have a signal on the composite cable line either. — JN

### I want my ATV... Really big...

*What are the specs on the 19" monochrome Atari TT monitor? Is it interlaced? What's the dot pitch? What word processors can make use of its 2-page size? How big is it?* — Lynn Ellsworth, Albany NY

Any of our advertisers will be happy to go over Atari equipment specs with you, While I know of no "word processors" that use a 2-page display, all "desktop publishing" and most layout and document processors have a 2-page display mode that will improve dramatically when shown on a large screen. No Atari modes are interlaced, and dot pitch only is relevant to color displays, where the smaller the number (look for under .30), the better the resolution. — JN

### We dedicate ourselves back...

*I have honor to write to you and I love to will be a member to your magazine. I dedicate my salute to all who labor in AU Magazine.* — Hadjila Nassereddine, Bou-Saada, Algeria

*AtariUser really does get around. It's times like this that I really love this job!* — JN ■

▲ We'd like to hear from you! Send your subscriptions, comments, suggestions, complaints and submissions to AtariUser at 113 W. College St., Covina, CA 91723.

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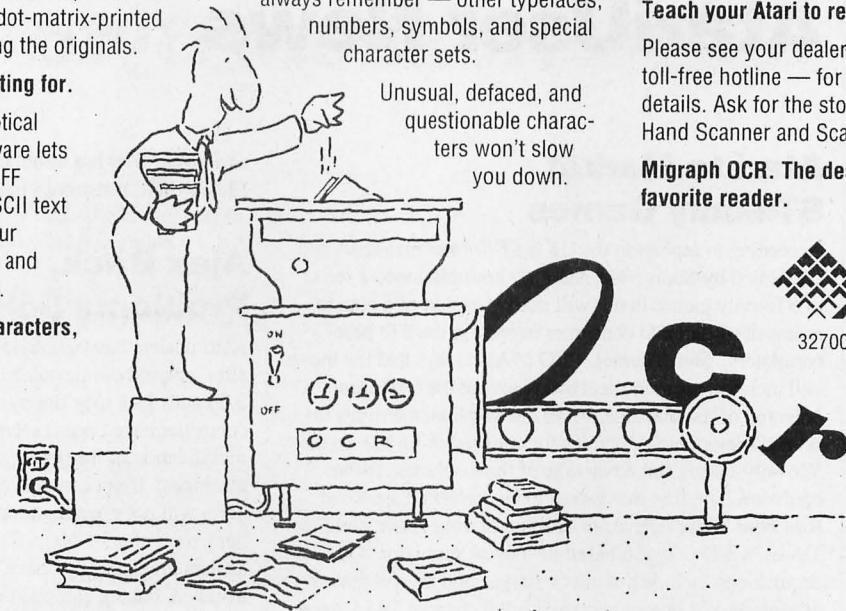
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Drives below are "plug & go" - including drive & Supra host add \$23 for ICD, \$34 ICD+ Hosts

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~~ed. \$4~~ 40 Meg Flashdrive \$549.00

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# AtariUser News

## Atari to Market STe-only Games

According to reports in the UK's *ST Format* magazine and confirmed by Sunnyvale, Atari has commissioned a series of STe-only games that it will market as part of a plan to renew third-part and consumer interest in the STe base computers. Sam Tramiel, CEO of Atari, says that the move will increase programmers awareness of the hardware potential of the machine. Atari has acquired the rights to several major coin-op games for conversion for use on the STe only, taking full advantage of the machines custom hardware. The first two games to be converted are Road Riot Four Wheel Drive, an off-road driving game, and Steel Talons, a 3-D polygon based helicopter simulator. Other acquisitions include hot movie tie-ins, and all will feature extended color presentation and full 8 channel DMA stereo sound. Each game will be fully compatible with the Mega STE and TT range, automatically detecting which type of machine it is running on and adjusting itself to take advantage of increased clock speeds and the 68030 processor. The games are being developed under the Atari Games umbrella and they will only be produced for Atari machines, with no other formats planned for release. Meanwhile, Atari has acquired notable productivity software and apparently plans to become a major promotor of software for their machines. Calls to LDW (the Power Spreadsheet people) recently netted statements to the effect that they no longer provided support for LDW Power and that they had sold the rights to the program to Atari Corp.

## Hung Jury — Nintendo Wins

Atari Corp. was unsuccessful in its antitrust suit against Nintendo of America. The jury found that Nintendo did have monopoly power in the video game market but that Nintendo did not monopolize that market. The jury was "hung," unable to reach a decision, on two other points regarding monopolization and restraint of trade. William Jaeger, senior partner, Khourie, Crew & Jaeger, the San Francisco law firm that specializes in complex business litigation and represents Atari, said, "In this case, it was clear that Nintendo's practices violated our antitrust laws and thwarted Atari's ability to compete. Atari should be compensated for its substantial damages." Atari is investigating its position regarding a new trial due to the hung jury.

On another Nintendo note... Citing the popularity of Sega's 16 bit system and the floundering Super NES sales and marketing, *The Los Angeles Times* reports that Saga now has a larger market share of new game machine sales than Nintendo. Nintendo's near monopoly of a few years

ago (over 90%) has atrophied to 31%. Saga now owns 31.4%. Will hedgehogs inherit the meatball kingdom?

## Ajax Back, Problems Solved

Atari dealers have begun to receive Ajax upgrades again after a period of unavailability. Problems with the TOS 3.06 with 1.44 meg floppy disk drives and the Ajax controller have been resolved by a dealer-performed modification of the power supply and wire shielding on TT machines. If not installed correctly, users may find that the drive will not operate in some circumstances. In a related item, a number of Mega STe computers have been found in dealers inventory that have the new Ajax/1.44 meg drive installed, but are equipped with TOS 2.05 instead of 2.06. The latter is required in order to achieve IBM 1.44 meg disk format compatibility. While Atari 1.44 disks will work fine, a 2.05 formatted 1.44 disk will not read in an IBM. All other functions, including "normal" density disk interchangeability, are unaffected by the earlier TOS version.

## Atari Corp Reports Multi-Million Dollar Loss

Atari Corporation reported a \$13.8 million loss for first its first quarter of 1992, with net sales at \$44.1 million, down nearly \$20 million from one year ago. Part of loss is attributed to unfavorable international fluctuations in currency exchange rates. Last year's first quarter results showed a \$4 million loss for Atari.

## Atari Explorer Magazine Now On-Line

Atari Corporation and Rovac Industries formed an alliance to create a new electronic online magazine for the Atari Community, Atari Explorer Online. *Atari Explorer* is Atari Corp's bi-monthly glossy support magazine, and the new electronic version began publication on a bi-weekly basis on May 1, 1992. Rovac was the publisher of Z\*Net Atari Online, a similar weekly electronic newsletter, which ceased publication after the merger. Ron Kovacs, owner of Rovac, says he will continue the Z\*Net Newswire as a feature in Atari Explorer magazine, as well as in a number of print publications such as AtariUser magazine. The goal of Atari Explorer Online will be to serve the needs of all of Atari's customers; Portfolio, Lynx, ST, and 8 bit. "When we decided that we wanted to do an online magazine, it just didn't make sense to completely re-invent the wheel" stated Bob Brodie, Director of Communications from Atari

## Maxwell C.P.U. Upgrades Silhouette

*Maxwell C.P.U. has announced Version 1.37 of the bit-image, vector graphics drawing program Silhouette. For registered users of versions 1.25 or higher, this release is offered as an update free of charge. Enhancements to Version 1.37 include: advanced bezier curve handling, shipment of Silhouette with FONT-GDOS, direct Silhouette print function and convertibility of FSM outline fonts to vector objects. Silhouette will soon offer the option of interfacing with the ScanLite desk accessory by the WizWorks. This will allow owners of handscanners and ScanLite to scan images directly into Silhouette. For more information contact Maxwell C.P.U., PO BOX 576, Louisville, CO 80027-9998, (303) 666-7754.*

Corporation. "Z\*Net has set the standard of support to the Atari Community for years, and it only made sense to invite them to participate in this new venture with us." Current plans call for Rovac Industries to continue to publish their popular Z\*Net PC, and Z\*Magazine publications.

## Atari Explorer to be Published In-House — Editor Jainschigg Leaves

John Jainschigg, publisher of *Atari Explorer* magazine for the last year and a half, will be leaving the publication after the August/September issue. John had been doing the Atari-owned magazine as a contractor from his New York offices, and declined to move to Sunnyvale when Atari officials decided to bring the magazine into their headquarters. The move had been contemplated for some time, and should improve the editors' access to new equipment, announcements, and expert technical information. Additionally, the magazine will take a more active role in marketing and press relations on a world-wide level after the relocation. A new editor and staff have not been selected.

## Lexicor Becomes Silicon Graphics Iris Vendor

Lexicor has become a Silicon Graphics Iris independent vendor under the Iris partners program. This means that Lexicor is licensed to port its Phase-4 software products to the Silicon graphics platform, and to sell Silicon graphics hardware and software directly. Lexicor has already set up a Silicon graphics and DSP development team and begun the porting of Phase-4, but has no current plans to abandon the Atari or its users. Lexicor states that it is moving forward with its 15/24 Bit True Color applications and plans direct compatibility between its high end Iris product line and the Atari line wherever practical.

## Yamaha Corp. Announces Affordable Hard-Disk Digital Recording System

Yamaha Corp. has announced the CBX-D5, an affordable hard-disk digital recording system offering 2-track simultaneous recording and 4-track playback (with future track expansion to be announced). The CBX-D5 contains an integral 100 MB hard disk, allowing the recording of approximately 10 minutes of stereo digital sound. An

onboard Digital Signal Processor (DSP) stage provides reverb and modulation effects, and a Digital Equalizer (DEQ) offers multi-band parametric equalization for each channel, controllable in real time. The CBX-D5 is designed to be controlled by an Atari ST running Steinberg's Cubase/Audio software (Apple Macintosh and Digital Performer also supported). Overall control of the CBX-D5 is via MIDI. Cubase/Audio provides simultaneous playback/control of sequenced data, and control of CBX-D5 functions. A price for the CBX-D5 has yet to be announced.

## Gribnif Software Marketing "Pure C"

Gribnif Software will now be marketing Application Systems Heidelberg's Pure C for the Atari in North American. This is the newest version of Turbo C Professional, previously from Borland Germany. While the package and documentation remains in its original German form, the entire program's interface is in English. The system includes an editor, compiler, linker, and a debugger. It works on all Atari ST & TT computers, fully supporting high resolution and extended color displays. The Pure C environment includes a complete context sensitive help system (in English) which can provide information on any selected function. The sample code and information from the help system can be even pasted directly into the editor. The Assembler is five times faster than before, and supports local labels and longer symbol names. It can also generate code for all 680x0 processors, up to the 68040. \$275, upgrades \$175. Gribnif Software, P.O. Box 350, Hadley, MA 01035, 413-584-7887.

## CodeHead Technology imports European Word Processor

CodeHead Technology has begun marketing of the UK word processor Calligrapher in the USA. Dubbed "the Ultimate Writing Machine" by Codehead, Calligrapher comes in several levels with layout features rivaling the best DTP applications, but in an environment far more like a word processor. Calligrapher supports PostScript output in its Professional and Gold versions and include nine outline fonts from URW. Additional font disks are \$34.95, but all versions of Calligrapher can also use GDOS fonts. Calligrapher Professional retails for \$175, Gold for \$250 (before discount). Contact CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004, phone 213-386-5735.

## Digital F/X Acquires Atari MIDI Maker Hybrid Arts

*Hybrid Arts, a popular and long-time Atari MIDI software and hardware maker, has been acquired by Digital F/X, who will continue the entire product line with substantially identical staffing and operation. The Hybrid Arts name will be dropped in favor of Digital F/X on the hardware line, while the software division may be called "Barefoot Software." The company's line of direct-to-disk digital audio recorders are among the least expensive of their kind, while offering superior performance. An Atari ST computer is the control device for the unit.*

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## A FEW WORDS FROM MARK

San Jose Computers now offers complete prepress, and photo retouch systems. We have the scanners, computers, software, proof printers, imagesetters, everything you need. This Ad was done on an Atari TT030 using Didot and Retouche Software. Most of the scans were done with an Epson scanner. The output was done on a Lynotype Ulte UX 70 Imagesetter. This stuff is so much fun to play with, I'm taking over the Ad production from now on. It features a two monitor system. So, the program, tools, and status of everything is on one monitor, while my work-image is on a separate monitor that plugs into a matrix board thru the VME slot. This way, I never have to super-impose a menu over my work, or flip back and forth between My work and the program monitor. Another extremely important feature is that it can drive the Lyno. Imagesetter in "REAL TIME" in much the same way as the ST drives the Atari laser printer, thereby eliminating the need for postscript, or any error prone computation based algorithm. The TT030 is plenty fast enough to RIP the final screen to the hard drive and feed it to the imagesetter as fast as it can transport the film. This means minutes instead of hours. In fact, I have only a couple of hours left right now to complete this Ad, and shoot and process the film. The output time is one less stress on Me. It also puts less stress on the film because it doesn't have to start and stop. Anyway, since I have all this new stuff, I now offer my services as a service bureau. I can output Didot, Retouche, and Calamus files to the 2400 DPI Lynotype Imagesetter. I can, also, shoot Retouche files to slides, 4x5 Chromes, Dye Sublimation prints, or wax thermal prints. You can tool Come in and get the very affordable TT030 or Mega STE (you need the VME slot for two monitor operation), Retouche image-processing software, and/or Didot page layout software. The Epson scanner is another \$1500.00, or I can scan 'em for you.

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# RE:Views

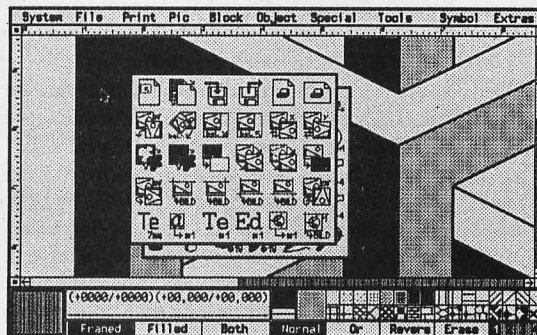
## Megapaint II Professional

CodeHead Technologies, \$199.99

ST, STe, TT ■ Megapaint is a monochrome graphics program that creates, edits, scans and imports graphics files for use in Desktop Publishing projects on your ST/TT. It requires at least 900kb of free memory. If you want to use it with an Atari laser printer, you need a minimum of two megabytes of RAM. A double-sided floppy disk drive is mandatory and a hard disk is recommended. Both bitmap and vector files can be created and edited. Bitmapped images can be copied to the vector part to be traced, and vector images can be copied to the bitmapped area for conversion to bit images. In the bitmap area, pictures can be imported, created, and scanned into the work area. The vector part offers a wide range of potential uses both for art design and technical drawings.

Megapaint is imported by CodeHead Technologies from Germany's Tommy Software. The manual is complete (and adequately translated by someone who uses English as a second language), but I wish it went into the 'whys' of things. The three-ring binder-in-box is a classy presentation befitting Megapaint's premium price.

The first thing I noticed about this program is its speed. Block manipulations of images happen in real time, and scrolling around a graphic happens NOW. I'm using Megapaint on a stock Mega 4, hard drive, and SLM605. Calamus, Pagestream and other graphics oriented programs can sometimes frustrate me with the delays. These external modules make a big impact on the versatility of Megapaint. They are external programs that expand the program and provide avenues for a variety of different graphic formats in the future. Seven modules have been released so far (with more to come), all at no charge to registered users. Most are import modules, but other modules available at this time include Scanlite (allows direct scanning into Megapaint using Doctor Bob's Wizworks Scan-Lite program) and Menu-Mania (allows you access to desk accessories). Through the external module for importing Calamus fonts (.CFN) you can also import Calamus fonts which can be resized and altered for use in the vector section and/or



transferred to the raster section for use in your bit-mapped pictures. EPS and GEM3 graphics modules should be available in the near future.

Entering text in this program is not a simple process. Options for using fonts, symbols, and objects seem designed for those who have the need for only limited text in technical illustrations. Customized Signum fonts are used in the program (available through Codehead). A font converter is included that will allow you to convert regular Signum fonts for use with the program.

A variety of options are available for printing your masterpiece, and there is an ability to edit the printer drivers to suit your needs.

The screen is divided into three different sections. At the top is the menu bar with its vast array of tools, in the middle is the work area, and at the bottom are boxes that contain fill patterns, tools, and a box that shows you the area directly beneath the mouse pointer. Menus can also be changed and a variety of different screens can be customized to your needs.

Pictures loaded into the raster portion of Megapaint can be merged into the vector part, where you can use the many tools to create some really outstanding graphics. You could scan logos, merge them into the vector area and use the outline function to hand trace the image, where it then can be altered with the other functions in the vector area.

Megapaint has a picture buffer for its bitmap section that lets you clip portions of the image into it or load files from disk. From there you can manipulate the pictures and merge them into your main screen.

Vector images can be imported into the raster part via the object menu to convert the vector graphic into a raster object. It can then be manipulated and saved as a raster graphic in any of the formats available.

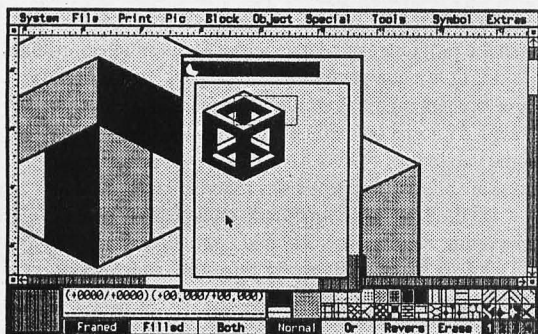
There are enough tools in both parts of Megapaint to do just about anything you could want to do, but it takes getting used to. It's a program for people that are serious and demanding when manipulating the images they want to use in their technical and publishing projects, and it requires work. I had trouble allocating the proper amount of memory in the program's buffers (via the CHANGE SETTINGS menu) in order to properly use fonts, object and picture files. Separate buffers in the raster and vector parts can be altered to meet the needs for different types of



Features of Megapaint are accessed via lots of Calamus-like menus. Note the German words on the overlapping menus that swap when clicked.



Multiple windowing shows full and enlarged views.



## RE:Views

## ☒ HotteST Game of the Month

## Knights of the Sky

*ST, STe* ■ Up until last month, there wasn't any really good WWI air combat game for the ST. Now, KNIGHTS OF THE SKY has changed that.

An intro that looks like an old silent movie leads to identifying the squadron insignia (copy protection) and the main menu. You can practice flying, get into a dogfight, or play the WWI Campaign game. The manual mentions a fourth choice, the head-to-head mode (modem or cable), but only the Amiga and MS-DOS versions have it. (Why? It's not like it's particularly difficult to code.) Flight Training lets you fly both Allied and German planes, but since you can only fly Allied planes in the main game, don't waste much time on the German ones. You can also do some sightseeing and learn to recognize buildings. This will come in very handy for future bombing missions.

The theatre of war is a region known as Flanders, the North of France and most of Belgium, and you can choose to be British or French. It was a special thrill for me to see my hometown of Lille (France) on the map included in the game. Too bad it's in German territory. You will fly all your missions in that area, and you will be kept up to date via newspapers and intelligence reports. Dogfight Encounters lets you choose a plane and a German Ace to go against. The WWI campaign is the main game with 5 levels of difficulty. You start out in May 1916 and you must survive the next 30 months of the war, which is no easy task. New planes become available as the War grinds on, German Aces start noticing you (if you've managed to survive long enough) and try to take you out. But the enemy planes appear literally out of nowhere, and usually behind you too! It would have been nice to see them take off from their aerodromes, but they just "beam up" instead.

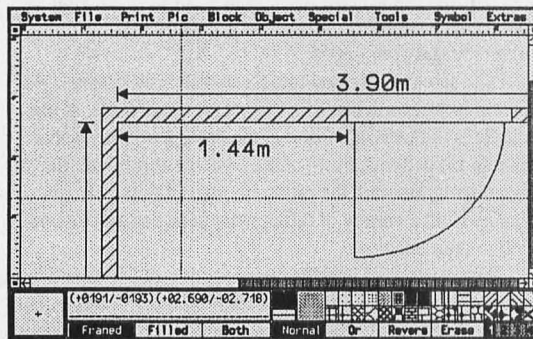
If you make it to Captain, you can move your squadron to a different aerodrome. The graphics are nicely done in 3D polygons with plenty of ground details (buildings, trees, roads, trenches, trucks, and more). All the usual viewpoints are there: slot, chase, tactical, reverse tactical, even an instant replay mode. Frame update is very decent, even with all details on. The sound is really well done! In addition to the changing engine noise, you hear enemy fire, flak, explosions, and even bullets whizzing by your head! Your engine even sputters and smokes when you near stalling speed.

Knights of the Sky is a high-quality piece of software, and my pick for the HotteST Game of the Month. One meg RAM required, comes on 2 unprotected double-sided disks, will run from a hard drive, but a copy of Disk 2 must stay in the floppy drive record game progress. \$69.95 from Microprose UK. — *Eric Bitton* ■

RE:Views



Megapaint excels at precision technical drawing.



graphics. It can be confusing, as the buffer in the Vector section is initially pre-set too low for some of the sample

files provided, giving me error messages. It was just a matter of increasing the size of the buffer (in the Vector-Change Settings menu), saving the settings, and exiting. From then on, there will be enough of a buffer to load and use whatever vector graphic file I need.

Megapaint, because of its cost and complexity, is not for everyone—it's a very serious graphics program. But if you're serious about creating precision graphics for your page layout programs, you should give it a try. There is a demo available on most telecommunication services, and if you're serious about Megapaint, you might check it out before you buy. — *Steve Blackburn*

▲ Next month, Steve Blackburn looks at *Arabesque* from Gribnif Software.

## UTIL - A FORTH Programming System

*Portfolio* ■ FORTH, created in the 1970's, is a high level, stack oriented programming language. Since it's stack oriented, it takes a bit of getting used to. The FORTH system actually includes the editor, the language, an operating system and a debugger.

UTIL from Essex Marketing is a faithful implementation of the FORTH system. It's tiny (the kernel is only 8K), and follows most of the FORTH 83 standard. The major difference is that UTIL works with files rather than memory buffers and blocks.

This is one nifty little package. It can be used interactively or to create programs in the Portfolio's Editor to load and execute. It is well suited to the Portfolio environment, being both small, and being an interpreter, making it perfect for programming on the go.

One of the nicest features of this package is that it is available for the Portfolio, the PC, and the HP95LX, offering compatibility across platforms. The PC version can be used for program development and debugging, and then the program can be transferred to the smaller machine.

UTIL is a complete professional package for FORTH development on the Portfolio. The manual is extensive, but it's not a tutorial on the FORTH language. While there are some versions of FORTH available in the public domain, none are as easy to install or as usable on the Portfolio.

UTIL is available for \$95.00 on disk from Essex Marketing Services Inc, 272 Old Farms Road, Simsbury, CT 06070. Contact Essex for prices on other versions or other media. — *BJ Gleason* ■

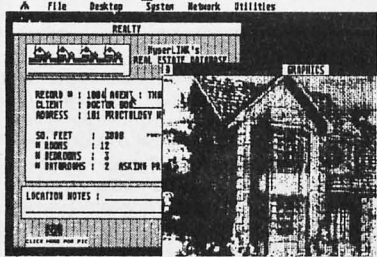
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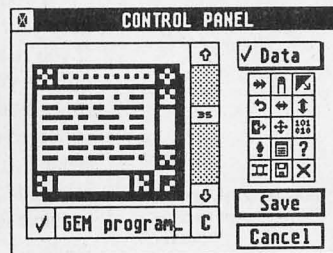
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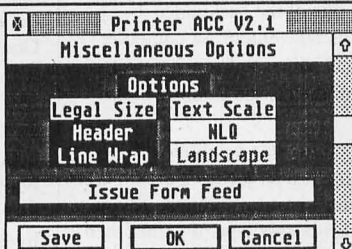
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## ■ The Essentials

# Lynx Survival

**W**hat Lynx accessories and games are absolute necessities for Lynx fanatics? AtariUser asked me to come up with some suggestions for you.

**Accessories**

The Lynx is a compact portable system, but if you plan to have your essentials with you, a carrying case is a must. Atari's kit carrying case is readily available and does the job nicely. However, if you can find someone who has one of the modular Realm cases, see if they'd be willing to part with it. The costs for making the cases was too much for Realm to absorb and attempts to do a new case haven't panned out, so they're something of a collector's item.

If you're planning on doing any outdoors Lynx play, you'll need a sun screen. These handy items from Atari are very affordable (only \$5) and are available in versions for the original Lynx and the new smaller Lynx (the original models are starting to get scarce so if you need one, be sure to pick one up).

If you don't feel like buying tons of AA batteries to keep your Lynx running you have two excellent options. If you're in range of a power outlet, the AC adaptor will provide you with continuous power and tons of playing time. But you're probably saying, "Clint, the Lynx is supposed to be portable. What if I want to play a long time while I'm on the move?" No problem. With the newly released Lynx battery pack and 6 D batteries, you can go portable for 30 straight hours and play to your heart's content.

**Games**

**Best Puzzlers:** If you want brain-twisting, you have 2 terrific choices. Chip's Challenge was one of the first Lynx games and is still regarded as one of the best (since its debut on the Lynx, it's found its way onto most computer platforms and the NES). Crystal Mines 2 is much newer, but is just as addictive. Fans of the classic Boulder Dash will be pleased.

**Best Shooters:** Want something less cerebral with more firepower? Blue Lightning is a jet jockey's dream that makes excellent use of the Lynx's scaling abilities. If you like the scrolling-power up-bosses type of games then Zarlor Mercenary delivers. Expect to invest some time before you see the final boss.

**Best Run and Jump:** This category has become a staple thanks to the Mario Brothers, and the Lynx has a real standout with Scrapyrd Dog. It has lots of gameplay and plenty of hidden stuff to keep you interested.

**Best Multi-player:** Think you might run into some fellow Lynx enthusiasts? The Lynx was built with multi-player fun in mind and it has 2 real standouts. Slime World was the first game that really showed

**LYNX ALERT ■ BATMAN RETURNS for the first time—on the Lynx.** Timed for a June 20 debut along with the release of the new Batman movie, the Lynx Batman game is the most complex and ambitious portable game yet. In a 256K card, 'Batman Returns' follows the plot of the movie closely with sound and graphics from the film design, featuring Michael Keaton as Batman and Danny DeVito as the Penguin. This game might be the publicity breaker that the Lynx has been waiting for. ■ **Look for unexpected fun in the new Lynx game TOKI** (reviewed last month in AtariUser). On level 3, a bug in the program (rather than an intentional "Easter Egg" surprise) allows you to go through the ceiling and bypass part of the game. It can make the game crash or distort the display if you do go exploring. This might be fixed in a later production run, making this a limited-time passport to the unknown! ■ **As summer approaches, video game companies start dropping their prices** and the competition starts to heat up. This year is no exception. Turbo Technologies started out by packing Bonk's Revenge with the TurboGrafx-16 and slashing the price of their CD-ROM peripheral to an amazing \$150. Sega made their move next by dropping the price of Genesis to \$130, and were quick with a commercial that touted their price advantage over the \$180 Super Nintendo system. This would have been a real coup if Nintendo hadn't dropped their price to \$150 at the same time. Who's going to be the winner? The game buying public. ■

just how good multi-player action could be (up to 8 people can join in). Feel like a little dogfighting between friends? Then you need Warbirds. Players take to the skies in World War I biplanes in a contest to see who's the real ace.

**Best Arcade games:** Need some arcade action without the quarters? Tackle the classic reflex tester Klax (regarded by many to be the best conversion available). Martial arts more your speed? Then take on Ninja Gaiden which is a tremendous mimic of the arcade game. An arcade game that few thought could be done justice on any home system (let alone a portable system) was the popular Stun Runner. Guess what? The folks at Atari somehow pulled it off and it's very impressive.

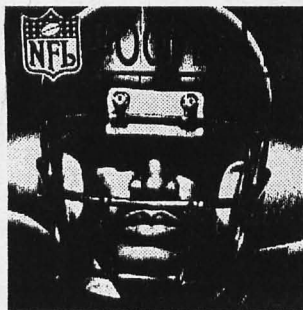
**Best Sports games:** As I write this, we're still waiting for the flood of new sports titles but there are now two goodies for sports fans. Checkered Flag brings you Formula 1 racing action and lets 6 people compete against each other. If you fancy a round of golf, Awesome Golf lives up to its name. It's easy to grasp and quite challenging. — Clinton Smith ■

▲ Clinton Smith lives for his Lynx. His APE NEWSLETTER is published 5 times a year now. Contact Clint at APE, 2104 North Kostner, Chicago, IL 60639, or on GENie at C.SMITH89.

AtariUser



Sure to be an eventual survivor, but late coming to the stores: NFL Football for the Lynx is still in development.



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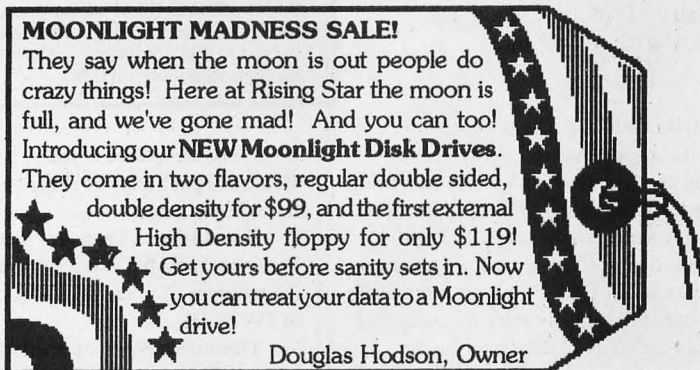
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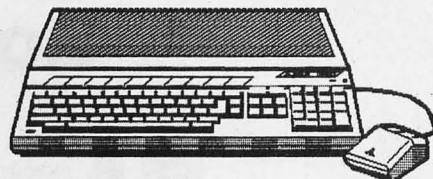
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# Gotta' Have It...



recently toured Scotland, England, Germany, France, and Florida. While you're reading this, I'll be in Halifax, Nova Scotia, and then on the Delaware River between Pennsylvania and New Jersey.

Needless to say, the Portfolio makes all the journeys with me. So the inevitable question arises, "What do you take with you?" Of all the Portfolio hardware and software, what goes with me on these trips?

## Hardware

Obviously, the Portfolio itself, and a bunch of spare batteries, at least two complete sets (6). As soon as I replace one set, I buy another. Nothing's worse than being at 35,000 feet above the Atlantic and to find out you don't have any spares. Can't write, program, or play Portris!

The parallel port is a must if the destination you are heading for has a desktop MS-DOS PC so you can transfer files. You will also need the parallel cable. Be aware that some countries do not use a DB-25 connector for the printer. Be sure to bring a copy of the file transfer program, on both 5.25 and 3.5 inch disks. You could also then keep a lot of portfolio software on those disks as well, and transfer them as you need them. If you do not need to print, or file transfer, leave the Parallel port at home. Of course, if you are using a Flashdrive from BSE, you will need the parallel port.

The serial port is needed to connect to a modem, a Tandy Disk Drive, or to do serial file transfers. Bring it along if you need to do any of those, otherwise, leave it behind. Telecommunications, while it can be done on the port, is not very pleasant for long periods of time. If you are only going to be away for a few days, skip it. If more, be sure to pack the modem, cables, serial port, and the terminal software (trust me, bring several copies).

I find the Flashdrive hard disk from BSE to be indispensable on these trips. With the cable and parallel port in a small bundle, I have access to all my Portfolio programs. Be warned that the Flashdrive looks VERY suspicious to custom inspectors (a dark object with batteries and a switch—you get the idea), and they will want to see it twice. Be sure it is fully charged, and find a local power adaptor for it. And don't joke about it!

## Software

What software do you need to take with you on such a trip? A little of everything. I've found that the internal applications will suffice for a lot, but there are other programs that I like to bring along with me.

PBASIC, the BASIC interpreter for the Portfolio goes everywhere with me. It's handy for writing programs on the road. I like the idea of being able to program any computer I have with me.

XTERM2 or ACOM, the serial communication

**PORTFOLIO ALERT** ■ The results of the 1992 Atari Portfolio/Compuserve Programming Contest are in, and the winners are: Don Messeri for his PGC Puzzle Program; Hugh Campbell for a Golf Game; Dwight Lindley for DU1, a Diary utility; and Tom Showers for his TODO list program called LISTER. All these programs are available in the APORTFOLIO forum on Compuserve. Congratulations to the entrants! ■ **The Portfolio can TALK!** VOICE.COM on Compuserve demonstrates the speech abilities of the Portfolio with the classic "Help! I'm trapped in this computer..." Download it and impress your friends and co-workers. ■

programs, are needed if you're going to use the serial port. Be sure to put a copy of either on every RAM card you have, just in case.

Travel Ware 1.2 is a very nice program for the Portfolio, and Atari is preparing a commercial version of the program. You can take a look at an earlier version of it in TW12.ZIP.

There are a bunch of small utilities that I go nowhere without. They include: COPY1.COM (copy files with one disk swap), TZ.COM (change clock when passing through time zones), TONE.COM (manual use the of the phone dialer), FAKE.COM (used with batch files to automate the internal applications), and PARSE.COM (which analyzes the text that I am writing).

What is really lacking is a World Clock program, but I have it from very reliable sources that Atari is developing one.

I keep most of the software on RAM or ROM cards when available. I keep all these cards in a plastic business card case that I picked up at a good office supply store. When filling up your RAM cards, be sure to leave some room for the files you are going to create on the road. I keep an extra copy of everything on the Flashdrive.

As part of AtariUser's Survival theme, I've prepared a disk of the public domain and shareware software mentioned in this column, plus much more. Your choice of a 5.25" or 3.5" MS-DOS disk is available for \$6.00. Send a self-addressed disk mailer to me, and I will copy and send you the disk. Please indicate the size of the disk you want. Prepare a check or Money order, made out to "BJ Gleason", and send it to: BJ Gleason, The American University, CSIS (Thin Air Labs), Washington, DC 20016-8116 — BJ Gleason ■

▲ **BJ Gleason** is an instructor of Computer Science at The American University in Washington D.C. and he's been programming for over a decade now. He's the author of over two dozen utilities and games, including PBASIC 4.9, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His Email address is BJGLEAS@auvm.american.edu and his Compuserve ID is 73500,2517.

■ **PORTRIS**, a Portfolio version of Tetris, is required for those long plane flights. Be sure to turn off the sound! For those of you who are more cerebral, PCHES on Compuserve, or Portfolio Chess on ROMcard from Atari, are pleasant diversions.

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# Where Survival is Our Only Way of Life...



If you're an active 8-bit Atari user, I am sure that there are programs you feel you couldn't do without. A computer is such a versatile appliance that every serious owner should have certain basic programs to be able to take full advantage of their system.

Here we present, what I feel, is a well rounded 8-bit survival kit.

As mentioned in my last *AtariUser* article, I feel that telecommunications is very important. Because of the wealth of information and files that are available through bulletin boards and pay services, I can't imagine what it would be like without a modem on my computer. As pointed out in that article, BOBTERM is one of the most popular telecommunications programs for your Atari computer.

Because of the popularity of computer communications and the ever increasing complexity of programs, a simple way to combine and compress files had to be designed. The most popular way to do that on the Atari 8-bit systems is with the ARC utility. There are several implementations, with SuperARC by Bob Puff being widely used. This program not only will allow you to combine several files, but it will also reduce the total size of the file by a significant amount. This saves disk space and communications time, so you end up saving money. Since ARChived programs are not usable in their compressed form, you must use a program like SuperUnARC to return them to their original form before use.

ARC utilities can't be used for every type of file. If you need to transfer files which are stored in a non-DOS format, or boot-type disks, then ARC won't work—it will only combine standard Atari DOS files. A utility such as DISK COMMUNICATOR (DiskComm) will read and convert the whole disk to a single file, complete with boot sector information. Every track on a restored disk will be identical to the original. This is handy for distributing versions of DOS, bootable games, and the data disks of some applications with custom file formats. SuperARC, SuperUnARC, and DiskComm were all written by Bob Puff and are shareware.

Of course just about anyone with a printer needs a word processor. Even if you're a great typist, a word processor will be a significant improvement over a typewriter. One of the favorite word processors for the Atari is a program called TextPro by Ronnie Riche. This program has all the normal features, plus support for powerful macros.

While you can print files with TextPro, you will be impressed with the output from a program called Daisy-Dot III (DD3). This program will take Atari text files and send them to your graphics compatible printer, producing hardcopy near laser-quality results. You can also select from a wide variety of fonts (character types) and point

**8-BIT ALERT** ■ Europe continues to turn out new and more ambitious software for the Atari 8-bit computers. In Germany, almost all 8-bit titles have all English screen prompts, even though the documentation will typically be in German. New software from Germany includes QUICK, a compiler language similar to ACTION! and C that supports use of an ST mouse, digitized sound, and more. Another product is S.A.M., Screen Aided Management, similar to DIAMOND in that it provides an ST-like mouse interface for the 8-bit. It features 80 column text handling, and has its own spreadsheet and word processor. Look for more on S.A.M. and other European products (and how to get them!) in the coming months here in *AtariUser*. ■

sizes (letter size). This program is shareware by Roy Goldman.

Another application program which cannot be overlooked is the spreadsheet. One which was originally featured in *Compute!* magazine has been pretty popular on the services. Called SpeedCalc, it supports the common math functions and it recalculates fairly quickly.

Of course, all work makes for a pretty boring day, so no survival kit would be complete without a few games. There are so many different games for the 8-bit, but I think a couple of the Tetris clones would be fun. Another popular choice would be a popular Xevious clone.

I know, you are wondering... Where do I get these files? Will I end up spending hours of online time downloading them? How am I sure that I have everything I will need? There's a simple answer to all of these questions... the *ATARIUSER* 8-BIT ATARI SURVIVAL KIT! All of the programs mentioned in this article (BobTerm is available separately, since it was featured in a previous disk offer) are available in a special disk offer. Here is what you get for a mere \$9.95 (US) (Ohio residents please add sales tax to your order)...



**TextPro 4.5** word processor (all three versions),

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...If you have not ordered the BobTerm disk from my last issue, you can order it as part of this disk offer for an additional \$1.00(US). I can accept Money Orders, Cashier's Checks, or Personal Checks. In any case, payment must be drawn on a US bank in US funds (please!!!). Send your order to: Chuck Steinman Disk Offer AU8B02SK, Post Office Box 134, Ontario, OH 44862 USA. ■

## AtariUser



■ Besides writing for *AtariUser*, **Chuck Steinman** also helps out on GEnie and runs his own hardware/software business called DataQue Products. If you have any questions or suggestions, Chuck can be contacted on GEnie at username DATAQUE.1.

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# Wired for Learning...

→ **The MIDImouse offerings are typical of the better music education software available for the Atari.**

■ Although not reviewed in time for this article, Steinberg (developer of CuBase) also offers a music education program called The Ear. Additionally, many of the national BBS's (particularly CompuServe and GENie) have public domain and shareware offerings including text file tutorials, and programs...

▲ **MIDImouse Music**, Box 877, Welches, OR 97067, (503) 622-4034

▲ **C-LAB Software**, 716 Claridge Drive, Pacifica, CA 94044, (415) 738-1633

▲ **Steinberg-Jones**, 17700 Raymer Street, Northridge, CA 91325, (818) 993-4091

## AtariUser



■ Since personal computers became popular, they have been heralded as great teaching aides. A computer is very patient, accurately tracks your progress, and offers you the convenience of learning at your own pace in the comfort of your home. The best software can create drills especially to correct your individual weaknesses.

Previously we've explored MIDI equipment to make music, but this month we'll take a look at how the built-in MIDI capability of your Atari ST/TT can be put to educational use.

Your Atari computer is a like having your own private music instructor. You'll need one or more music lesson programs and some MIDI compatible music equipment. Actually, an instrument is optional for some of the lesson software that allows you to use the computer's internal sound generator and your ST/TT keyboard. While you're able to use the keyboard and/or mouse to interact with these lessons, you'll need a MIDI compatible instrument (usually a keyboard) to gain the full benefit of most lessons. MIDI compatible keyboard instruments are available for \$100 and up from Casio, Kawai, Yamaha, and many others.

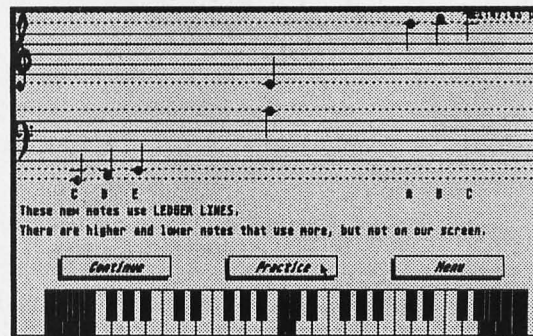
Much of the music educational software currently available is reasonably priced, especially compared to private lessons. And you can learn and practice as often and long as you desire. There are programs available for different levels of musical ability, although most of the programs tend to focus on basics for the absolute beginner. The more advanced programs tend to focus on ear training.

Two basic categories of these programs are tutors and drill aides. Tutors provide education about various musical concepts (e.g., rhythm patterns, scales, chords, etc.). The graphic displays greatly reinforce the concepts being presented by showing how the music would appear if written out (i.e., as in sheet music) and also which keys of a keyboard are applicable to the lesson. Drill aides facilitate practicing various musical concepts, such as: rhythm patterns, scales, chords, sight reading, and ear training. Because your Atari allows for a two-way connection to an electronic musical keyboard, the computer can issue a drill to perform, and monitor your performance.

### A look at the market

MIDImouse Music has developed a set of four individual programs that combine tutorials and drill aides for beginning and intermediate music students. Note Wizard, Scale Master, Chord Magic, and Rhythm Time carry a list price of \$69.95, discounted if all four are purchased together. Each of the programs shares a common user interface and method of operation with various levels of difficulty; the user must complete seven exercises in a row in order to successfully complete any exercise. Each also records statistics for each session with the option to view, print, or save the statistics to disk so that you can monitor your progress over time. All of the packages include a built-in MIDI data recorder, useful but no substitute for a full function MIDI sequencer. Lastly, each program allows some customizing of its operating parameters and will operate using either a color or monochrome monitor.

Note Wizard provides instruction for the basics of notation, sight reading, and ear training. The tutorial section gives a basic understanding of music notation. The drill section plays sequences of random notes, and the user must accurately repeat each sequence within an allotted



amount of time. Options include having the notes displayed in standard notation on the computer screen as the program plays them (to facilitate sight reading) or not (to facilitate ear training). Levels of difficulty include more sharps and flats as well as an expanded range of notes.

Scale Master provides instruction for learning musical scales. The tutorial section defines a scale and indicates the notes that comprise a particular scale. The drill section allows the user to select among several types of scales (e.g., major, minor, blues, etc.). The program will instruct the user to play a specific scale and will record the time it takes the user to complete each scale. The levels of difficulty progress from playing a single octave either up or down to playing two full octaves up and down.

Chord Magic provides instruction for learning musical chords (a set of notes usually played together). The tutorial section gives the definition and construction of various chords. The drill section allows the user to select among several types of chords (e.g., major, minor, seventh, etc.). Chord Magic will instruct the user to play a specific chord and will record the time it takes. The levels of difficulty are related to an increasing presence of sharps and flats.

Rhythm Time provides instruction for learning rhythm patterns, and is a good supplement to Note Wizard as it facilitates in sight reading of patterns. One unique aspect is a "dictation mode" where the program will allow the user to design rhythm patterns using the mouse, then play the resulting pattern. The drill section allows randomly generated rhythm patterns; as with Note Wizard, the user has the option to sight read the patterns from the screen or from memory after the program plays the pattern. Upper levels of difficulty are increasingly challenging.

C-LAB software (developers of Creator and Notator) offers Aura, designed for a more advanced user. Without any tutorials, Aura offers complete drills including drills for learning intervals. A unique feature is Aura's ability to analyze chords; you play any chord and Aura will provide a set of definitions of the chord. As its name implies, Aura is predominantly designed for ear training, although it's also useful for learning and sharpening other musical skills. One of the best attributes of Aura is its level of customizing; you have the option to configure a plethora of parameters from basic operations, specific chords and scales, to create fully customized automated lesson plans. Aura is one of the most useful, thought-out, and flexible programs that I've seen. If you have a basic grasp of music theory and want to shape up your skills, then give Aura a listen. — Ron Stein ■

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# Public Domain/Shareware Software

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- #835 - Adventure Game Toolkit - A shareware pkg that allows you to create your own top quality text adventure games. (DBL)
- #898 - Chaos Strikes Back Maps for Levels 1-10
- #993 - Monochrome Games: Pac Man & Columns
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- #1180 - Hac Man 2 - (Color/1 Meg RAM/DBL)
- #1220 - Tetris - 1 or 2 players simultaneously
- #1252 - Captive Help Files, ST Gaming Digest 192/91
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- #1258 - Llamatron V1.0 - Arcade game (1 Meg/Cir)
- #1277 - Mystic Well: Similar to Dungeon Master (Cir)
- #1334 - Omega - Dungeon Exploration (1 Meg/DBL)
- #1353 - Klatrix - Tetris/Klax combination (Color)
- #1366 - Rolling Ronny - Super Mario type game (Cir)
- #1371 - Blackjack Plus 3 Demo
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- #1409 - Shoot'em Ups (Color Only)
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- #1440 - Revenge of the Mutant Camels (Color)
- #1447 - Dem. Man V2.0, Oh Craps, Poker Night (Cir)
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- #801 - Label Printing Programs
- #829 - Vanterm V3.8 - Shareware terminal program
- #888 - *Atari ST Subjects* (Book) Programs
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- #1261 - MIDI Music Maker V1.91 (DBL)
- #1267 - Atari Advanced Hard Disk Utilities

- #1300/1301 - *Atari ST Topics* (Book) Programs
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- #1305 - Gramslam Grammar Checker V3.20
- #1306 - Hyperlink Demo (Hypercard) (1 Meg/DBL)
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- #1444 - Spellone V1.1 - Spell Check with dictionary

## Desktop Publishing

- #737 - Calamus V1.09 Demo - Fully functional except for Save (Mono/1 Meg RAM/DBL)
- #758/759/994/1150/1153/1179 - Calamus Fonts
- #1190/1223/1329/1330 - Calamus Fonts
- #935 - Desktop Publishing Utilities
- #1028 - **PageStream Font Editor V0.8**
- #1266 - Silhouette V1.0 Demo (1 Meg/DBL/G-DOS)
- #1297 - FP Print - Speeds up PageStream Output
- #1348 - **AVANT VECTOR V1.2 DEMO** - A bit image vector tracer and vector graphics editor. From CodeHead Software (Mono Only)
- #1365 - Arabesque Pro Demo (Mono/1 Meg/DBL)
- #1427 - Calamus SL Demo (Mono/1 Meg/DBL)
- #1436/1437 - Megapaint Pro Demo 4.0 (Mono/DBL)
- #1438 - Genus Font Editor Demo for Calamus Fonts
- #1461 - Easy Text V1.2: Budget Desktop Publisher

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- #599 - Binner, Futura Black, Hal, Lubalin, Futura Extra Bold Condensed
- #870 - Atari, Baby Teeth, Lucida, Old English
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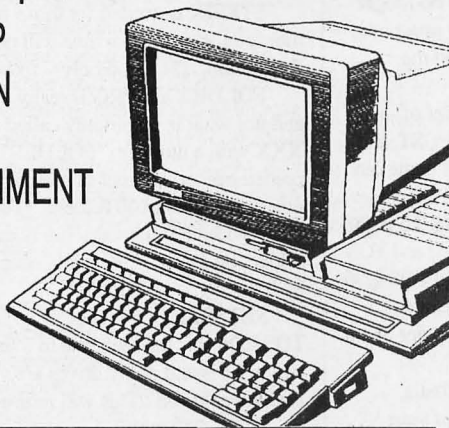
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# Free ST Software Survival

**S**omeone's selling T-Shirts with the words, "I Survived the LA Riots." Not since the Civil War has any U.S. city experienced such domestic violence.

Unfortunately, this article will not reveal any definitive answers as to why a society revolts, but I'll at least assist my fellow Atarians so that when speaking about Atari, they'll be prepared. Surviving the Great Software Dilemma will be based upon both a matter of information obtained, and a matter of strategy used. So avoid the tension that otherwise might cause several restless nights worrying about data lost, or unexplainable system crashes. This is the time for all of us in our own ways to prepare, and for all of us to try and understand and help fulfil the needs of others.

Safer than arming yourself with a .45, the following precautions and recommendations will prevent injury, uphold the rights of personal freedom, and help maintain a just equilibrium.

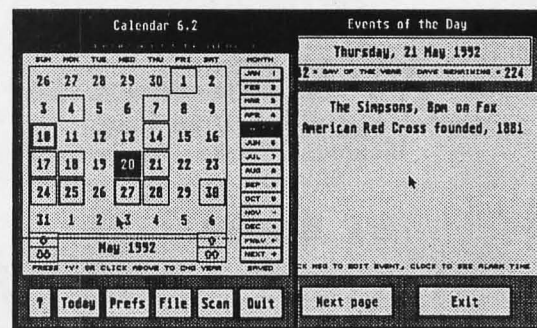
## TOS Patch Survival Guide

Because so many of us use different systems, it can get pretty confusing to know what you need or want. Each patch or improvement program will be followed with the TOS versions that will be able to use (or need) the program. Later versions of TOS fixed some problems and no longer need some patches. Most patches run as AUTO programs, and the order of running is often important—read the documentation!

How to know what TOS you have? A number of programs will tell you, including NeoDesk, Quick ST, and Quick Index. TOS 1.0 was the original, TOS 1.2 came out in the Mega series, TOS 1.4 came later for all ST machines, TOS 1.6 and 1.62 are for the STe computers, TOS 2.5 is for the Mega STe, TOS 2.6 is gradually replacing 2.5, and TOS 3.5 and 3.6 are for the TT. Note that TOS 2.5 and TOS 2.06 (for example) are the same thing—the "real" internal designation of TOS adds a "0" after the decimal point on all versions.

PINHEAD (Shareware by Little Green Footballs, Version 2.1 is current) is a must have especially if your CPU has expanded memory and/or an accelerator. Without Pinhead you can expect long waits for programs to load - up to ten seconds if you have 4 megs on board. Why? The memory clearing routine is inefficient. Pinhead skips the endless clearing. [All TOS versions, though TOS 1.4 and above can read a flag within programs to skip the clearing.]

FATSPEED is a "must-have" particularly if you must have a hard drive. Saving files on a hard drive may be up to five times faster with Fatspeed, which replaces the routine that finds empty clusters to write a file. The time saved will be affected by the degree of fragmentation of your hard drive. [TOS 1.0, 1.2]



POOLFIX. The official Atari version is POOLFIX 3, although many folks recommend using the unofficial version written by German programmer Claus Brod and released as POOLFIX 4 which is less picky about running order in the AUTO folder. Using Poolfix will avoid random unexplained crashing, and is really necessary program. Many don't realize it, as it isn't on the Atari Language Disk. [TOS 1.4, 1.6]

TOS14FIX is needed for a few minor bugs and to help a serial port flow control problem. This is particularly useful if you regularly use a high speed modem. [TOS 1.4]

TURBOCTS is also useful to assist in high speed serial data flow control maintenance. [TOS 1.4 up, although not as required for 2.06 and above.]

STEFIX is needed for those who operate with color monitors, else the machine will not boot up in Medium Resolution. [TOS 1.6 only—fixed in 1.62]

FOLDRXXX.PRG is really a configuration program, and not what is commonly called a "bug fix." Replace XXX with a number ("FOLDER100.PRG") to alter that predetermined amount of memory for folder access, which otherwise is set at 40 folders. [TOS 1.0 and 1.2 require this—without it they absolutely cannot read more than 40 folders on a hard drive per bootup. TOS 1.4 and up benefit by it but can do without.]

SETSEEK, a freeware program, is needed because TOS 2.06 sets the seek rate to 6 ms. The "normal" Atari rate is 3 ms and many drives are very loud when driven at the slower speed. This will return the seek rate to a quiet 3 ms. [TOS 2.06 only]

BUTTONFIX, a freeware desk accessory, prevents double scrolling of windows experienced with some programs. [TOS 1.4 and up]

## Improvements

*Our next crop of goodies simply make things easier or faster. You don't need them—until you get used to them!*

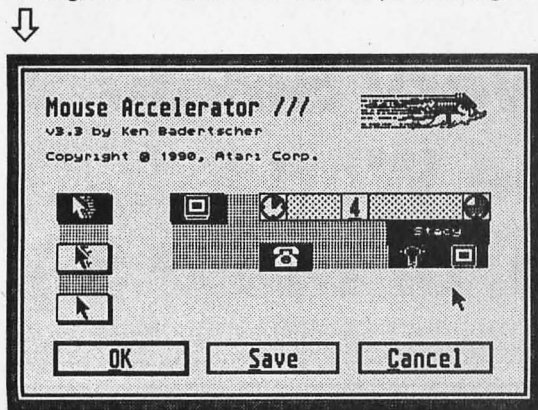
FUNK ALERT goes into the auto folder and makes the function keys control alert boxes. You don't have to use the mouse to select other choices when the default button isn't what you desire.

FORM-DOIT adds keyboard equivalents to almost

Bill Aycock's feature-packed **Appointment Calendar** desk accessory will help you not only survive, but thrive, regardless of your busy schedule.



From Atari, the **Mouse Accelerator** will not only adjust the speed of mouse tracking, it also is a screen saver with a special setting for STacy computers.



every dialog. A little underline mark appears under a letter in every button or option—press alt/letter to get that result without touching the mouse.

**MOUSE ACCELERATOR v. 3.3.** is the current version of Atari's AUTO program that makes the pointer move further when you move the mouse. Great for working in small spaces, and adjustable!

**LITTLE GREEN SELECTOR (LGS)** is an AUTO shareware program from Charles F. Johnson. It's the file selector replacement that has every needed feature for selecting files. It shows 16 file names, allows you to select the drive, determine disk space available, do file searches, function buttons for selecting paths, right click on a file instead of double clicking, plus it provides keyboard control of everything. It's even pretty. For those using Maxifile for their file maintenance program, it allows you to call Maxifile from LGS.

**DESK MANAGER** allows you to organize your auto folder and accessory choices at bootup time. It can have up to 128 files listed, and has a pleasant easy to operate interface. This is a must for sure if you plan any trouble shooting for software compatibility problems.

**AUTOSORT.PRG** provides an easy answer to reorganizing the order that your auto programs load.

**RWABS MONITOR** will clue you in on exactly what your Hard Drive is doing.

**ULTIMATE SCREEN SAVER** will light up your monitor's screen with fireworks to prevent burn-in of idle screens. It returns the normal screen as soon as you touch the mouse or keyboard.

### Super Survival Software

*Now for some accessories and applications that tickle my fancy as items I'd hate to be without...*

**APROCALC.ACC** - John Brochu wrote this programmer's calculator desk accessory and it has lots of features. It needs a lot of memory though, and if you don't have a spare 90k you might do well to check out Advacalculator (ADVACALC), which weighs in at a slim 27k.

**CAL62b** is the current new version of this full featured appointment calendar program that lets you in on what is what, and when it might occur, or when it already happened!

**COMMTTOOL** is a neat program that is mandatory reading if you use a BBS package like Michtron V.3 which has no message editing capacity to speak of. Commttool fixes that and gives you an editor that will work great for all the online services as well!

**FZT\_D212.LZH** will illustrate the new Freeze Dried Terminal program that many feel is tops for modem fun.

**ARCSHELL** by Charles F. Johnson is the number one



The **Little Green Selector** eliminates the frustrating built-in GEM file selector for all applications.



shell for calling ARC and LHARC compression utilities. This will allow you to uncompress the files you download. You will also need ARC602.TTP, LZH201K.TTP to use the shell.

**GER2EN16** will help us survive the German documentation found with some import programs. Although it can't do it all, the translations are pretty revealing.

And talking about import programs, some color programs may require a video shifter frequency change. **CHANGEHZ.LZH** will do it.

**GEM PICTURE VIEWER (GVLZH)** will give you a ticket to see all those interesting pictures. It will show ART, GEM, IMG, NEO, P(IC)(123), SP(UC), PDF, GIF, IFF formats and provides great mono support as well as color.

**OPUS** will let you spread yourself thin—or spread out your data for you. It's a fine shareware spreadsheet program.

**CRACKART** will let you draw your own conclusions. And now you can find a full translation of the German Docs posted as well. Just look for **CRACKTXT.ZOO**.

**STWRITER ELITE** will let you spell it out for all to read. This constantly updated word processor has become an Atari standard.

I haven't seen too many PD/Shareware print spoolers, so I'll mention an oldie from ST-Log #28. **SUPER SPOOL**. It releases your computer to resume work even while a long document prints.

**MMM211.LZH** the **MIDI MUSIC MAKER** will play 14 types of files from 7 different computer types.

And when speaking of Survival, who could do without George Woodside's Virus detection program **VKILL384**.ARC, and his famous hard drive backup program, **TURTLE?** Certainly not me.

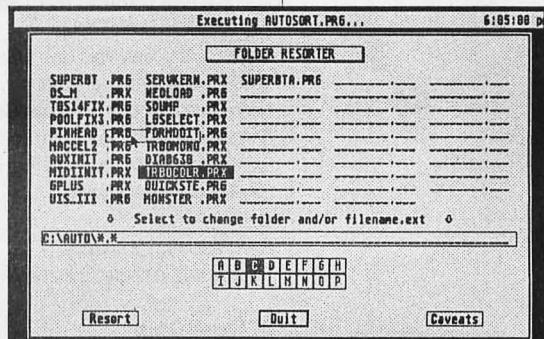
### And the Pitch....

You don't have to search all over for these patches and accessories. Each and every one of them mentioned here is available for download from CompuServe, GENie, Delphi, and private BBS systems around the world. But if you

don't have access to a modem, *AtariUser* will send you a special disk loaded with most of the programs mentioned here. Send \$6 and a self-addressed disk mailer to me at: **AtariUser SURVIVAL DISK**, 113 West College Street, Covina, CA 91723. We have a vested interest in your survival! — Ron Bernstein ■

■ **Ron Bernstein** is co-sysop of the CodeHead Quarters BBS (213-461-2095), where all these programs reside for free downloading. When offline, Ron runs himself ragged doing everything from running a Hollywood nightclub (Vine Street Bar and Grille) to teaching Karate and Motorcycle Maintenance.

The order of things in your AUTO folder will determine success or failure of some programs. **AUTOSORT** lets you just grab and re-arrange.



# AtariUser's annual "Every Single Atari User Group in the World and Nether Regions..." (uh, or the U.S.)

| GROUP NAME                                 | ADDRESS                   | CITY               | ST    | ZIP   | CONTACT          |
|--|---------------------------|--------------------|-------|-------|------------------|
| Birming. Atari Computer Enthusiasts of AL  | 917 HILLANDALE DR         | FAIRFIELD          | AL    | 35064 | Todd Price       |
| Huntsville Atari User Group                | 3911 W CRESTVIEW DR NW    | HUNTSVILLE         | AL    | 35816 | Levin Soule      |
| Alabama Atari Computer Enthusiasts         | 31 WINDSOR DR             | TUSCALOOSA         | AL    | 35404 | Joe Moudry       |
| Little Rock Atari Addicts                  | 28 JOHN HANCOCK DR        | JACKSONVILLE       | AR    | 72076 | Keith Steensma   |
| Page Atarians                              | PO BOX 806                | PAGE               | AZ    | 86040 | J.R. Lyons       |
| Phoenix Area Atari ST                      | PO BOX 56413              | PHOENIX            | AZ    | 85079 | Jim Keho         |
| Northwest Phoenix Atari Connection         | 1721 S HARDY              | TEMPE              | AZ    | 85281 | Merle Barnes     |
| Phoenix Atari ST c/o Simplex Co.           | 2737 W BASELINE RD STE 27 | TEMPE              | AZ    | 85283 | Michael Zachary  |
| Tucson Atari Central                       | 1601 N SADDLEWOOD RANCH   | TUCSON             | AZ    | 85745 | Mike Turner      |
| Far Eastern Atari ST User's Group          | PSC 78 BOX 1674           | APO San Fran.      | CA    | 96326 | Gregg Anderson   |
| Bakersfield Atari Computer User Group      | 5205 BROCKTON CT          | BAKERSFIELD        | CA    | 93309 | Wayne Harms      |
| Bakersfield AUG                            | 3128 PARKLAND CT          | BAKERSFIELD        | CA    | 93304 | Tim Hobbs        |
| Real Atari Maniacs                         | PO BOX 1513               | CAMARILLO          | CA    | 93011 | Tim McCoy        |
| Santa Clarita Valley Ace                   | 19449 NADAL ST            | CAN. CNTRY.        | CA    | 91351 | Mark Ostrove     |
| Atari Anonymus - A User Group              | 14222 VILLAGE PARK PLACE  | CHINO HILLS        | CA    | 91709 | Gary Leonardo    |
| San Diego ST Users Workshop                | 902 NOLAN WAY             | CHULA VISTA        | CA    | 91911 | Chester Edwards  |
| Fresno Regional Atari Computer Users       | 2167 RICKERT AVE          | CLOVIS             | CA    | 93612 | Greg Jenness     |
| Redding Atari Computer Enthusiasts         | 3256 MAIN ST              | COTTONWOOD         | CA    | 96022 | Mike Farrar      |
| Atari Computer Enthusiast Society          | 21210 E ARROW HWY TRLR 35 | COVINA             | CA    | 91724 | Clarence Jacobs  |
| ERACE                                      | 1906 AVENIDA DEL DIABLO   | ESCONDIDO          | CA    | 92029 | Gary Martin      |
| Fresno ST User Group                       | 2485 S ROWELL AVE         | FRESNO             | CA    | 93725 | Donna Quiring    |
| ACAOC                                      | 1636 Victoria Dr          | Fullerton          | CA    | 92631 | Terry Palus      |
| Atari Computer Association of Orange Co.   | 2966 E HADDONFIELD LOOP   | FULLERTON          | CA    | 92631 | Larry Weinheimer |
| MITARI                                     | 1848 N GRAMERCY PL #302   | HOLLYWOOD          | CA    | 90028 | Brian Valentine  |
| Educators Atari Club                       |                           | LAYTONVILLE        | CA    | 95454 | Peter Loeser     |
| Portfolio Users Group                      | PO BOX 491155             | LOS ANGELES        | CA    | 90049 | Rowby Goren      |
| Modesto Atari Computer Club                | PO BOX 3811               | MODESTO            | CA    | 95352 | Dan Dalen        |
| Santa Maria Lompoc Atari Computer Enthus   | 595 Grande Ave.           | NIPOMO             | CA    | 93444 | Eric Daniels     |
| Delta Atari Computer Enthusiasts           | PO BOX 401                | OAKDALE            | CA    | 95361 | David Nicolau    |
| San Leandro Computer Club                  | 2272 47TH AVE             | OAKLAND            | CA    | 94601 | Jim Hood         |
| Antelope Valley Atari Computer Enthus.     | 36333 32ND ST E           | PALMDALE           | CA    | 93550 | Ray Maynard      |
| Diablo Valley Atari Computer Enthusiasts   | 1618 MERIAN DR            | PLEASANT HILL      | CA    | 94523 | Daniel Galant    |
| Atari Computer Club Encompassing Subsac.   | PO BOX 1354               | SACRAMENTO         | CA    | 95812 | Mark O'Connell   |
| Sacramento ST User's Group                 | 5250 ELBERT WAY           | SACRAMENTO         | CA    | 95842 | Mark Warner      |
| Atari Users Group of the Inland Empire     | 3905 N LUGO AVE           | SAN BERNARDINO, CA | 92404 |       | Don Lucia        |
| San Diego ACE                              | 12003 DEERFOOT RD         | SAN DIEGO          | CA    | 92131 | Steven Kiepe     |
| Atari Bay Area Computer Users Society      | 2047 THIRTY-FIFTH AVE     | SAN FRANCISCO      | CA    | 94116 | Del Severy       |
| Bay Area Atari Users Group                 | 3698 SATINWOOD DR         | SAN JOSE           | CA    | 95148 | Bob Hosler       |
| Santa Clara County Atari User's Group      | 4995 MINAS DR             | SAN JOSE           | CA    | 95136 | Ron Stein        |
| South County Atari Users Group             | 5222 CARRYBACK AVE        | SAN JOSE           | CA    | 95111 | Ron Reade        |
| North Orange County Computer Club - ST SIG | 1561 MESA DR APT 108      | SANTA ANA          | CA    | 92707 | Dain Leese       |
| Santa Barbara Atari Computer Enthusiasts   | PO BOX 3678               | SANTA BARBARA      | CA    | 93130 | Avery Galbraith  |
| Enthusiastic Santa Cruz Atari Prg. Enthus. | 417 SAN JUAN AVE          | SANTA CRUZ         | CA    | 95062 | Jim Montoya      |
| STACE of Sonoma County                     | 751 SOUTHWOOD DR          | SANTA ROSA         | CA    | 95407 | John Orcutt      |
| DAUG                                       | 2030 PACIFIC AVE APT 4    | STOCKTON           | CA    | 95204 | Marlon Bates     |
| Atari Federation of Lompoc                 | PO BOX 5367               | VANDENBERG         | CA    | 93437 | Chester Hadley   |
| Visalia Atari Computer Enthusiasts         | 3333 W SUE AVE            | VISALIA            | CA    | 93277 | Matt Brady       |
| ST Intersect Group                         | 2328 S ELKHART ST         | AURORA             | CO    | 80014 | Louis Mendoza    |

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|   |   |                                   |                                  |   |
|---|---|-----------------------------------|----------------------------------|---|
| Pikes Peak Poke Atari Computer Enth.<br>Atari Computer Club of Denver                               | 59444 WISTERIA DR<br>166 S ROSEMARY ST                  | CO. SPRINGS<br>DENVER             | CO 80919<br>CO 80231             | Terry Quinn<br>Chester Cox                            |
| Central Connecticut Computer Club<br>Atari Users Group of Greater Hartford<br>ST Atari Road Runners | 127 PINNACLE RD<br>1 ABBOTT RD #78<br>63 FOREST VIEW RD | BRISTOL<br>ELLINGTON<br>NORTHFORD | CT 06010<br>CT 06029<br>CT 06472 | Richard Scheidel<br>William Midyette<br>Donald Dougan |
| Pinellas Atari Computer Enthusiasts<br>QUEST  | 2439 MOOREHAVEN DRIVE E.<br>1243 LAKEVIEW RD            | CLEARWATER<br>CLEARWATER          | FL 34623<br>FL 34616             | Alan Frazer<br>Scott Piper                            |
| Dade Atari Users Group  | 7821 NW 174TH TER                                       | HIALEAH                           | FL 33015                         | Joe Dunfee  |
| First Coast Atari Computer Enthusiasts  | 7932 SOUTHSIDE B, APT 1305                              | JACKSONVILLE                      | FL 32256                         | Cheryl Simms  |
| ST Jacksonville Atari User Group  | 1209 SKYE DR W  | JACKSONVILLE                      | FL 32221                         | Ralph Mariano   |
| Atari Technical and Enthusiasts Club  | 4747 NEW TAMPA HWY                                      | LAKELAND                          | FL 33801                         | Robert Stentiford                                     |
| Mid Florida Atari Computer Club   | 3729 YOSEMITE DR  | ORLANDO                           | FL 32818                         | Bob Smith   |
| Tampa Atari ST Enthusiasts  | 7525 N ARMENIA AVE                                      | TAMPA                             | FL 33604                         | Bill Terlop   |
| Tampa Bay ST Users Group  | 9621 ORANGE GROVE DR                                    | TAMPA                             | FL 33618                         |   |
| Atari Users Group of Albany   | 405 BENNINGTON LN                                       | ALBANY                            | GA 31707                         | Phillip Paulos  |
| Atari Users Group Crsa Club   | 3222 CRANE FERRY RD                                     | AUGUSTA                           | GA 30907                         | Harold Johnston                                       |
| ST Atlanta Roundtable   | 3205 SHIRLEY DR   | KENNESAW                          | GA 30144                         | David Westbrook                                       |
| Middle Georgia Atari Users Group  | RT 1 BOX 362 M4 SUTTON RD                               | LIZELLA                           | GA 31052                         | Jeff Vincent  |
| Atari Computer Enthusiasts of Hawaii  | 3323C ORLANDO PL  | HONOLULU                          | HI 96818                         | Robert Beatty   |
| Midwest Atari Group-Iowa Chapter  | 927 5TH ST  | AMES                              | IA 50010                         | Gordie Meyer  |
| Hawk Atari Group  | 302 1ST AVE   | ATKINS                            | IA 52206                         | Jim Cohen   |
| Mixed Computer Club of Muscotine  | 109 EVERGREEN LN  | MUSCATINE                         | IA 52761                         | Bob Sywassink   |
| Atari Boise Users Group   | 3073 RIVA RIDGE WAY                                     | BOISE                             | ID 83709                         | Frank Chan  |
| Rattlesnake Atari Computer Enthusiasts  | 301 BIRCH ST  | MOUNTAIN HOME                     | ID 83647                         | Carson Walden   |
| Eastside Atari User Group   | 2425 CRISLISA DR  | ALTON                             | IL 62002                         | Hank Vize   |
| The Users Group   | PO BOX 66583  | AMF OHARE                         | IL 60666                         |   |
| Firmilab Atari Users Group  | MS 223 Firmilab 38 Feldott Rd                           | BATAVIA                           | IL 60510                         | John Yoh  |
| ST Atari Resource of O'Fallon   | 337 N 43RD ST   | BELLEVILLE                        | IL 62223                         | Craig Carter  |
| Central Illinois Atari User Group   | 1920 E CROXTON AVE                                      | BLOOMINGTON                       | IL 61701                         | Robert Handley  |
| Champaign Urbana ST Users Group   | 611 ROSSMOOR CT   | CHAMPAIGN                         | IL 61821                         | Bill Magro  |
| Chicago Atari Users Group, Inc.   | 2952 N MEADE AVE  | CHICAGO                           | IL 60634                         | John Pimentel   |
| Atari Computer Club East Side Scene   | 100 GLENRIDGE DR  | COLLINSVILLE                      | IL 62234                         | Thomas Guelker  |
| Quad Cities Atari Computer Club   | 830 1ST AVE #232  | EAST MOLINE                       | IL 61244                         | Donna Lemaster  |
| GTIA Users Group  | 1000 AVENUE A   | ROCK FALLS                        | IL 61071                         | Mike Lange  |
| Lake County Atari Computer Enthusiasts  | 409 South Elmwood Av                                    | WAUKEGAN                          | IL 60085                         | Dwight Johnson  |
| Local Atari Users Group   | 1N361 RIDGELAND AVE                                     | WEST CHICAGO                      | IL 60185                         | Paul Conterato  |
| Suburban Chicago Atarians   | 111 S DORCHESTER ST                                     | WHEATON                           | IL 60187                         | Reid Simmons  |
| Bloomington Atari ST  | 4418 Stephens Dr  | Bloomington                       | IN 47408                         | Jim Lang  |
| Atari Sixteen Bit Users Group   | RR 12 BOX 562   | BRAZIL                            | IN 47834                         | George Bowles   |
| Calumet Region Atari Group  | 3340 WINDYHILL DR LOFS                                  | CROWN POINT                       | IN 46307                         | Randy Noak  |
| Atari ST Computers in Indianapolis  | 1752 ALIMINGO DR  | INDIANAPOLIS                      | IN 46260                         | Dan Ward  |
| Atari Exchange of Louisville  | 524 ROSEVIEW TER  | NEW ALBANY                        | IN 47150                         | Lawrence Estep  |
| Atari Computer Owners Resource Network  | 11724 HAMILTON RD                                       | ROANOKE                           | IN 46783                         | Michael Surface                                       |
| Indiana Michigan Atari Group Exchange   | 20087 ROOSEVELT RD                                      | SOUTH BEND                        | IN 46614                         | Stephen Elek, Jr.                                     |
| Purdue Atari User Group   | 465 1/2 VINE ST   | W. LAFAYETTE                      | IN 47906                         | Gregory Riffe   |

# User Group Resource

## AtariUser's annual "Every Single Atari User Group in the World and Nether Regions..." (uh, or the U.S.)



|  |  |  |  |  |
|--|--|--|--|--|
| Department of Physics and Astronomy<br>Wichita Atari Computer Enthusiasts  | 5073 MALOTT UNIV . KANSAS LAWRENCE<br>501 TROTTER ST   | MAIZE  | KS 66045<br>KS 67101   | Stephen Shaw<br>Marilyn Merica   |
| Bluegrass Region Atari Computer Enthus.<br>Somerset Computer Users Group   | 151 TODDS RD APT 240<br>1335 E HWY 80  | LEXINGTON<br>SOMERSET  | KY 40509<br>KY 42501   | Hal Nason<br>Joe Burton  |
| ST REM of BBS Enthusiasts<br>The Only ST User's Group<br>New Orleans ACE   | 13630 KENNER AVE APT B<br>PO BOX 73851<br>1101 ELMWOOD PARK BLVD   | BATON ROUGE<br>METAIRIE<br>NEW ORLEANS   | LA 70810<br>LA 70033<br>LA 70123   | Jody Aucoin<br>James Parker<br>David Porter  |
| South Shore Atari Group<br>VAST<br>Nashoba Valley Atari Users Society<br>Western Massachusetts Atari User Group  | 1090 RIVER ST<br>30 COMMONWEALTH AVE<br>25 WOOD LN<br>285 GATES ST   | BOSTON<br>HAVERHILL<br>MAYNARD<br>PALMER   | MA 02136<br>MA 01830<br>MA 01754<br>MA 01069   | Norman Boucher Jr.<br>Mike Demellia<br>Jeffery Lomicka<br>David Scarpa   |
| Maryland Atari Computer Club<br>Baltimore Atari Computer Enthusiasts<br>APL Atari Users Group<br>Central Maryland Atari Group<br>Frederick Atari Computer Enthusiasts  | 715 WOODSDALE RD<br>6502 SMOKE HOUSE CT<br>LAB 8 - 222 JN. HOPKINS RD<br>7533 DOGWOOD RD<br>8489 INSPIRATION AVE   | BALTIMORE<br>COLUMBIA<br>LAUREL<br>SYKESVILLE<br>WALKERSVILLE  | MD 21228<br>MD 21045<br>MD 20723<br>MD 21784<br>MD 21793   | John Cromwell<br>Paul Freeman<br>Lynna Spornick<br>Jim Hefner<br>Mike Kerwin   |
| Southern Maine Atari Users Group   | RR 2 BOX 361   | BREWER   | ME 04412   | Peter Roderick   |
| Washentaw Atari Users Group<br>ST Interest Group - MI<br>Genesee Atari Group<br>Cascades Atari Computer Enthusiasts<br>Atari Women Enthusiasts State of MI Encl.<br>Greater Kalamazoo Atari Users Group  | 14 PAYEUR RD<br>2875 ARTHUR ST E<br>G-3426 BRANCH RD<br>PO BOX 6161<br>1019 SHERIDAN DR<br>3218 LINCOLNSHIRE BLVD  | ANN ARBOR<br>COOPERSVILLE<br>FLINT<br>JACKSON<br>KALAMAZOO<br>KALAMAZOO                                      | MI 48108<br>MI 49404<br>MI 48506<br>MI 49204<br>MI 49001<br>MI 49001                                     | Craig Harvey<br>Mike Ledford<br>Gerald Cross<br>Brent Fisher<br>Trudi Rogier<br>Frank Fellheimer   |
| Muskegon Atari User Group<br>Capitol Hill Atari Owners Society<br>Tri-City Atari Users Group<br>Michigan Atari Computer Enthusiasts<br>Atari ST Resource of Oakland<br>Great Lakes Atari ST Support<br>Michigan Atari General Information Confere<br>STING<br>Grand Rapids Atari Systems Suporters | 3258 BROOKFIELD RD<br>1807 HAMILTON RD<br>140 W NORTH ST<br>18625 HILTON DR<br>3087 SOUTHWIND DR<br>27426 WINSLOW AVE<br>13900 MASONIC BLVD<br>136 WATERLY ST<br>2239 COLLINGWOOD AVE SW | MUSKEGON<br>OKEMOS<br>SAINT CHARLES<br>SOUTHFIELD<br>WALLED LAKE<br>WARREN<br>WARREN<br>WATERFORD<br>WYOMING | MI 49441<br>MI 48864<br>MI 48655<br>MI 48075<br>MI 48390<br>MI 48092<br>MI 48093<br>MI 48328<br>MI 49509 | Tom Garzelloni<br>Leo Sell<br>Steve Volcker<br>Mark Tappan<br>Robin Ward<br>Byron Johnson<br>Chuck Cobb<br>Bernie Bresnhan<br>Tim Feenstra |
| Ports Atari Computer Enthusiasts<br>Minnesota Atari ST Users<br>Fargo-Moorhead Atari Users Group<br>St. Paul Atari Computer Enthusiasts  | 4835 CROSLY AVE<br>3237 CHICAGO AVE<br>98 QUEEN ST<br>P.O. BOX 12016   | DULUTH<br>MINNEAPOLIS<br>MOORHEAD<br>NEW BRIGHTON  | MN 55804<br>MN 55407<br>MN 56560<br>MN 55112   | Tracy Hendershot<br>David Pashall<br>Curt Johnson<br>Greg Howell   |
| Central Missouri Atari Support Group<br>Four Star<br>Nodaway Atari Group   | 2517 GRANDVIEW CIR<br>4617 S JACKSON AVE<br>RR 2 BOX 212A  | COLUMBIA<br>JOPLIN<br>MARYVILLE  | MO 65203<br>MO 64804<br>MO 64468   | Steve Collier<br>Joel Dannelley<br>Rego Jones  |
| Rattlesnake Atari Computer Enthusiasts - MT<br>High Plains AUG   | 19550 POND RD<br>26 DIVISION RD # 1  | FRENCHTOWN<br>GREAT FALLS  | MT 59834<br>MT 59404   | Tom Tucker<br>Scott Dowdle   |



|  |  |                                      |                          |
|--|--|--------------------------------------|--------------------------|
| Peidmont Triad Atari User Group                            | 2001 SUNNYSIDE AVE                       | WINSTON SALEM NC 27127               | Danny Hartman            |
| Minot Atari Computer Users Group                           | 909 1st Ave NW                           | MINOT ND 58701                       | Jeff Gilbert             |
| Omaha Atari Computer Enthusiasts                           | 8629 S GLENVIEW DR                       | PAPILLION NE 68128                   | Peter Killian            |
| SPACE of S.E. New Hampshire<br>Nashua Area ST User Society | 11 SCOTLAND RD APT 13A<br>51 CHEYENNE DR | KINGSTON NH 03848<br>NASHUA NH 03063 | Dave Faxon<br>Don Peters |
| Warren County Atari User Group                             | RR 4 BOX 591                             | BLAIRSTOWN NJ 07825                  | Alex Rubinstein          |
| Tri-State Atari Programmers                                | PO BOX 221                               | CAMDEN NJ 08108                      | Richard Sun              |
| South Jersey Atari Computer Enthusiasts                    | PO BOX 234                               | COOKSTOWN NJ 08511                   | Mr. Eldridge             |
| Jersey Atari Computer Group                                | 48 READ ST                               | NEWARK NJ 07105                      | Gary Gorsky              |
| Jersey Atari Computer Society                              | HMLTN. CRT. APTS - APT E4                | SOMERDALE NJ 08083                   | Mike Hopkins             |
| Albuquerque Atari Computer Enthusiasts                     | 1021 SAGEBRUSH TRL SE                    | ALBUQUERQUE NM 87123                 | Richard Houser           |
| Las Cruces Atari Users Group                               | 3905 NEMESH DR                           | LAS CRUCES NM 88005                  | Carl Hundley             |
| Southern Nevada Atari Computer Club                        | 48 LAFAETTE ST                           | LAS VEGAS NV 89110                   | Harvey Cannon            |
| High Sierra Users Group                                    | 1289 HIGHGATO CT                         | SPARKS NV 89434                      | Kenn Johnson             |
| Buffalo Region Atari Group for the ST                      | 104 DALEWOOD DR                          | AMHERST NY 14228                     | Mark Piero               |
| Long Island Atari User Group                               | 933 UNION ST                             | BOHEMIA NY 11716                     | John Aalto               |
| Brooklyn Atari Society for Information                     | 97 70TH ST                               | BROOKLYN NY 11209                    | Al Petersen              |
| Atari Computer Owners of Rochester NY                      | 168 ATTRIDGE RD                          | CHURCHVILLE NY 14428                 | Donald Allis             |
| Long Island Atari Computer Enthusiasts                     | 44 MERCURY AVE                           | E. PATCHOGUE NY 11772                | Mike Ferrara             |
| Western New York Atari Users Group                         | 39 MAPLE AVE                             | LANCASTER NY 14086                   | Don Koepf                |
| Atari Computer Enthusiasts of Syracuse                     | 204 PATRICIA LN E                        | N. SYRACUSE NY 13212                 | Ken Wickert              |
| Bits, Bytes, and Pieces                                    | 6583 ASPEN CIR                           | RED CREEK NY 13143                   | William Wheat            |
| Capital District Atari Computer                            | 978 BIRCHWOOD LN                         | SCHENECTADY NY 12309                 | Joe Bogaard              |
| Atari Computer Users Group Westchester                     | 4 CHARLOTTE ST                           | WHITE PLAINS NY 10606                | Roland Herman            |
| Cuyhoga Valley Atari Computer Club                         | 444 LODI ST                              | AKRON OH 44305                       | Ron Mullens              |
| Cleveland Atari Computer Enthusiasts                       | P.O. 93034                               | CLEVELAND OH 44109                   | George Ness              |
| Cleveland Atari Information Network                        | 6618 LANSING AVE                         | CLEVELAND OH 44105                   | Len Stys                 |
| NOAH 8 BIT ATARI USER GROUP                                | 4801 Denison Ave                         | Cleveland OH 44102                   | Brian Boggess            |
| Atari Computer Enthusiasts of Columbus                     | 881 WELDON AV                            | COLUMBUS OH 43224                    | Wes Bowers               |
| Miami Valley Atari Computer Enthusiasts                    | 793 HUNTERS RIDGE DR                     | FAIRBORN OH 45324                    | Howard Bandow            |
| North East Ohio ST Atari Group                             | 711 N SAINT-CLAIR ST                     | GIRARD OH 44420                      | Gregory Bailly           |
| Cincinnati Atari Users Group                               | 1553 BUCKBOARD LN                        | LOVELAND OH 45140                    | Mike Hill                |
| Mid-Ohio Atari Users Group                                 | 345 WESTLAWN DR                          | MANSFIELD OH 44906                   | Chuck Steinman           |
| Knox County Atari Group                                    | PO BOX 502                               | MOUNT VERNON OH 43050                | Jerry Callan             |
| Toledo Area ST Enthusiasts                                 | PO BOX 23012                             | TOLEDO OH 43623                      | Richard Vega             |
| Troy Regional Atari Computer Enthusiasts                   | 423 1/2 E MAIN ST                        | TROY OH 45373                        | Jerry Cadenerly          |
| Ohio Pennsylvania Atari Computer Enthusiasts               | 3257 QUENTIN DRIVE                       | YOUNGSTOWN OH 44511                  | Frank Wagner             |
| ST Information Exchange                                    | 9421 KEVINS WAY                          | EDMOND OK 73034                      | Steve Balch              |
| ST Enthusiasts of Portland                                 | 4470 SW HALL BLVD # 325                  | BEAVERTON OR 97005                   | Jay Gerber               |
| Central Oregon Atari Club                                  | 64729 SYLVAN LOOP                        | BEND OR 97701                        | Jim Downes               |
| Atari Computers Users Network                              | 3628 RIVERCREST DR N                     | KEIZER OR 97303                      | Jonathan Eggert          |
| Portland Atari Club  | 100 NE FARRAGHT                          | PORTLAND OR 97211                    | Rob Albright             |
| Douglass County Atari ST Enthusiasts                       | 1033 BARAGER                             | ROSEBURG OR 97470                    | Jim Steingrove           |

# User Group Resource

## AtariUser's annual "Every Single Atari User Group in the World and Nether Regions..." (uh, or the U.S.)

|   |                       |                |          |                     |
|---|-----------------------|----------------|----------|---------------------|
| Lehigh Valley Atari Users Group               | 38 N 16TH ST          | ALLENTOWN      | PA 18102 | Johnathan Mordosky  |
| Allentown Bethlehem Easton's ACES             | 1602 CALLONE AVE      | BETHLEHEM      | PA 18017 | Ralph Fenner        |
| Spectrum Atari Group of Erie                  | 3025 MARVIN AVE       | ERIE           | PA 16504 | Patti Irwin         |
| Philadelphia Area Computer Society AUG        | 207 PONTIAC ST        | LESTER         | PA 19029 | Alice Christie      |
| South Pennsylvania Atari Computer Enthus      | RD#2 BOX 486          | MILLERSTOWN    | PA 17062 | Don Zeiders         |
| Westmoreland Atari Computer Organization      | 230 CLAIRMONT ST      | N. UNTINGDON   | PA 15642 | George Adamson      |
| North East Atari Team                         | 1016 FOSTER ST        | PHILADELPHIA   | PA 19116 | Allan Zaluda        |
| Pittsburgh Atari Computer Enthusiasts         | PO BOX 13435          | PITTSTON       | PA 18640 | Dennis Peters       |
| Computer Users Federation                     | PO BOX 234            | WEST PITTSTON  | PA 18643 | Bob Chopick         |
| Atari Elite                                   | 10077 OAKRIDGE DR     | WEXFORD        | PA 15090 | Bill Roberts        |
| Rhode Island Area Computer Enthusiasts        | 192 WEBSTER AVE       | PROVIDENCE     | RI 02909 | Steve Dunphy        |
| Greenville Atari Computer User Group          | 19 ALPINE WAY         | GREENVILLE     | SC 29609 | Mary Anne Terminato |
| Rushmore Atari Computer Enthusiasts           | 9893A PRINGLE AVE     | ELLSWORTH AFB  | SD 57706 | Duane Charter       |
| Chattanooga Atari Owners Symposium            | PO BOX 80101          | CHATTANOOGA    | TN 37411 | Phil Snider         |
| Cookeville Atari Computer Enthusiasts         | 280 CAPSHAW DR        | COOKEVILLE     | TN 38501 | Robert Pecora       |
| East Tennessee Atari Computer Enthusiast      | 505 BAYS COVE TRL     | KINGSPORT      | TN 37660 | Jayne Johnston      |
| Knoxville Atari Users Group                   | 953 RODERICK RD       | KNOXVILLE      | TN 37923 | Bill Brosey         |
| Nashville Atari User's Group                  | 1713 LINDEN AV        | NASHVILLE      | TN 37212 | James Bays          |
| Austin Atari Computer Enthusiasts             | 8207 BRIARWOOD LN     | AUSTIN         | TX 78758 | Rick Detlefsen      |
| Atari Users of North Texas                    | PO BOX 515006         | DALLAS         | TX 75251 | Mike Reardon        |
| Atari Computer Club of El Paso Texas          | 245 LONGHORN CT       | EL PASO        | TX 79907 | Steven Bruck        |
| Golden Triangle Users Group                   | 6621 CAPITOL ST       | GROVES         | TX 77619 | C.S. Foster III     |
| Houston Atari Computer Enthusiasts            | 11830 WESTMERE DR     | HOUSTON        | TX 77077 | George Iken         |
| Houston Atari ST Enthusiasts                  | 4930 SHADOWDALE DR    | HOUSTON        | TX 77041 | Phil Stojanik       |
| Northside Atari Club                          | 243 DE BOLL ST        | HOUSTON        | TX 77022 | Dan Carver          |
| Lubbock Atari Computer Enthusiasts            | 4501 61ST ST          | LUBBOCK        | TX 79414 | John Davis          |
| Alamo Area Atari User Association             | PO BOX 79-1426        | SAN ANTONIO    | TX 78279 | Alvan Sherrill      |
| World Atari ST Enthusiasts                    | 3202 LAS CRUCES BLVD  | TEMPLE         | TX 76502 | James Wesolowski    |
| Palmtop User's Group                          | 454 W 1010 N          | OREM           | UT 84057 |                     |
| Thunderhold BBS Users Group                   | 627 N 100 W APT A     | OREM           | UT 84057 | Gerald Homeyer      |
| Layton Atari Computer Enthusiasts             | 3897 S 2275 W         | ROY            | UT 84067 | Irwin Brooks        |
| Atari Computer Enthusiast Salt Lake City      | PO BOX 26664          | SALT LAKE CITY | UT 84126 | Rick Hansen         |
| C-System                                      | 3325 SUE ST           | SALT LAKE CITY | UT 84115 | Terry Hunt          |
| ST Users Network                              | 4894 PAWNEE CIR       | WEST JORDAN    | UT 84084 | Jim Hepworth        |
| Northern Virginia Atari                       | 868 N LONGFELLOW ST   | ARLINGTON      | VA 22205 | Rich Avery          |
| Woodbridge Atari Users Group                  | 2770 S TAYLOR ST      | ARLINGTON      | VA 22206 | Louis Praino        |
| Greater Richmond Atari Support Program        | 3024 SHILOH CHURCH RD | MIDLOTHIAN     | VA 23112 | Mickey Angell       |
| Southside Tidewater Atari Tech. User Soc      | 4836 HONEY GROVE RD   | VIRGINIA BEACH | VA 23455 | Gene Rodriguez      |
| Vermont Atari Users Group                     | 25 PLEASANT ST        | ESSEX JUNCTION | VT 05452 | Allen Petrie        |
| Bellevue Redmond Atari Computer Enthus.       | PO BOX 70097          | BELLEVUE       | WA 98007 | Joe Mraz            |
| Chewelah Atari Computer Users Group           | 410 N KRUEGER ST      | CHEWELAH       | WA 99109 | Kelly Harris        |
| First Atari Users Group                       | 405 Willis BOX 8      | HARRINGTON     | WA 99134 | Norm Iverson        |
| Atari Association of Desert Dwellers          | 2020 W 18TH AVE       | KENNEWICK      | WA 99337 | Scott Salsberry     |
| Seattle Puget Sound Atari Computer Enthusiast | 1436 ROCKCRESS DR SE  | OLYMPIA        | WA 98503 | John Strand         |
| STDIO Seattle                                 | 904 N 33RD PL         | RENTON         | WA 98056 | Ralph Plaggenburg   |





Starbase  
 ST Inland Northwest Group  
 South West Atari User Group  
 Southwest Washington Atari Users Group

8307 27TH AVE NW  
 4923 N CALISPEL  
 12401 N.E. 12TH CT  
 12401 NE 12th Ct

SEATTLE  
 SPOKANE  
 VANCOUVER  
 VANCOUVER

WA 98117 Steve Drake  
 WA 99205 Chris Eaton  
 WA 98685 Gary Lentz  
 WA 98685 Gary Lentz

Madison Area Atari User Group  
 Central Wisconsin Atari Computer Users  
 Milwaukee Area Atari Users Group  
 Milwaukee Atari ST Users Group  
 Packerland Atari Computer Users

1833 VAHLEN ST  
 217 S SCHMIDT AVE  
 4529 SAUSTIN ST  
 746 S 26TH ST  
 2714 S 11TH PL

MADISON  
 MARSHFIELD  
 MILWAUKEE  
 MILWAUKEE  
 SHEBOYGAN

WI 53704 James Stephens  
 WI 54449 Thomas Ptak  
 WI 53207 Bruce Rahlf  
 WI 53204 Richard Laudenback  
 WI 53081 Peter Schefsky

Cheyenne Atari Computer Enthusiasts

3040 Dillon Ave

Cheyenne

WY 82001 Tim Steed

## And in Canada...



CALTARI

#68 6724 17 AVE S.E.

CALGARY

AB T2A 0W5 Jari Turcotte

VANTARI  
 CRACE  
 ACCESS  
 TRACE

7187 WILLINGDON AVE  
 241 Carnegie St  
 123 KERR ST  
 8611 CANTLEY RD

BURNABY  
 Campbell River  
 NANAIMO  
 RICHMOND

BC V5J 3R4  
 BC V9W 2J4  
 BC V9R 1Y5 Russell McMullin  
 BC V7C 3S2

ST User Group Of Winnipeg

34 McMULLEN CRESCENT

WINNIPEG

MB R2L 3W9 Ray Finch

Nova Scotia Atari Computer Users Group

60 CHADWICK PL APT 108

HALIFAX

NS B3M 3N2 Len Mitchell

Hamilton, Burlington, Oakville Atari Users Gr  
 KWEST

32 AIRDRIE AV  
 APT 8 - 43 BENTON ST.

HAMILTON  
 KITCHENER

ON L8H 6G1 Jeff Heffernan  
 ON N2G 3H1 Dani Poloson

Digital Centre, The  
 Toronto Atari Federation  
 National Capital Atari Users Group

920 COMMILERS RD. EAST  
 6392 OSPREY BLVD  
 276 MAIN ST.

LONDON  
 MISSISSAUGA  
 OTTAWA

ON N5Z 3J1  
 ON L5N 6E5 Ian Matu  
 ON K1S 1C9 Tom Clegg

Ontario Atari BBS Association  
 Metro Toronto ST  
 Windsor Atari Users Group

63 ST CATHERINES  
 47 ALTON AVE  
 3199 MCKAY AVE

ST THOMAS  
 TORONTO  
 WINDSOR

ON N5P 2V9 Rick Sikora  
 ON M4L 2M3 Lesley-Dee Dylan  
 ON N9E 2R4 Brian Cassidy

Montreal Atari Club — Atari de Montreal  
 Montreal Atari ST Club

12830 BROOK  
 617 BEAUMONT E

PIERREFONDS  
 ST VERNON

QB H8Z 1B8 Terry Cowen  
 QB J3V 2R4 Mark Cummins

# User Group Resource

# AU Classifieds

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For Sale: Complete ST system \$395., SC1224 \$195., Star NX10 \$95., Avatex 1200hc modem \$55., other hardware & software, call 206-839-6513 for more info. [6/92]

Atari 520ST with SC-1224 color monitor Excellent condition \$150.00 708-889-2027 [6/92]

Want to purchase computereyes hardware/software for Atari XL/XE Computer. Randy Jones 1604 Fieldstone Court, Arlington, TX 76018 [6/92]

ATARI 2600/VCS OWNERS: We are a newsletter-based User Group/Club. For a sample, send \$1 to: Tim Duarte, 2600 Connection, P.O. Box 3993, Westport, MA 02790-3993, (508) 636-3674. [6/92]

FOR SALE: Atari 1040STe Computer (Like New). \$325.00 or best offer. Write to: Dane Stegman, 26 Marshall Avenue, Akron, New York 14001. Thank You! [6/92]

WANTED: Bit-3 80 column board for the Atari 800. Steve, 510-704-8211 [6/92]

Attention: N.O.A.H. 8 Atari 8 bit Computer

User Group. 4801 Denison Ave., Cleveland, Ohio, 44102. Voice# 216-961-5735 BBS # 216-582-1196 24hrs 300/1200/2400 bps Contact Brian K. Boggess [6/92]

Atari Connection, Atari Age, APX, Antic, Analog, & all Video or Computer Game Magazines. Wanted to Buy. Frank Polosky, PO Box 9542, Pgh., PA 15223 [6/92]

In search of: I am looking for a new or used XEP-80 for my Atari \* bit computer. If you have one new or used at a fair price, I'm interested. Brian Boggess 4801 Denison Ave, Cleveland, OH 44102 [6/92]

# Atari Land Calendar

■ **June 14 - The Second Milwaukee Atari Show sponsored by the Milwaukee Atari ST User Group (MAST).** Hours will be 10 AM to 5 PM at the Bowlero Red Carpet Lanes in Wauwatosa, Wisconsin. Admission will be \$3, and information is available from President of MAST, Bruce Welsch at 414-463-9662, P.O. Box 25679, Milwaukee, WI 53225-0679, or GENie address R.CARPENTE18.

■ **July 18 - The Blue Ridge Atari Computer Enthusiasts (BRACE) will offer the Third Annual Blue Ridge Atarifest.** The one-day affair will again be held from 10 AM to 6 PM in the Westgate Shopping Center in Asheville, North Carolina, off the I-240 loop at the Westgate/ Hilton Drive Exit. Contact Van Estes, 704-685-8358, or Sheldon Winick of Computer Studio, 704-251-0201.

■ **July 25 - Mid-Indiana ST's MIST Atarifest IV in**

**Indianapolis.** An annual strong midwest "small scale" show, last year's event brought over 500 individuals from surrounding states. Admission is \$3. Contact Dan Ward on GENie (D.WARD10), by phone at 317-254-0031, or by US Mail at 1752 Alimingo Drive, Indianapolis, IN 46260.

■ **August 15th-16th - The Connecticut AtariFest '92** at the Sheraton Hotel at Bradley International Airport, Windsor Locks, Connecticut. A joint effort by FACE, STARR, and D-BUG, the sponsorship organization is called ACT. Contact Brian Gockley, chairman, 18 Elmwood Avenue, Bridgeport, CT 06605, phone 203-332-1721.

■ **August 21st-23rd - Germany's massive all-Atari computer event, the Dusseldorf Atari Show.** New products and trans-oceanic deals mark this show as the

Christmas of the Atari world.

■ **August 20th-30th - The year's biggest (15,000 last year) gaming and roleplay convention is GENCON, held annually in Milwaukee, Wisconsin at the MECCA Convention Center.** Atari will again be represented by MilAtari, Ltd., a local user group that operates an all-Atari game area at the show.

■ **September 12th-13th - 1992's Southern California Atari Faire, also known as "The Glendale."** John King Tarpinian is president of The Hooked on ATARI Computer Knowledge Society (HACKS) and coordinator of the show. The Glendale Show has had the largest annual attendance of any continuing show series and is expected to keep that record this year. For more information about the Glendale Show, contact John King Tarpinian at 818-246-7286.

■ **September 22nd-25th - The Fall Seybold Show will be another top industry trade show specializing in high-end publishing.** Atari made a major showing at Seybold last year and got extensive press attention. The show will be held in San Francisco, California and is not open to the general public. For more information, contact Atari Corporation.

■ **October 10th-11th - The Washington Area Atari Computer Enthusiasts are currently planning the 1992 W.A.A.C.E Atarifest,** which has traditionally been the largest East coast Atari show. The '92 event will be held on Columbus Day weekend, October 10th and 11th, once again at the Sheraton Reston hotel in Reston, Virginia. Charles Hoffmann is now Acting President of WAACE Inc., and can be contacted via GENie at address S.HOFFMANN, by phone at 703-569-

6734, or by US Mail at 5908 Bayshire Road, Springfield, VA 22152-1146.

■ **November 16th-20th - Fall COMDEX, the biggest computer trade show in the USA.** Atari will again have a major presence at the Las Vegas, Nevada show.

■ **December - The Northern California Atari Expo has been rescheduled from July to a date in December** to be announced, at the San Jose Exhibit Hall, 145 W. San Carlos, San Jose, CA. This will be the second major joint show and the first in two years from ABACUS, SLCC, and Sacramento ST Users clubs. Contact the Northern California Atari Expo c/o SLCC, P.O. Box 1506, San Leandro, Ca 94577, or call 510-352-8118. GENie Address: M.WARNER8 ■

# MEGA DEALS!

## Megas & Monitors!

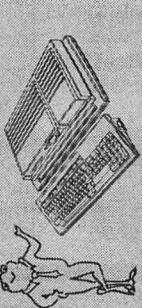
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| • SM147 14" Mono          | <b>\$189</b> |
| • SC1924 12" Color        | <b>\$229</b> |
| • Magnavox 1CM13 Color    | <b>\$319</b> |
| • SC1924, SM147, Switch   | <b>\$449</b> |
| • SC1435, SM147, Switch   | <b>\$579</b> |

## Mega STE & Monitor Deals!



We're hereby announcing a deal that will make your teeth sweat. Now, with the purchase of any Mega STE, you can get a color or monochrome monitor at a substantial discount. Now you can get a complete Mega STE system, with hard drive and monitor for the price you probably paid for your 19451 system. Consider it. To upgrade your existing ST, you might have to spend as much as \$150 to get comparable RAM upgrades, accelerators, new TOS versions, hard drives, and detachable keyboards. For well under that price, you can get a brand new Mega STE, which includes all of those upgrades, not to mention the VME card slot (for expanded video) and AppleLink compatible network port. And it includes a monitor! Why don't you give your old ST to a friend or family member, or keep it as a spare.

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| Spectre GCR                       | \$219 |
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| Mac 128K OS ROMS                  | \$300 |
| ICD AdSpeed ST                    | \$229 |
| ICD AdSpeed STE                   | \$249 |
| JRI SIMM Board                    | \$109 |
| Atari SLM605 Drum                 | \$129 |
| Atari SLM605 Laser Printer        | \$29  |
| Atari SLM605 Toner                | \$154 |
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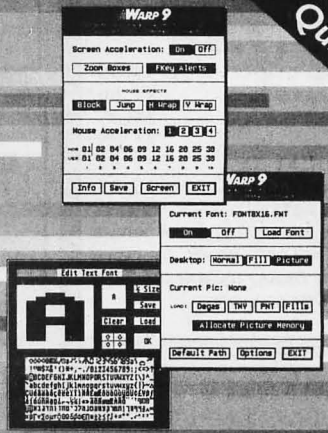
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