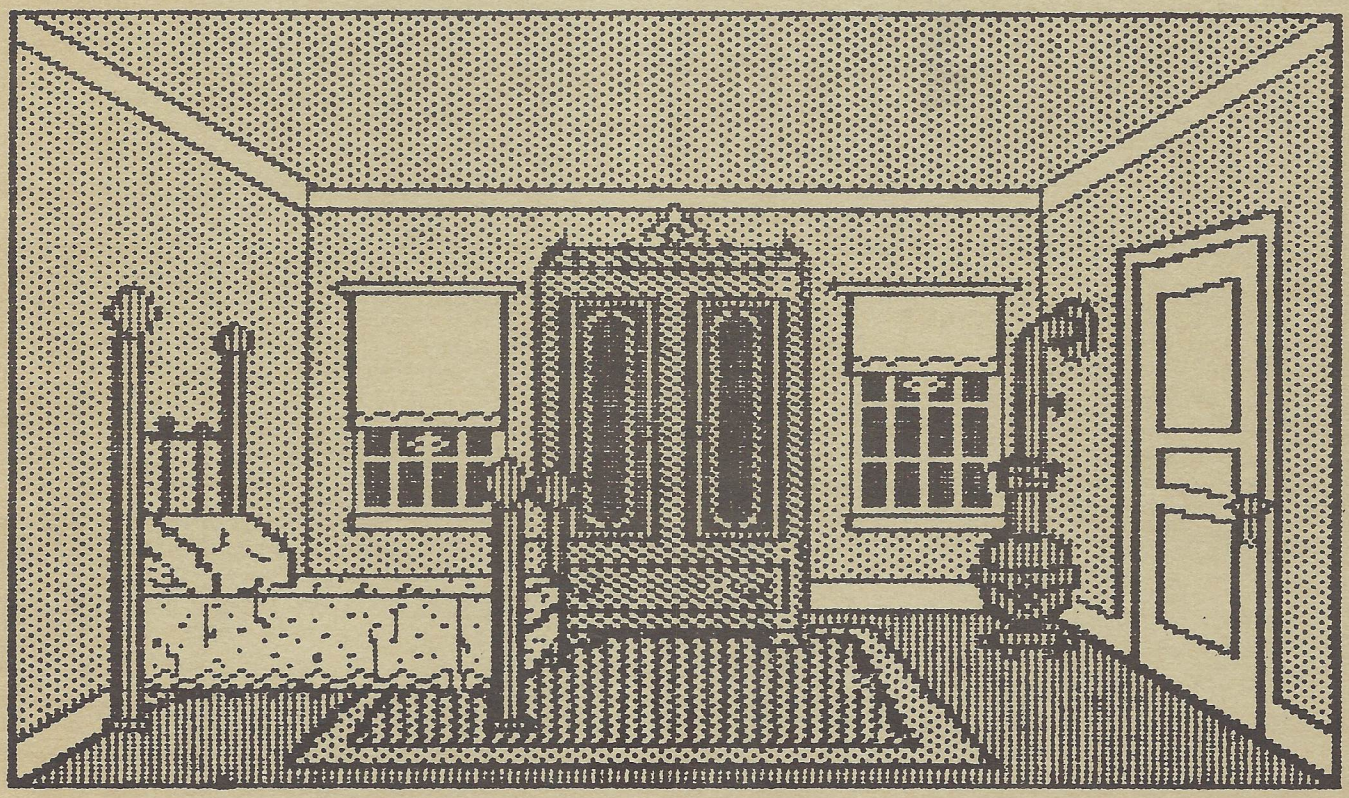
DAL-ACE

DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 5 ISSUE 4 APR 1984



PRESIDENT'S PERSPECTIVE

WOW! It has been a hectic month... official registration with Atari, disk library (organization, catalog, sales, and new material), bylaws committee established, new education committee and classes starting, purchase order for OSS cartridges, and a plan for extended vendor area at the meetings.

OFFICIAL REGISTRATION

Each year the club is required to file an official registration form with the Atari Users' Support Group. It is a fairly simple form that records the official address of the club (916 E. Berkeley, Richardson, Texas), the addresses of 5 club officers (Jim Chaney, Douglas Verkuil, Susan Henderson, Edmund Kobus, and Ernest Runyon) and the bulletin board phone number (817-498-1751). In addition, the officers are required to sign the following statement:

> "I/We understand that by registering with the Users' Group Support Program, I/We agree to make all the support materials received from the Users' Group Support Program available to our entire group. Further, I/We agree to notify the Users' Group Support Program upon leaving office. I/We also agree to place in our group's library, if any, only legally acquired programs, and to distribute software programs only with the express permission of the copyright owner, if any, or the express premission of the software program author."

Each of the aforementioned officers signed the above statement and the form has been mailed to Atari. That completes our official registration!

DISK LIBRARY

Special attention has been given to the organization of the library, the catalog, sales between meetings, sales of the entire library, sales to other clubs, and new library programs.

LIBRARY ORGANIZATION

The disk library will be organized into 3 major categories: (1) User Program Disks, (2) Magazine Program Disks, and (3) Special Disks.

The User Program Disks will contain programs submitted by individuals (our club or any of the other User Groups). These programs will be documented in the Disk Library Catalog. Each of the disks in this category will be labeled with a number that corresponds to its catalog number. You may notice that some numbers are missing (e.g., disk number 15). The disks for these catalog numbers have been moved to the other library catagories (#15 is now *ANALOG* #A12). Or, in some cases, disks were consolidated to make the library more compact, thus eliminating duplicate programs. The old numbers will not be used again. This will help avoid undue confusion (there's enough of that without adding duplicate library disk numbers).

The Magazine Program Disks will contain only programs from magazines that we have <u>OFFICAL</u> permission to include in our library. These programs will <u>NOT</u> be documented! It will be necessary for the buyer to purchase a copy of the associated magazine. IT IS A REQUIREMENT THAT IF YOU BUY THE DISK, YOU MUST BUY THE MAGAZINE FROM WHICH IT WAS COPIED! This is our current agreement with both *ANALOG* and *COMPUTE*. (We hope to add other magazines to this list, in particular, *ANTIC*.) These disks will be marked with the magazine name and the month, or number, of the issue.

The Special Disks will include such things as the the XL Translator Disk and the *MYDOS* disk. These will be labeled with an appropriate title and will not be documented in the catalog.

LIBRARY CATALOG

The catalog for the disk library is a fantastic accomplishment! However, it will take at least a month or two for the actual library to catch up with the catalog. The catalog contains filenames and extensions for each of the programs on a disk. The extensions have been revised to indicate the type of program (e.g., BAS for a BASIC program, OBJ for an OBJECT file, etc.). New disk masters, with the correct extensions, have been prepared for the disk duplicators. HOWEVER, our current stock of library disks (about 640 disks) was made from the old masters (old extension names). The PROBLEM: this quantity of disks represents about $200 worth of duplicator service that would be lost if we went to the new masters immediately. Yes, inconsistent extension names will be an inconvenience for you, the buyer. And we are currently working on a system that will take each library disk and rewrite the directory sectors. There are two problems with this approach: (1) making the process economical, and (2) making sure none of the programs access a data file with the old extension names. Before you volunteer to re-dup the disk library, remember the requirement that the duplicator's disk drive <u>must</u> have a head alignment check at least once every <u>30</u> days! Bear with us and the problem will eventually be worked out.

DISK SALES

We have received numerous requests for disk sales at times other than the meetings and sales to persons outside of DAL-ACE.

The disk librarian, John Canedy (phone 214-253-2883) has agreed to handle mail order or customer pick-up disk sales (DAL-ACE members ONLY). PAYMENT <u>MUST</u> BE BY CHECK OR MONEY ORDER MADE OUT TO "DAL-ACE". There will be a $1.00 additional charge per disk for mail orders. On pick-up orders, please call John and arrange an appointment. This policy will continue until such time as it becomes too great a burden on the disk librarian. All members are urged to buy library disks at the meeting.

It has been, and will continue to be, the policy of DAL-ACE to promote the growth of our own disk library, and other ACE libraries, through disk exchanges, purchases, and sales. In the case of a new Group, where there is little or no library for "exchange", DAL-ACE has presented the Group with a number of disks to "start" the new library. This action requires board approval and follows a "check" with the ATARI Users'

Group Support office (to be sure the Group is really a "Group"). In regard to established Groups, the "exchange" procedure is usually the best way to go. However, in some instances, the Group desires to purchase our entire library (our new catalog is sparking a number of these requests). We have established a price of $3.00 per disk (all disks must be purchased at one time, currently 40 disks) and we will include one copy of the library catalog.

This offer is also extended to all DAL-ACE members ($3.00 per disk for the entire library). Now comes the tricky part! If a member already has several of the library disks, only the remaining disks need be purchased. As an example: I already have 10 of the 40 library disks and I wish to purchase the remaining 30 disks; it will cost me $90.00 and a proof that I have already purchased the 10 library disks. How do you get the proof that you have purchased the first 10 disks? Contact Ernie Runyon or Jim Chaney and set up an appointment. Either of these officers can prepare an official proof of purchase certificate that will allow you to purchase the balance of the library at the reduced rate. (Sorry, no refund on the disks already purchased).

NEW LIBRARY PROGRAMS

New material for the disk library should be submitted to Ernie Runyon (Vice-President of Communications). Ernie will conduct a preliminary review of the material and then pass the new submission to John Canedy (Librarian). John will then document the submission and prepare a duplication master. The final step in the approval cycle is a presentation to the Board of Directors. Upon approval by the Board, the new master is sent to the duplicators for production.

This month, there are two new disks (*ANALOG* 15 and 16) being added to the library. In addition, there are 10 new disks in the review and documentation cycle and 18 disks "on the way" from the Denver Group (subject to "exchange" agreement with the Denver Group).

COMPUTE PROGRAMS

DAL-ACE has received authorization from *COMPUTE* to distribute disk copies of their published programs. However, there is a stipulation that the buyers of these disks either subscribe to *COMPUTE* or buy the issue(s) in which the programs appeared. To facilitate this stipulation and to better organize the library, we would like to limit each of our *COMPUTE* disks to a particular issue (or set of issues). We will approach this goal in two steps: (1) Members who have already typed in a *COMPUTE* program, should label it with the proper month and title, then send it to the club address [916 E. Berkeley, Richardson, Texas 75081], (2) A committee will be organized for each *COMPUTE* disk (for example, January issue thru March issue) to complete the typing process. If you would be interested in participating in this effort, please contact Ernie Runyon.

BYLAWS COMMITTEE

Members are reminded to submit their amendments to the DAL-ACE Bylaws to Roger Markley (1104 E. Berkeley, Richardson, Texas 75081, phone 231-6918). Roger, and his committee, are preparing a set of Bylaw amendments to be considered in the next few months (voting on amendments will be preceded by Newsletter announcement).

ADVANCED BASIC CLASS

The Advanced Basic class will begin on April 16, 1984. The class will meet for 8 Monday evenings (7:00 to 9:30 p.m.) at the home of Jim Chaney (916 E. Berkeley, Richardson, phone 231-4402). The registration fee will be $10.00 and will be collected at the second meeting. The first meeting is FREE (this will allow you to evaluate the instructor and his teaching style before paying the fee).

WHAT IS ADVANCED BASIC? Advanced Basic, according to this instructor, is the first step into Assembly (machine) language. Programs will be written in ATARI BASIC with USR calls to machine language subroutines. This approach allows the programmer to keep one foot on solid ground (BASIC) and take a step into the unknown (Machine Language). The course will, necessarily, introduce the fundamentals of Assembly (Machine) Language. In general, the course will cover the following topics:

1. PROGRAM STRUCTURE
2. PROGRAM DOCUMENTATION
2. ASSEMBLY LANGUAGE FUNDAMENTALS
3. BUILDING SUBROUTINE LIBRARIES
4. BUILDING MACRO LIBRARIES
5. SYSTEM TIMING
6. PROGRAMMING ANTIC
7. PLAYER-MISSLES

There will two recommended texts for the course: (1) *MAPPING THE ATARI*, published by *COMPUTE! BOOKS*, and (2) *6502 ASSEMBLY LANGUAGE* by Lance Leventhal, published by OSBORNE/McGraw-Hill. The *ATARI MACRO ASSEMBLER* and *PROGRAM-TEXT EDITOR* is the recommended Assembler package.

Classroom space is limited, so call Jim Chaney (231-4402) for your reservation (first come, first served).

OSS CARTRIDGES

Steve Smegner (462-8729) has agreed to act as our "buyer" for group orders of the OSS BASIC XL and ACTION cartridges. Steve has already processed two group orders for us and will order again if we have at least ten requests (MONEY up front). Call Steve and place your order today!

VENDOR AREA

In the past we have set up the meeting hall with 200 chairs and left the remaining space for vendors. The April meeting will be somewhat different. We will set up 100 chairs and stack 100 chairs to the side of the hall. This will almost double the vendor area! However, this will require that we set up the 100 chairs that were "stacked" before we can begin the meeting. We will "try" this approach for the April meeting and if it works well, we will continue. However, if it does not work, we will go back to the old system.

PRESIDENT..... JIM CHANEY

*** GAME REVIEW ***

by E.R. KOBUS

SMOKE 'EM OUT

This game was written by R.J. Reynolds and is published by a company named ODD BALL ASSOCIATES. Mr. Reynolds claims to have written the game using a technique invented by him which combines the best features of the 6502 and the 68000 microprocessors. How this guy can mix opcodes from two different microporcessors and have the code run on a 6502 is way beyond me but then I am not the technical type. When I first booted the game up the subtle nuances of color and sound seemed to hint that I was about to experience something out of the ordinary and believe me this game borders on the fictitious if indeed it doesn't cross over at times. Well on to the review.

The name of the game is "Smoke 'Em Out" and it is of the arcade variety. The player uses a joystick to control an on-screen representation of either a male or a female, user selectable of course. While the figure moves around the screen it emits an audible "COUGH" sound as a sort of cutesy touch. The game has three levels of play and they are: 1)The Pipe Smoker, 2)The Cigarette Smoker and 3)The Cigar Smoker. Each level has its own objective and levels two and three offer a bonus round. As usual, the player must complete one level before proceeding to the next one.

Level one, the pipe smoker, places the player in a nightclub with the objective of blowing pipe smoke into the faces of members of the opposite sex. One hundred points are scored for each set of lungs polluted but be aware that the patrons will not stand still for your huffing and puffing. Blowing smoke into the face of a member of the same sex will earn you a five hundred point penalty so be alert. As you have probably guessed, the men wear the pants and the women wear the skirts, talk about traditional role playing.

The action begins in the middle of a large nightclub somewhere in the good ole US of A, at least that's what the documentation says, and while you dodge tables and chairs you chase the patrons in your effort to catch them. When you have gotten close enough to the target, a push of the joystick button sends a cloud of smoke moving in the direction in which the joystick is pointing. Once enveloped in your smoke, the victim will disappear only to reenter at a later time through the front door. A word of caution is in order here because if the joystick is centered when the button is pushed the smoke thus emitted will render you quite unconscious and during this period of unconsciousness not only will points be deducted from your score but the ever-present Billy Bouncer may catch you and subsequently toss you out of the front door. Need I tell you what this does to the number of lives you have?

The pipe smoker level offers the player a choice of two tobaccos to pack into the pipe, cherry aroma and ragged cut. For male players cherry aroma is particularly effective on females and having it in the pipe during play tends to slow the ladies down a bit making it somewhat easier to catch them. However, cherry aroma is extremely offensive to Billy Bouncer and he will chase you with a vengeance. As previously mentioned, once you get caught by Billy he's going to throw you out of the front door and one life goes up in smoke, forgive the pun. Ragged cut aroma makes you work harder for your points but Billy is less of a threat. He is still there but not quite as tenacious.

For female players the opposite is true. Ragged cut slows down the guys but Billy absolutely detests the smell of it. Cherry aroma is not as effective but then Billy isn't as threatening.

Once you have accumulated one hundred thousand points you move on to level two, the cigarette smoker.

Upon entering the cigarette smoker level, you are awarded three lives which are added to any remaining from level one. This level finds the player in an office environment with the objective of chasing the staff around the office, catching them and once again blowing smoke into their faces. You move horizontally and vertically as you guide your on-screen surrogate between row upon row of desks. The desks are positioned so as to form a maze, sound familiar?

The quality of the air in the office is monitored by Gertie Gasp and once she detects your presence look out! Gertie doesn't care if the player is male or female and after catching you she will carry you to a window, open it and promptly throw you out. Obviously, one life is lost.

The office worker who is unfortunate enough to be caught by you will disappear after being given the smoke in the face treatment but will reappear, at a random interval, from an elevator located on the right edge of the screen. If you are near enough to the elevator so that you can safely enter it before the door closes you get your chance to puff your way through a bonus round. The bonus starts at five thousand points and decreases as time passes. You must walk around the elevator and fill it completely with smoke as quickly as possible because the longer you take the fewer points you earn. Completion of the bonus round moves you back to the office for more arcade action.

The accumulation of two hundred and fifty thousand total game points enables you to move on to level three.

The cigar smoker level, as usual, adds three more lives to any remaining from play on the previous two levels and you begin the action in the middle of a warehouse. The player must chase the warehouse workers around the building while moving between rows of crates which the documentation says are precariously stacked to the ceiling. The threats on this level consist of numerous fork lift trucks moving through the aisles of the warehouse and falling crates. Needless to say, if you get hit by one or the other you lose a life.

The objective is the same as before. Those workers dispatched by your smoke reenter play, again at a random interval, on the left edge of the screen through a door leading from the employee's locker room. A bonus round occurs if you can safely pass through the door before it

closes. Once in the locker room you must move around the benches and lockers while blowing smoke. You must fill the room as quickly as you can as the ten thousand bonus points decrease as time passes just like level two. If you think that you can build up a high score by waiting near the locker room door don't try it! Remaining in one place is about the most fatal tactic there is because those high lifts are continually moving by the door and the crates must have been stacked by the Three Stooges, get the gist? You reappear in the middle of the warehouse after completion of the bonus round. If you are able to score one million total game points level three is completed and you are treated to a special graphic and sound display which truly shows off Mr. Reynolds' programming expertise. Believe me, this part of the game was well worth the two solid weeks of play time I spent in my attempt to master the game. Upon conclusion of the intermission you are returned to level one where the action starts at an even more furious pace than before.

Ignoring the unusual game theme I feel that the game is fun to play and it should appeal to smokers and nonsmokers alike. I mean if blowing smoke into people's faces turns you off then think of it as bad breath or some such innocuous thing. ODD BALL ASSOCIATES tells me that the game is scheduled for release on April 1st, 1984. HMMmmm!

*** SOFTWARE REVIEW ***

By BOB FELICE

David's Midnight Magic

Broderbund Software, $34.95

CATEGORY: Game

GRAPHICS: Good

SOUND: Good

USER INTERFACE: Poor

This is the Atari version of what was originally an Apple pinball game. The game itself is very good. There are two sets of flippers that divide the playfield horizontally. The upper half has a ball collector, that will hold up to three balls. All three balls can be in play simultaneously, which can be quite exciting. There are plenty of drop targets to shoot on both halves of the playfield, and the bottom half has two magnets that can prevent the ball from going out the side chutes. High scores can be saved on the disk (although it is not a good idea to do this, for reasons that will become apparent later).

Where the game falls down is in the user interface. This is a very poor translation from the Apple. The author made no attempt to make this version playable on the Atari: in order to use all of the features of the game, you need two hands for the paddle controllers/flippers, and two more hands for the magnets and/or tilt feature. The game played well on the Apple because the author choose to use the keyboard exclusively for all of the controls, but the mixed paddle controler/keyboard implementation fails utterly on the Atari.

Perhaps my biggest complaint about the game is the disk copy protection scheme: Broderbund has gone out of their way to not only copy protect this disk, but to "load protect" it as well! The first disk I bought wouldn't load at all. I returned it to the store and exchanged it for a second copy. The second disk worked for approximately one month. Then it too refused to load. At this point I sent the disk back to Broderbund, with a nasty note (They have a lifetime replacement warranty if the disk ever fails to boot, but the warranty is void if you notch the disk to record your high scores. So..., don't notch the disk!) After a month, I received a third copy of the disk direct from Broderbund. I don't know how long this version will last, but every time I boot up the game, it is an adventure.

This is apparently not only a problem with my weird hardware configuration (I have an ATR8000 and Tandon disk drives), but has also happened with Atari disk drives as well. My advise: There are better games out there for you to spend your money on. Sorry, Broderbund.

SCREEN CENTER

by Steve Burns

This simple program inputs a string of characters and centers it on the screen.

```
10 DIM MES$(39):GRAPHICS 0
20 ? " ":? :? "MESSAGE";:INPUT MES$
30 CENT=20:REM CENTER OF SCREEN
40 LG=LEN(MES$)
50 CENT=CENT-LG/2
60 POSITION CENT,5:? MES$
70 GOTO 20
```

To modify for other graphics modes, change:

1) Line 10 - The graphics statement.
2) Line 20 - The center point of the screen.
3) Line 60 - The print statement. (? #6).

```
**************************************************
##################################################
#                                                #
#                                                #
#  V   V I DDD  EEEE  OOO  L     AA  N   N DDD   ! #
#  V   V I D  D E    O   O L    A  A NN  N D  D  ! #
#   V V  I D  D EEE  O   O L    AAAA N N N D  D  ! #
#    V   I DDD  EEEE  OOO  LLLL A  A N  NN DDD   ! #
#                                                #
#                                                #
# LOCATED ON PRESTON ROAD ACROSS FROM VALLEY VIEW #
#                                                #
##################################################
**************************************************
```

TAPE USERS NEED THE *TIC-600* !!

Instead of using a program recorder, you can use the ***TIC-600*** which is a tape interface and controller that connects your Atari computer to your present tape deck.

****

1. The ***TIC-600*** is automatic! You can select between manual or automatic tape movement control. In auto mode the computer starts and stops tape movement which some programs require. In manual mode your reel-to-reel, 8-track, VCR, or cassette deck operates as it normally does when you manually press it's controls. This permits high speed tape movement and file searching.
2. The ***TIC*** talks ! The ***TIC-600*** talks to you with two lights that tell you when you have selected manual or auto mode during all times that the computer is accessing your tape drive. If you forget to press return as your computer requires before it will receive or store data on your tape, you will know it because a light has not lit. The light comes on only when the computer tries to get data from - or give data to your tape drive.
3. The ***TIC-600*** uses precision high quality components that provide maximum reliability for 600 baud rate data storage and retrieval. The quality of the standard program recorder is no longer a limiting factor in getting error-free loads.
4. The ***TIC-600*** allows usage of the better grades of tapes that the standard program recorder should not use, if your tape deck has the controls for high bias ferric, chromium dioxide or metal type tapes. These permit heavy use over long periods of time without data loss.
5. The ***TIC-600*** can be used reliably to handle special programs that contain the 900 baud rate software. It can be upgraded to reliably handle 1200 baud rate. This permits faster loads because the data density is increased **50%** and **100%** at the 900 and 1200 baud rates.
6. The ***TIC-600*** is available in kit form or as a fully completed and **100%** tested accessory for your Atari computer.

   Kits are available for $35.00 ..... Completed units are $45.00

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** If you purchase the ***TIC-600*** this month completed units will include a **
** **Free** peripheral I O cable. **

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The ***TIC-600*** is manufactured by Crystal Cable Company which also makes home computer cables and accessories. The Dallas area representative is John Blaschka. You can contact him at *(214) 620-8210* most days **(and evenings if on weekends)**.

EDITORIAL STAFF EXPANDS

By SANDY GADELL

Thanks to some terrific response to our call for Newsletter assistance, DAL-ACE members can expect to see an even better Newsletter in the future.

The Newsletter now has several editors who will be sharing the responsibilities and who will be working as a team to assure that the DAL-ACE publication continues to be one of the best in the country. Below is the list of staff members and a description of their responsibilities. If anyone would like to help in any of these areas, please call one of the editors for information. Phone numbers are listed on the back cover.

Art Editor: John Henson. John will be responsible for preparing the cover art each month. Also, he will help with the overall Newsletter design and layout. John has redesigned the cover and the page formats, and these will be ready by the time we go to press for the May Newsletter.

Software Editors: Myron Walters, Phil Deaton, and John Pellet. These editors will be responsible for writing or obtaining reviews of software. They will be encouraging DAL-ACE members to write software reviews, and they will also be examining other user-group newsletters for appropriate articles to reprint.

Hardware Editors: Mark Maxham and Jeff Rutherford. Mark and Jeff will be contributing articles and reviews about hardware. If you have any suggestions or comments about what they might want to include, please get in touch with them.

Programming Editors: Jeff Golden and Dave Gillen. Jeff and Dave are looking for good articles about programming. Also, they welcome submissions that contain even the briefest of programming tips. Remember, even though you may be very familiar with a particular programming technique, other members, especially the new ones, may not know about it. Please give Jeff or Dave a call if there's anything you'd like to contribute.

Books and Magazines: Jeff Rush. Thousands of computer books and magazines are now available, and it's often difficult to know which ones are worth taking a look at. If you'd like to do a review of a particular publication, give Jeff a call.

Production Managers: John Pellet and Jeff Golden. John and Jeff will be working with the Senior Editors on production day to help prepare the copy for press. We'd love to have all of the copy "camera ready" before this session begins. If you'd like to submit something, take a look at a recent Newsletter to see how it is formatted. We can still take submissions on disk, but camera ready copy is terrific.

Distribution Managers: Roger and Steve Markeley, Cathy Barros, and David Miller. This committee will be helping with the distribution of the Newsletters at the meeting, and will also be responsible for the mailing. In addition, they will be updating the mailing list of Newsletters which are exchanged with other user groups. Roger has already begun organizing the distribution process, and will have it completed within a few weeks.

Until now, the mailing has been handled by Tabitha Sewell, and we want to take this opportunity to thank Tabitha for doing such a terrific job. Bulk mail requirements are complex, and it takes a lot of work to get everything properly sorted and labelled. Thanks, Tabitha, for a job well done!

Senior Editors: Sandy Gadell and Jeff Rutherford. This responsibility will be shared, with one of the editors in charge each month. Please see the schedule below if you have anything you'd like to submit.

NEWSLETTER SCHEDULE

For the May Newsletter, copy should be turned in by April 21st. Senior Editor will be Jeff Rutherford.

For June, the copy deadline is May 19th, and the Senior Editor will be Jeff again.

Copy deadline for the July issue will be June 23rd, and the Senior Editor will be Sandy Gadell.

NEWSLETTER STAFF

If you would like to assist with the Newsletter, or if you have a submission or suggestion, please contact the appropriate staff member listed below.

ART: John Henson, 691-4154.

SOFTWARE: Myron Walters, 691-3401; Phil Deaton, 271-5094; John Pellet, 792-3175.

HARDWARE: Mark Maxham, 238-5949; Jeff Rutherford, 727-2945.

PROGRAMMING: Jeff Golden, 252-3268; Dave Gillen, 245-2732.

BOOKS AND MAGAZINES: Jeff Rush, 661-1289

PRODUCTION: John Pellet and Jeff Golden, numbers listed above.

DISTRIBUTION: Roger and Steve Markeley, 231-6918; Cathy Barros, 368-8499; and David Miller, 391-1926.

HELP WANTED!!!

Responses to our previous calls for help have been tremendous, but there are still a few unfilled positions on the Newsletter staff. Please let us know if you'd like to help out. Here's what we need:

ADVERTISING MANAGERS.. Recruit advertisements for the newsletter. Collect payment. Deliver camera ready copy to the editors. Deliver payment to the treasurer.

SIG EDITOR.. Contact SIGS each month to find out about activites; prepare SIG NEWS article each month.

Call Sandy Gadell to volunteer for one or more of these exciting positions.

DAL-ACE VOLUNTEER EXPERTS (HELP WHEN YOU NEED IT MOST)

Need help with a computer question or problem? That's one of our functions as a club! SHARING KNOWLEDGE And there is no need to wait till the next club meeting. Listed below are volunteers to help with simple or simply staggering problems. If you need help, call one of our EXPERTS!

Select a name from the list below. In order to somewhat equitably distribute the workload, we suggest that you select the name that is closest in the alphabet to yours. You will notice that each listing includes a letter in parentheses; (B), (I), or (A). The letter B indicates that the volunteer is willing to help users at the Beginning level. The letter I indicates help for users at the Intermediate level. And the letter A indicates Advanced help.

Most of these people work during the day, so we suggest calling during the evening. Also, please don't call after 9:00 p.m. unless you have already made such an arrangement with one of the volunteers.

DAL-ACE RESOURCE EXPERTS

Bailey, Bill. 271-4784. (B)
Chan, David. 495-8207. (B)
Clarke, Tim. 960-7372. (B)
Davis, Bo. 270-5544. (I)
Dunayer, Adam. 680-9018. (I)
Gillen, Dave. 245-2732. (I)
Greenlee, Rich. 267-7428. (B)
Hafele, Harry. 348-7745. (I)
Maxham, Mark. 231-9594. (B)
Mullens, Dow. 272-3004. (B).
Newell, Wes. 423-1781. (I)
Oradat, Cecil. 690-3155. (I).
Parker, Travis. 840-9586. (B)
Penn, Tandy. 276-8796. (I)
Pennington, Jerry. 223-8132. (B)
Rabinek, Tom. 681-2280. (I).
Runyon, Ernie. (817) 485-0871. (I).
Rush, Jeff. 661-1289. (I).
Sadow, Phil. 644-3325. (I).
Sagor, Fred. 424-0291. (I)
Scott, Ron. 436-0297. (B)
Sladecek, Joe. 276-1443. (B)
Taylor, Frank. 242-4958. (B)
Verkuil, Doug. 462-0843. (A)
Wiant, Jim. 690-4188. (I)
Williams, Edmund. 341-9272. (I)
Zegub, Tom. 234-1958. (B)

[EDITORS: Please help us keep the list current by phoning corrections, additions, or deletions to BO DAVIS, (214)270-5544. And if you would like to join the list, please feel welcome.]

*** GAME REVIEW ***

by MARK CORONA

FINAL FLIGHT

I am seldom disappointed with a game. You can usually tell something about the quality of a game by its advertising. This game obviously had more time spent on the ads than the game, or even finding out about how a small plane handles. Ads are the only thing that will sell Final Flight so maybe MMG Software knew what it was doing.

The ads claim that this is the first real time flight simulator. Well... While banking right and left, the view does not tilt at all, and is restricted to about 20 degrees of turn either way. Also, the turning itself is very slow which makes it impossible to avoid aircraft taking off. Incidentally, the planes are taking off the wrong direction: toward you, not away. Pitch has the opposite problem from turning. Changes in Pitch take place so rapidly that you die before you realize that you are in trouble. Pitch is also restricted to a unrealistically small range to remain within safety limits. I guess the very slow yaw and extra fast pitch add up to "real time".

Now the question of graphics. The view seen is more suited to a very early VCS cartridge. The planes being avoided do not resemble airplanes very much and they approach you by doubling in size every 5 seconds or so. The runway is simply two lines that change position on the screen. The "Instruments" are a double row of numbers across the bottom of the screen.

Finally, when you crack up, there is a tedious message at the end. Cute, but you have to wait for the entire message to find out what you did wrong.

The program required about 1 1/2 hours to master at its highest level of play, and I believe that this was an unusually long period for me because I had some preconcieved notions about how a plane should fly.

Anyone want to buy Final Flight... cheap?

[EDITORS: Mark is not the first person to be disappointed with this game. If you have a "positive" review of this game, please send it to us for publication.]

*** PERSONAL ADS ***

Personal Ads are printed free of charge for any paid up member of *DAL-ACE*. If you have something to sell (COMPUTER ORIENTED PRODUCT) or need something for your system, send your "copy" to the newsletter address by the 15th of the month for publication.

FOR SALE: Computer Desk, 1 Drawer, Bookshelf, and Monitor Stand. All Cherry Wood, $120. Call Earl Reid, 242-0387.

** HARDWARE REVIEW **

by FRED SAGOR

** FINGER PRINT **

FINGER PRINT is a hardware enhancement for Epson printers that allows you to setup several of the printer's functions using the existing panel buttons instead of using control characters. This can save time with programs that allow you to use control codes, and is even more useful with programs that do not.

I got my FINGER PRINT from Metropolitan Computer Products (MCP) in Plano for $49.95 plus tax.

FINGER PRINT comes in different versions for the Epson MX, RX, FX-80, and FX-100 printers. This review describes the FX-80 version only. The other versions are very similar. Be sure you get the right version for your printer.

The FX-80 FINGER PRINT is a set of 3 replacement chips that you must install in your printer. The instructions are very clear and include detailed photographs. I am a relative novice at working inside of hardware and had no problem. A somewhat small screwdriver, or an offset screwdriver, helps when you remove the old chips. If you are uncomfortable doing it yourself, you can probably get help from your dealer.

The FX-80 version of FINGER PRINT lets you to turn the functions in the following menu on and off in any combination allowed by the printer itself:

1. CONDENSED
2. ELITE
3. DOUBLE-WIDE
4. EMPHASIZED
5. DOUBLE-STRIKE
6. PERFORATION SKIPOVER
7. LEFT MARGIN INDENT (1/2 inch)
8. ITALICS
9. UNDERLINE
10. FINE PRINT (condensed, half high letters, 12 lines/inch)
11. 8 LINES PER INCH
12. PAPER OUT DISABLE
13. QUIET MODE (half speed)
14. SLASH ZERO
15. PROPORTIONAL

You use FINGER PRINT by pressing the ON LINE, FF, and LF keys on the printer. All of the normal functions of these keys, and all the normal functions of your printer, still work. FINGER PRINT gives you feedback using the printer's built in beeper.

Since FINGER PRINT is completely contained in the printer, it will work with any computer you attach to your printer.

FINGER PRINT is very easy to use, and comes with an attractive reference sticker to put on the printer.

An example of its easy use: When I play an Infocom adventure game such as ZORK or ENCHANTER, I like to use LEFT MARGIN INDENT and 8 LINES PER INCH. Assuming the printer is on-line, proceed as follows:

> Hold down the FF button and tap the ON LINE button without releasing FF. The printer goes off-line and emits 2 quick beeps to indicate FINGER PRINT has been activated and we are at the top of the menu shown above.
>
> Tap FF 7 times to get to item 7 (LEFT MARGIN INDENT) on the menu. Each time FF is taped, the printer emits a beep to tell us we are moving down the menu.
>
> Press LF. The printer gives us a short beep to tell us it is turning item 7 on. If we were to hit LF again, we would get a long beep to tell us item 7 was being turned off.
>
> Continue down the menu by pressing FF 4 more times. In your head you can count each beep as an item on the menu: "8, 9, 10, 11". Press LF to turn on item 11 (8 LINES PER INCH).
>
> Press the ON LINE button. The printer gives 4 quick beeps to tell us FINGER PRINT is inactive. The printer is still off-line, and the 3 panel buttons resume there normal functions. (For example, we could now use FF to go to the top of the next page.)
>
> Press ON LINE and the printer is back on-line.

FINGER PRINT works by sending control characters into your printer just as though they had come in from your computer. This means that any control characters sent to the printer by the computer after you use FINGER PRINT can undo part, or all, of what you setup with FINGER PRINT.

Two final features:

> (1) You can reset all of the FINGER PRINT functions at the same time (except SLASH ZERO).
>
> (2) FINGER PRINT has a "Buffer Clear Mode" that can be used to quickly throw away any data that has not yet been printed from the internal buffer (2K) of the FX-80, or from an external printer buffer. While in Buffer Clear Mode, any data coming to the printer (for example, from a runaway program) will simply disappear. In this mode, the printer buzzer sounds and the ready light flickers. The mode can be terminated manually, or will end whenever no data is received by the printer for 2 seconds.

I have had FINGER PRINT for about a month and use it all the time. Prior to this, I used VisiCalc for simple printer setups. FINGER PRINT saves me 2-3 minutes each time I no longer need to do this. I also use it to print out different items I receive over the modem in different print styles without having to go off-line.

DELTA ELECTRONICS

DALLAS/FORT WORTH
(817) METRO 268-4800
205 BEDFORD EULESS RD.
HURST, TEXAS 76053

Hi,

We are new in town. We have opened this store with the pledge in mind that we are going to provide you the best in electronics parts and components/devices.

Here are a few opening specials:

64K Dynamic Ram 200 nsec.(Memory for IBM pc/ COCO and a lot of other computers)..... $5.75 Each.

16K Static Ram 150 nsec 6116p3..... $5.75 Each.

16K Dynamic Ram for TRS-80 , Apple II and other computer (200 nsec) Set of 8 chips.... $12.95/Set

Keyboard... Now you can convert your Sinclair/ Timex computer to a full size keyboard. How to do it and detailed diagrams included. $24.95

MasterCard

VISA

Muffin Fans/Boxer Fans ..Cool your computer..... $9.95

Full Line of TTL, CMOS, and hard to find integrated circuits; many ECL, some DTL. Most of LSI, VLSI, MSI, SSI Integrated circuits in stock. We can order and handle quantity requirement(s).

We have 10,000 plus items in stock on Capacitors, Precision Resistors, Transistors, Crystals, Computer Connectors, etc, etc,. and every day a lot more arrive from all over the U.S.A.

...PERSONAL CHECKS, MASTER CARD, VISA ACCEPTED. OPEN ACCOUNTS WELCOME...

NEW PRODUCT!

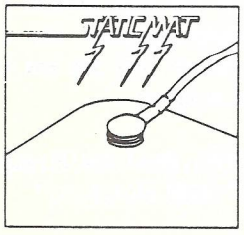
NEW

STATIC MAT

A BREAKTHROUGH IN LOW COST STATIC PROTECTION!

- Protects static-sensitive computer and word-processing equipment from potentially harmful charges.
- Static Mat is made of high quality, durable static-dissipative material similar to that used in static-sensitive jet fighters and in hospital operating rooms.
- The operator simply places this mat underneath the equipment and connects the 8 foot snap-on grounding cable to a nearby electrical outlet. The 8' cable incorporates a one megohm resistor for operator and machine safety.
- Each time the operator touches the mat, static build-up safely drains away through the built-in grounding system.
- This product has great sales potential . . . . removes the need for more expensive floor mats. What can be more simple than to remove static build-up with the touch of a wrist or a finger-tip?

PROTECT YOUR COMPUTER



STATIC MATS

AVAILABLE NOW: #SM2722 (27" x 22") - $39.95 ea

AVAILABLE AT A LATER DATE: #SM2016 (20" x 16") - $29.95 ea
#SM2420 (24" x 20") - $34.95 ea

MCP

METROPOLITAN COMPUTER PRODUCTS, INC.

801 Ave. K, Suite 4 in Plano, Tx.

578-8504

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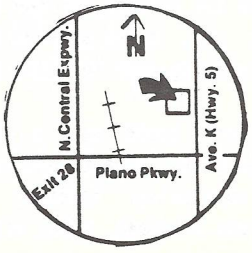
Thurs. 9-7 p.m. Sat. 10-4 p.m.



WEST COAST COMPUTER FAIRE

by Jeff Golden

For those of you who are undergoing a touch of cabin fever, after a long hard winter, a visit to San Francisco in late March is a welcome break.

The grass is green, and the flowers are blooming, and if you can combine the trip with business needs and a visit with old friends, the experience is richly rewarding, and will certainly revitalize your spirit.

The faire is in its ninth year, and has long been a place where new things are introduced. One of the nicer things about it, the faire allows space for the little fellow as well as the big corporation. Some of the exhibits put on by the entrepreneurs are the best part of the show.

Last year the faire was dominated by Atari and IBM machines. Apple demos were in a minority position believe it or not. Broderbund and Sierra On-Line were there along with several other Atari software suppliers.

This year the faire was sort of a disappointment for me. The Atari software companies seemed to be missing, and there were no more than 50 or 60 Ataris on display, most of them at the Atari booth, which was bigger this year than it was last.

The big thing this year was the Macintosh of course. Why anyone would be willing to pay $2600 for a computer worth no more than $500 is beyond me.

IBM PCs were the dominant machine at the show. There were PCs everywhere. That is not too surprising considering the impact that machine has had on the business community.

But woe and behold, where were the Ataris. I wish I could report that there were lots of new things for the Atari, but that is not the case. Let's hope the big suppliers have not deserted us. The missing software houses may account for the lack of Atari demos, and after all, there were at least 50 machines there, with Ataris being used for many of the graphics demos.

The Atari booth was a crowded place, with people standing in line to use the computers. About 20 games were on display, together with educational programs, business programs, LOGO, etc.

Atarisoft was also demo-ing their software on Commodores, Apples, TIs, and other machines. What a difference, between the junk, and the Ataris around the corner.

All in all, it still appears that Atari is strong, and is still appealing to the public. No wonder, it was so hard to find a machine at Christmas time.

If you feel a need for a spring break next year, and are in need of some hardware or software at the lowest prices of the year, try the West Coast Computer Faire when it comes up again next March.

DISK DIRECTORY FROM BASIC

by Lance Nelson

Tired of waiting for DOS to load so that you can look at your disk directory? I was, so I decided to do something about it. The program below will allow you to check the directory of all active drives in your system without having to go to DOS.

To write this program, boot DOS and select option "C", COPY FILE. At the prompt enter: E:,D:MENU. This will allow you to use the screen editor to write a file named MENU to drive #1. Enter the program below exactly as it appears, making sure that it is correct before pressing return. Once return has been pressed, you cannot correct it! After you have entered the last line, press CTRL-3, (the control key plus the 3 key). This is a signal to the editor that you are finished entering text. Here is the program:

```
CLR:CLOSE #1:CLOSE #2:DIM A$(26),B$(6):A$="Directory
for which drive?":B$="D1:*.*":OPEN #1,4,0,"K:"
```

Check it over, and if everything is OK, press return. Now enter this line:

```
? A$;:GET #1,A:? CHR$(A):B$(2,2)=CHR$(A):OPEN #2,6,0,B$:
FOR A=0 TO 64:INPUT #2,A$:? A$:NEXT A
```

Once again, check it over, and then press return. You are now ready to save it to your disk, so hit CTRL-3. Done! Now go to BASIC and test it out by typing ENTER"D:MENU. Tell it which drive to use and low-and-behold, there it is! I have not been able to prevent the ERROR-136 message, but I can live with it. Now just be sure that this program is on one of your drives. (I keep a library of useful stuff on D3: all the time).

*** SOFTWARE REVIEW ***

by BOB FELICE

M.U.L.E.

Electonic Arts, $40.00

CATEGORY: Game

GRAPHICS: Excellent

SOUND: Excellent

USER INTERFACE: Excellent

M.U.L.E is a multi-player strategy game, sort of a cross between Monopoly and Diplomacy. In the game, up to four players attempt to colonize the planet IRATA, aided by their mechanical M.U.L.E.s. (There are always four players in the game, with the computer filling in the spare positions.) Each player can be any one of nine different life forms: each life form has different abilities, although the rule book does not explain what the differences between them are. The game is divided into turns, and each turn is divided into phases. Basically, you outfit your M.U.L.E. for one of three different types of production: Energy, Smithore, or Food. The computer takes care of handling the money, and also dispenses various random events to the players (my favorite: "YOU HAVE WON FIRST PLACE IN THE COLONY SLIME EEL EATING CONTEST").

The colony has a Store, which buys and sells supplies. The price of these supplies varies according to supply and demand. While it is possible for a player to corner the market on, say, food, and refuse to sell to the store, in the long run, nobody wins if the colony as a whole doesn't survive.

There are three versions of the game: the Beginner Game, which lasts only six turns; the Standard game, which lasts twelve turns; and the Advanced game, which allows Collusion, and adds a fourth production element: Crystite. The packaging, which is slick, implies that the computer is a very bad player. Don't believe it! The computer(s) play a very good game.

In short, this is an exceptionally good game. The whole family will enjoy playing it (even Mom, who hates video games). There is enough here hold your interest for a long, long time and M.U.L.E represents good value for the money.

P.S.: I have yet to have a problem loading M.U.L.E.

*** GAME REVIEW ***

by MARK CORONA

COMBAT LEADER

Combat Leader was written for all us armchair General Pattons. It is well thought out and startling in its detail and subtlety.

You have your choice of seven games covering a wide range of difficulty, complexity, and layout. You command a mobile armored group ranging from only 5 tanks, to as many as 3 tank platoons, 2 carrier platoons, scouts, patrols, and 2 infantry platoons that can be divided into 32 squads. You can control the entire group or just one platoon and the computer does the rest.

The best feature, though, is the build your own game selection. There are no less than 28 menu choices. The player is given complete control, from how thick the armor is, to how many trees and hills there are.

Messages are flashed across the screen as your troops spot enemy units and come under fire. They will even panic and run unless you keep your men under control.

You can control the speed of the game, from very slow to much faster than a real battle would progress. Whatever speed you choose, the armored clash progresses to its conclusion, victory or defeat totally dependent on your decisions. As you engage the enemy and your men come under fire, you must act immediately. Men are dying. You drive the enemy across the playfield (about 3 screens high) until he can run no further, then you crush him with your forces.

The graphics are very functional if not colorful. Some detail is sacrificed because of the great number of units on the screen. The sound routines are a bit monotonous but nessesary to define the type and amount of fire being exchanged.

Numbers are supplied on tanks used by Axis and Allied forces from 1939 through 1945. These are used in setting up your own battle. See if you can defeat Rommel.

I congratulate Strategic Simulations on a well written package.

SOFTWARE REVIEWS

by J. Pellet

SPARE CHANGE

Spare Change is a new game from Broderbund. One player moves around a graphic picture of a video arcade collecting tokens and tricking things which have escaped from one of the video games. I never found a way to die thru the first three levels. Like all of their recent offerings, the program is graphically sophisticated, but the game mechanics are weak. It looks good and sounds good but holds little long-term playability. On a scale of 1-10 I rate it: GRAPHICS:7; GAME:5.

DROL

Drol is also from Broderbund and it is one of the most playable games I have seen in some time. It combines 'cute', detailed graphics with an interesting premise and decent playability. One player moves around a scrolling maze with three vertical levels shooting crazy hallucinations with "reality pills" while rescuing a bewitched family. Not Miner 2049er or Star Raiders, but good. On a scale of 1-10 I rate it: GRAPHICS:7; GAME:7.

AXIS ASSASSIN

Axis Assassin from Electronic Arts is similar to the arcade game Tempest but BETTER. The graphics, while inferior to the arcade game, are very good and never distract from the game play. Moreover, the game requires considerable strategy and timing. This game is difficult and different-not for everybody. By all means try before you buy. But if you are not afraid of something different then give it a try. On a scale of 1-10 I rate it: GRAPHICS:5; GAME:6.

--> SIG <--

"SIG" is the acronym for "Special Interest Group". These groups are composed of members having a common interest in a specialized area of the general computing field. These specialized areas range from languages, to applications and special features of the ATARI. Join in with one of the groups listed below and get more out of your computer! If you would like to start a new SIG, send your name, phone number, and a description of the subject to Jim Chaney, *DAL-ACE*, 916 E. Berkeley, Richardson, Tx 75081. Deadline for all SIG information is the 15th of the month.

--> FORTH <--

The next meeting of the FORTH SIG will be held on Thursday, April 12, 7:30 p.m. at the home of Eric Weeren, 2118 Teton Drive, Carrollton. Eric's home phone is 245-7429. Eric is currently teaching a FORTH class for DAL-ACE.

NOTICE: Beginning with the May meeting, we are changing our meeting date to the SECOND Thursday after the main DAL-ACE meeting.

The May meeting will be held Thursday, May 17, 7:30 p.m. at the home of Ron Tinnell, 2221 Windy Drive, Garland.Ron's home phone is 530-0643. Ron is the author of VIDEO BILLBOARD, a commercial program, written in valFORTH, which he plans to demonstrate and sell at the April or May DAL-ACE meeting.

FORTH SIG meetings usually consist of two parts: (1) an exchange of information about the FORTH computer language, especially on ATARI computers, and (2) a general show-and-tell discussion about anything relating to ATARI computers. Everybody is invited! For more information, call Fred Sagor, 424-0291.

--> BUSINESS <--

The BUSINESS SIG is interested in applications such as Word Processing, Bookkeeping, Spreadsheets, Accounting, and Other business applications. Call Rich Greenlee at 267-7428 (Metro Number) for more information on this SIG.

--> EDUCATION <--

The next meeting of the EDUCATION SIG will be held the Wednesday prior to the regular *DAL-ACE* Saturday meeting at 6:30 P.M. at Software Etc., 14400 Dallas Parkway (across from Ewing Buick).

--> GRAPHICS <--

Members interested in the GRAPHICS SIG, please contact Sandra Stephens, 827-0493.

--> CP/M <--

The next meeting of the CP/M SIG will be held Tuesday, April 10th, at 7:30 P.M. in the home of Jim Chaney, 916 E. Berkeley, Richardson. This meeting will be of special interest to everyone, as we will have a guest speaker. Fred Helms (one of the biggies) of SWP will be at the meeting. He will touch upon most of the subjects we need to know to make the ATR8000 and CP/M less of an unknown to us all. I think this meeting will help all of us currently active in the SIG and should be of interest to anyone planning to get involved in CP/M. So anyone who feels that they might like to attend, please do. Any questions you might have, please contact Ed Bohnemann at 495-1803. Hope to see some new faces at this next meeting.

-->TELE-COMMUNICATIONS <--

Contact Ernie Runyon (817)485-0871 for additional information on this SIG.

THE ATARI ACCORDING TO CP/M

Ed Bohnemann

With the advent of the ATR8000 by SWP, a new world has opened up for the Atari community. This world is the operating system known as CP/M(Control Program for Microcomputers). This new and different world can be available to the Atari user with the purchase of the ATR8000 by SWP, a standard disk drive(not a drive specifically engineered for the Atari),64k of RAM, and the CP/M operating system software by SWP.

As many readers of this newsletter know the Club has formed a CP/M SIG. At our last meeting I was given the dubious distinction of being appointed to lead up the SIG. If you think thats bad, it appears that I have also earned the right to write a monthly column for our newsletter. So this is the first of what I hope will be many more to come, unless somehow the real world of working does not permit me to accomplish the tasks set before me. Even though this initial column will be on the short side this month I would like to take some time to outline what you might expect from future columns

Each month we will try to review some piece of software, whether it be public domain or commerical. With respect to software, we(the SIG) will be trying to produce a library of public domain software that will be available in the same manner as our current Club library. It should be noted at this point that decisions regarding the format of disks needs to be decided prior to any software being made available to the library. As you will learn in time there is a multitude of disk formats in which CP/M software can be distributed. In addition, each month I will try to address the various capabilities and idiosyncrasies of CP/M and also highlight any outstanding events that might occur during our monthly SIG meetings.

If anyone is interested in participating in the CP/M SIG please come and join us. The notice for the place and time is contained elsewhere in this newsletter.

In order to make our President,Jim Chaney, happy I feel I need to make the following statement. If anyone has any questions concerning CP/M or the SIG please feel free to contact me. If I can't answer the question I can always direct you to another member of the SIG or put you back in touch with the Pres.

EDUCATION COMMITTEE

by TANDY PENN

There will be two classes starting in the next few weeks. One of them will be a beginning BASIC Class and will be taught by Doug Verkuil. The other class is Advanced BASIC taught by Jim Chaney. Both of these classes will be taught on Monday nights and both will be starting in a week or two. There is also a Forth class currently going on that started on March 18.

There will also be a Pascal class starting in May or June taught by Gary Sewell.

If there is enough interest, I will try to get up a class in modem usage for the Atari.

If anyone is interested in any of these classes or has any suggestions for any other kind of class, fill out the standard club form that is available at the meetings, or call me at my number listed on the back of the newsletter.

[EDS: Check the *President's Perspective* column, herein, for details on the Advanced Basic Class.]

SPECIAL THANKS TO NEWSLETTER CONTRIBUTORS

Tears of joy nearly flooded the cutting room floor in the "editorial offices" when we took a look at all of the articles which had been submitted for the Newsletter this month.

THANK YOU, THANK YOU, THANK YOU!!!!!

We're extremely pleased to announce that this Newsletter is 100% DAL-ACE. We didn't reprint anything from other Newsletters, and what we have here is darn good stuff. In fact, we have more articles than we can use, and we'll be saving some of them for next time. (Don't get complacent, friends; this is a rare and unusual treat, and we're still sending out a call for more and more and more articles!)

This month's contributors have done an excellent job, and we're very pleased that they've set such a good example for the rest of us to follow. Here's who they are:

Fred Sagor, Bob Felice, Mark Corona, Steve Burns, Ed Kobus, Ed Bohnemann, Lance Nelson, John Pellet, Jeff Golden.

We're looking forward to receiving more good articles from these people, and we really do appreciate their good work!

Next month we have a real treat in store for our readers. Morris Stephens has submitted two outstanding articles which really go hand-in-hand, and since we didn't have room for both of them this time, we decided to feature them in the May issue. We know you're going to enjoy them, and we apologize to Morris for not being able to fit them in this time.

NEXT MEETING - MAY 5, 1984

LIONS DEN - 600 N FIFTH ST - GARLAND, TEXAS

DIRECTIONS: From LBJ (635), take the Garland Road exit north; Garland Road will make a "right-hand" turn (about 3 miles north of LBJ) and cross N. FIFTH ST; turn left on FIFTH (going North again); the LIONS DEN will be on the right (about one and a half blocks north of Garland Rd). Guests are WELCOME!!

MEETING AGENDA

NOON TO 2:00 SALES (VENDORS & CLUB)
DEMONSTRATIONS
NEWSLETTER DISTRIBUTION
NEW MEMBER REGISTRATION
GUEST REGISTRATION
SOCIALIZING
2:00 TO 2:30 VENDORS CLOSE AND CLEAR
SET-UP CHAIRS FOR MEETING
2:30 TO 3:00 BUSINESS MEETING
CLUB SALES
3:00 TO 3:30 GENERAL QUESTIONS
CLUB SALES
3:30 TO 4:00 TECHNICAL QUESTIONS
CLUB SALES
4:00 TO 5:00 DEMONSTRATIONS
CLUB SALES

VENDOR RESERVATIONS

Vendors may reserve *table space* prior to the meeting by calling Jim Chaney (231-4402). Fee collections and table assignments will begin at 11:45, after which the vendors may begin to set up their areas. Those tables which have been reserved but not yet claimed by 12:30 may be purchased by other vendors at that time. Prepaid reservations will not be released. Space assignments will be on a "first come, first served" basis, unless prepaid. The current meeting facility allows for approximately 30 vendor tables.

NEWSLETTER ADVERTISEMENTS

Personal Classified ads will be published free of charge for current members. Commercial rates are $35.00 per full page (7 1/2" horizontal by 9" vertical), $25.00 per half page (7 1/2" horizontal by 4 1/4" vertical), and $15.00 per quarter page (3 1/2" horizontal by 4 1/4" vertical). Commercial ads must be *camera ready*. The deadline for all ads is the 15th of the month. Mail or deliver copy to DAL-ACE Newsletter, 916 E. Berkeley, Richardson, Texas 75081.

** DISCLAIMER **

The articles and advertisements contained in this newsletter reflect the opinion of the respective author. Members are encouraged to offer opposing opinions on any subject (relevant to computing) at any time. We will not, knowingly, publish fraudulent or malicious material. The purpose of this newsletter is to present information for your consideration ... you, the reader, are the final judge on any product or advice presented.

--EDS

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PRESIDENT.....	JIM CHANEY	231-4402
VICE PRESIDENT.....	DOUG VERKUIL	462-0843
V.P. COMMUNICATIONS ..	ERNIE RUNYON	817-485-0871
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DAL-ACE BULLETIN BOARD 498-1751

DAL-ACE

DALLAS ATARI COMPUTER ENTHUSIASTS

DAL-ACE is an independent, user education group not affiliated with ATARI, INC. This is the official newsletter of DAL-ACE and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

DAL-ACE membership is $16.00 per year. This newsletter is written, edited, and published by club volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their membership renewal month appears as the first three (3) letters on the address label.

Other ATARI user groups may obtain copies of this newsletter on an exchange basis.

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