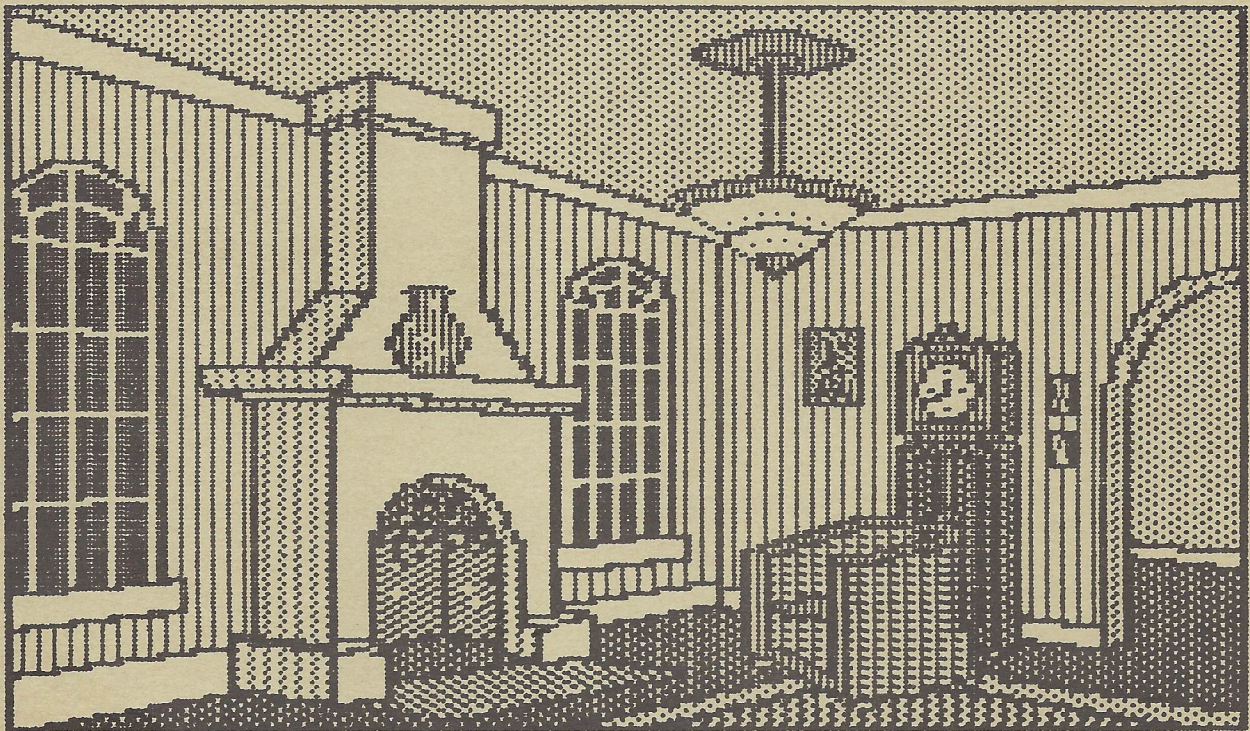# DAL-ACE

DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 5   ISSUE 5   MAY 1984

THE LIVING ROOM OF THE LATE
JOSHUA VALENTINE

PRESIDENT'S PERSPECTIVE

You may recall that, when I first took office, I made the statement that I did not foresee many changes. There is only one constant in this society: the state of CHANGE. Hang on to your hats, folks, big changes are on the way!

NEW MEETING SITE

At long last, we have secured a contract with the Richardson Civic Center for the monthly DAL-ACE meetings. Our first meeting in the Civic Center will be June 2, 1984. That date is the first Saturday of June and the meeting time will be the normal 12 to 5 p.m. schedule. In July we will be meeting on the second Saturday of the month (the 14th) at the normal time (12-5). The August meeting will be special: a Friday night meeting (August 3). (More on this Friday night meeting later.) In September we start a six month contract for the first Saturday of each month (12 to 5 pm).

We have secured two rooms in the Civic Center for each of the meetings. The meeting room will seat 285 people. The size of the second room is 501 square feet and will be used for vendors that wish to set up for the full 5 hour period. We will still have vendors in the main meeting room for the 12 to 2 time period. Both rooms are carpeted and are very nice! VENDORS NEED TO CONTACT JIM CHANEY CONCERNING THE NEW VENDOR ARRANGEMENTS! From time to time we may also secure additional rooms for special seminars, classes, or demonstrations.

The Friday night meeting, in August, will be a special meeting. Why? To be perfectly honest, we were not able to secure a Saturday date in August. When a program develops a flaw... make it a feature! (The programers' axiom.) So, the August meeting will be a SPECIAL one. How special? More honesty: we are open to suggestions. At this point, we are looking at several options (including a very special speaker). If you have any suggestions, contact Doug Verkuil (462-0843).

FREEBIE POLICY

The next change is associated with basic club policy. Before I get started on this item, let me urge you to speak with the Members-At-Large if you have strong opinions on this subject. In the past, the club has offered a free club disk for Newsletter contributions and other services performed by members. This policy has been discontinued.

Why? There are several reasons. One of the reasons has to do with finances. We need to control our expenses if we are to avoid a dues increase. However, the foremost reason is far more complex and subtle. It has to do with something that has been called "culture".

We have many people making significant contributions to the club in the form of time, talent, effort, and just plain hard work. Why should a particular task be "paid for" when so many are contributing so much and asking for nothing in return.

It is my personal opinion that the person that asks for nothing receives more. That which he (she) receives is a personal involvement in DAL-ACE. In many ways that involvement is much more valuable than a "freebie" disk. It is my goal (and the goal of your board of directors) to provide each member with the opportunity to become fully involved with the club activities. This is the foundation of our club "culture": personal involvement for the sake of personal satisfaction. Your contribution makes you a part of the club!

EXCEPTION

Every rule seems to have at least one exception and the new rule concerning freebie disks has been allowed such an exception. One free club disk will be allowed for a fully documented contribution to the disk library. This exception allows our software authors to share with each other via our disk library. And we, the members, gain by supporting this exchange.

NEW MEMBER MEETING

Speaking of change, the board has adopted a small program to welcome new members into the club. A "new members" meeting will be held on the Wednesday evening following the club meeting. This meeting will be held at the president's home (916 E. Berkeley, Richardson, Phone 231-4402) and will begin at 7:00 PM. In addition to new members, any current member is welcome to attend and chat with the club officers. Space is limited to about 25 people, so please call me if you are a current member and wish to attend (I doubt that all 400+ members will want to attend the same evening, but...).

RESPECTFULLY, YOUR PRESIDENT ... JIM CHANEY

WINNERS! WINNERS! WINNERS!

Congratulations to Bob Strong and Bob Dain, who are the winners of the six-month membership drive which ended with the April meeting.

First prize in the contest is a twenty-five dollar gift certificate to Videoland, and second prize consists of COMPUTE'S FIRST and SECOND BOOKS OF ATARI, and also a surge protector which was donated by Videoland.

Even though the contest is over, it's not yet time to relax. The real winners whenever our membership grows are actually the rest of the members. The more we grow, the more we can all benefit in terms of increased opportunities to learn from each other, and that's the best kind of prize of all. You can't put a price on it, but it makes everyone a winner.

```
*************************************************
*#*********************************************#*
*#                                             #*
*#                                             #*
*#  V   V I DDD  EEEE  000 L    AA  N   N DDD  !#*
*#  V   V I D  D EEE  0   0L   A  A NN  N D  D !#*
*#   V V  I D  D E    0   0L   AAAA N N N D  D !#*
*#    V   I DDD  EEEE  000 LLLL A  A N  N DDD  !#*
*#                                             #*
*#                                             #*
*# LOCATED ON PRESTON ROAD ACROSS FROM VALLEY VIEW #*
*#                                             #*
*************************************************
*************************************************
```

** CP/M SOFTWARE REVIEW **
by MIKE RICHARDSON
TURBO PASCAL
by BORLAND INTERNATIONAL

Those of us who have ATR8000's are very fortunate: we can use our ATARI as a computer and let the ATR8000 function as an intelligent controller for high capacity disk drives, print buffer, and modem port or we can have the ATARI operate as a terminal and use the ATR8000 as a Z80 computer running CP/M 80.

However, you soon find out when running CP/M on the ATR8000 that you can't do much without having some kind of programming language. ATARI computers have an excellent version of BASIC that allows us to use the graphics and sound abilities that sold so many ATARI's (I wonder how many of us decided that ATARI was THE compter to buy after seeing a demo of STAR RAIDERS?).

What we need for the ATR8000 running CP/M 80 is a language system that makes programming easy by providing:

1. Built-in editor (a full screen editor with some WORDSTAR commands would be nice)

2. A powerful yet easy to program language

3. A compilable language which would give us very fast and compact code

4. Excellent documentation and support

5. A low price for all the above like $49.00

Such a language does exist and it's called TURBO PASCAL by Borland. When I saw an add in the November issue of BYTE magazine I was skeptical as it sounded too good to be true, but I sent in my money anyway. I have been using their version of PASCAL for several months now and can say that it is a professional implementation of PASCAL that out performs other versions of PASCAL which cost up to 10 times the price that Borland is charging! This is no exaggeration as Digital Research is selling their PASCAL MT+ with an editor for a list price of $600.

What exactly do you get for the low price of $49? Well, you receive a disk containing the TURBO PASCAL compiler and editor. The disks come in a variety of formats for CP/M 80 systems. I chose the *Morrow Micro Decision* format since it can be read by the ATR8000 by using the disk definition program. Copying from the Morrow disk format to a disk formatted for the ATR8000 was no problem.

Also on the disk is an installation program which allows the full screen editor to work with a variety of terminals. All you have to do is to choose one of the terminal types and you're done. Since the ATARI operates as an ADM3A terminal, just select that terminal type and you are ready to use the TURBO PASCAL system. All very easy.

The PASCAL compiler and editor work together to allow you to write PASCAL code quickly. By typing the word TURBO you start the TURBO PASCAL system operating and

are presented with a menu of options. You can edit a PASCAL program (or any other kind of text file for that matter), compile a PASCAL program, run a program that has already been compiled, or find a run time error that when a program was running.

Compiled PASCAL programs can be run without the TURBO PASCAL system as the compiled programs have the "run time library" with them. That's a fancy way of saying that all the special functions that the PASCAL language contains (like trig functions, logical operators, floating point functions) are all contained within each compiled file.

The manual that comes with TURBO PASCAL is very complete and well written. It is not a tutorial on PASCAL but it does a nice job of pointing out how to use the TURBO PASCAL system effectively.

What about user support? Well, when I had some difficulty with writing and reading some files to disk, one phone call was enough to solve my problem. And it turned out that my understanding and not the software needed some help.

A complete review of TURBO PASCAL would be lot longer than this one so if any of you who are still curious, see the February issue of *Microsystems* magazine for a longer and more detailed review.

To summarize: Borland has produced an excellent PASCAL compiler and editor that is worth many times what they are selling it for. I have found it a joy to use in writing PASCAL software. The system is well documented and supported. I am very glad that I bought it when I did and recommend it for anyone who wants to program in a powerful version of PASCAL.

You can order TURBO PASCAL by mail or phone directly from Borland:

Borland International
4807 Scotts Valley Drive
Scotts Valley, California 95066
800-227-2400 x968

[EDITOR: The *TURBO PASCAL* software will demonstrated at the next CP/M SIG meeting. See backpage for time and location.]

USER POWER

** ONLINE SERVICE **
** REVIEW **
by FRED SAGOR

** S_T_A_R_T_E_X_T **

STARTEXT is an Online Service of the Fort Worth Star-Telegram. The cost is $23.85 for 3 months of unlimited access. There is no charge for connect time.

I plan to demo STARTEXT today, May 5, 1984, from noon to 2:00 P.M. next to the pay phone near the door of our meeting hall.

If you buy a subscription to STARTEXT through DAL-ACE, at today's meeting ONLY, you will get a special $2 discount.

I will have STARTEXT applications at the demo, or you can get one from Keith Moore at the XL COMPUTING vendor table.

Another way to subscribe (at full price) is to call the people who run STARTEXT at metro 429-2655 or (817) 390-7832, ext. 832 or ext. 463. You can request a trial password that will let you use STARTEXT free for 5 sessions. If you then decide to subscribe, please mark the STARTEXT application "STARTEXT, #39 Authorized Distributor", and STARTEXT will send $5.00 to DAL-ACE. Thanks!

STARTEXT is available 24 hours a day, 7 days a week, except for a 5 minute backup at 3:00 A.M. each day. A toll-free metro number services the Dallas area, and a local number takes care of Fort Worth. 28 phone lines, including 8 metro lines, serve the 1,100 active subscribers. I have been using STARTEXT intensively for over 2 months. It is very rare to find the system down, and I almost never get a busy signal.

All transmissions are currently done at 300 baud. 1200 baud support is expected in June.

STARTEXT is very flexible and can be made to work with almost any equipment or software. You can use a simple terminal instead of a computer to contact STARTEXT. With my Atari, I like to use *TELE-TALK*, the communication program from DataSoft.

STARTEXT is special because of the people who run it. They are very helpful and exceptionally responsive to the needs and wishes of subscribers. STARTEXT is evolving quickly, and I have seen many ideas from subscribers quickly incorporated into the system.

The information in STARTEXT is drawn, in part, from the resources available to a major newspaper like the Star-Telegram. Including:

        Associated Press
        Knight-Ridder
        New York Times News Service
        The Star-Telegram itself
        and several specialized sources.

Even though STARTEXT is based in Fort Worth, coverage of the entire Metroplex is excellent. After all, STARTEXT has more subscribers in Dallas county than does the Star-Telegram!

Another vital source of information comes from the subscribers to STARTEXT in the form of many excellent columns, articles, comments and messages.

Digesting the torrent of information is the job of the STARTEXT editorial staff. The editorial desk is currently manned 7:30 A.M. - 1:00 A.M. Monday - Friday, and 3:30 P.M. - midnight on Saturday and Sunday. The desk is sometimes run at other times when dictated by fast breaking news.

Each story in the Data Base is stored under a name called a "keyword". To retrieve the story, a subscriber simply types in the keyword. The editorial staff also composes several summary keywords that refer to the more detailed keywords.

There are currently some 2600 keywords in the Data Base, comprising over 9,000,000 characters (bytes) of data. Since the VAX computer being used by STARTEXT has over 120,000,000 bytes of disk space, stories do not need to be cut to fit the space limitations of a printed newspaper.

With so many keywords, I will only be able to cover some of the highlights here. General news includes WORLD, NATION, and METRO. Because of subscriber interest, very strong coverage is given to such hi-tech topics as COMPUTERS, MED (short for medical) and SCIENCE. Other areas with strong coverage are AMUSEMENTS (including movie reviews), BIZ (business information [Note: stock quotations are only updated once a day]), SPECIAL (special stories of all types), SPORTS (including a Sports Encyclopedia), and WEATHER (worldwide, local, pollen, news stories, etc.).

Subscribers can send electronic mail to each other using STARMAIL (each person has a Mail Code that acts as his mailing address on the system), or use the MESSAGE keyword to send information to STARTEXT staff. Because of STARMAIL and MESSAGE, STARTEXT is a two-way communication medium with polls, forums, and special interest groups such as ATARICHAT where Atari users can exchange ideas.

Because many columns are written by subscribers and members of the Star-Telegram who have Mail Codes, there is a lot of correspondence directly from readers to authors.

One important way in which STARTEXT helps you cope with the information explosion is that information is discarded or updated when it is no longer current. News Items are added or updated within a few minutes of arriving on the news wires. The NEWS keyword (the most used keyword on the system) summaries what is new in all subjects, and may be updated over 100 times a day. On the other hand, a recipe in COOK, the Electronic Cookbook, may stay on the system for years.

Between these two extremes are keywords that are updated every day, every few days, sessonally, or as needed. No

print medium can give you this type of time sensitivity.

STARTEXT is not making a profit for the Star-Telegram -- yet!

About 2 years ago I looked into BISON, the online service of the Dallas Morning News, and could not recommend it. One year ago, at the DAL-ACE FORTH Special Interest Group, I demonstrated STARTEXT, and could not recommend it. Today I can and do strongly recommend STARTEXT. The indications for it to survive and make a profit are favorable.

STARTEXT is showing healthy growth: in the number of subscribers, in the services provided, and in the hardware and software technology in place. The commitment of the staff to serve the subscribers could hardly be more evident. Dialog and creativity are thriving among the users and between the users and the staff.

STARTEXT expects profitability to continue to improve with the growth in the number of subscribers and the possible addition of revenue producing features such as banking, shopping, advertising, and commercial mail service.

As a 10 year old child, I remember reading the story of Glinda's Great Book of Records:

> This Book is one of the greatest treasures in Oz, and the Sorceress prizes it more highly than any of her magical possessions. That is the reason it is firmly attached to the big marble table by means of golden chains, and whenever Glinda leaves home she locks the Great Book together with five jeweled padlocks, and carries the keys safely hidden in her bosom.
>
> I do not suppose there is any magical thing in any fairyland to compare with the Record Book, on the pages of which are constantly being printed a record of every event that happens in any part of the world, at exactly the moment it happens. And the records are always truthful, although sometimes they do not give as many details as one could wish. But then, lots of things happen, and so the records have to be brief or even Glinda's Great Book could not hold them all.
>
> Glinda looked at the records several times each day, and Dorothy, whenever she visited the Sorceress, loved to look in the Book and see what was happening everywhere.
>
> --Glinda of Oz
> By L. Frank Baum
> Illustrated by John R. Neill
> 1920

Today I have the Great Book ... in the form of STARTEXT.

(My special thanks go to Gerry Barker, editor of

STARTEXT, who spent a full hour on the phone with me as part of my research for this article.)
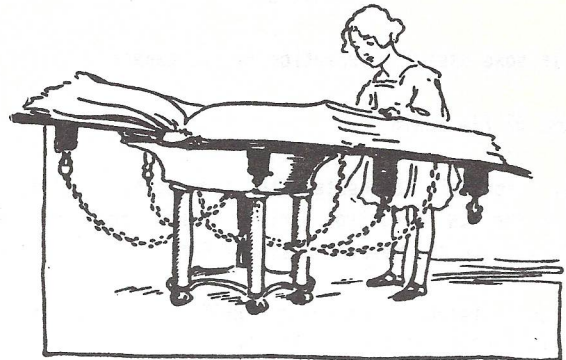
LIST PROTECTOR

by Steve Burns

Have you ever written a really nifty program, and then wished there was an easy way to prevent others from listing it, and discovering all your "trademarks"? If so, then this is for you.

Type in the following program, and then LIST it to tape or disk. Load the program you want to protect. Then merge in the protect program with the ENTER command. Now, do a GOTO 32500. When the READY message reappears, try listing your program. Presto! Instant garbage. Run it. The program works just fine.

What happened? Well, deep within a BASIC program there is a table called the Variable Name Table. BASIC stores all of the names of your variables in this table. What the protect program does is change all the variable names to carriage returns, (character 155).

For additional information about the Variable Name Table, and to learn how to make a listing of your variables, refer to the ANALOG COMPENDIUM, Volume 1.

WARNING: Use a different filename when you save the messed-up program. Otherwise, you may overwrite your only good copy of the program.

```
32500 TSTART=PEEK(130)+256*PEEK(131):CADDR=TSTART:REM
FIND POINTER TO V.N.T.
32510 VARNAME=PEEK(CADDR):IF VARNAME<>0 THEN 32530
32520 ? "VARIABLE NAME TABLE STARTS AT:";TSTART:? "AND
ENDS AT ";CADDR:GOTO 32540
32530 CADDR=CADDR+1:GOTO 32510
32540 FOR I=TSTART TO CADDR:POKE I,155:NEXT I:REM
CHANGE VARIABLE NAMES
```

XL, ET CETERA

by Steve Burns

Here is some useful information for XL owners.

THE USE OF PIA PORTB

PORTB, formerly connected to game ports 3 and 4, is used in the XLs to control various things such as LED #1 and #2, and the operating system ROM.

The table below illustrates PORTB bit assignments. PORTB is located at 54017 ($D301).

Bit	Value	Use
0	0	OS ROM disabled, RAM enabled.
	1	OS ROM enabled.
1	0	BASIC enabled.
	1	BASIC disabled. RAM enabled, $A000 to $BFFF.
2	0	LED #1 on.
	1	LED #1 off.
3	0	LED #2 on.
	1	LED #2 off.
7	0	Self-test enabled ($5000-$57FF).
	1	Self-test disabled. RAM enabled.

Setting bit 0 to 0 will re-map the last 16K into RAM memory. This means that you can load your own operating system into the computer. Warning: Unless you provide another OS, the system will crash on the next interrupt.

The memory region mapped to OS ROM is from $C000 to $FFFF, except for $D000 to $D7FF, which is used for the hardware I/O chips.

A final note, call Atari, (1-800-538-8543), and ask them to send you the XL supplement. You can also ask for information on how to buy the XL Addendum, (an addition to the User's Tech Notes). The information contained in the supplement, alone, is invaluable.

from the MAILBOX
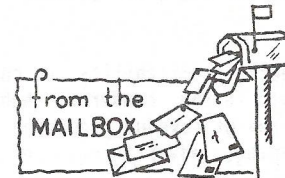
PERSONAL ADS

ATARI 810 disk drive, Rev. C, recently aligned and demagnetized. Will consider any reasonable offer. 840-8771
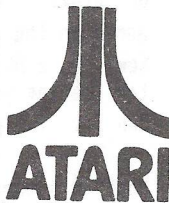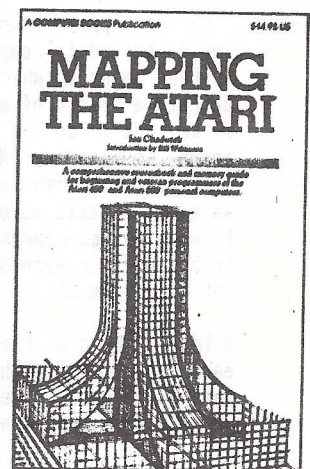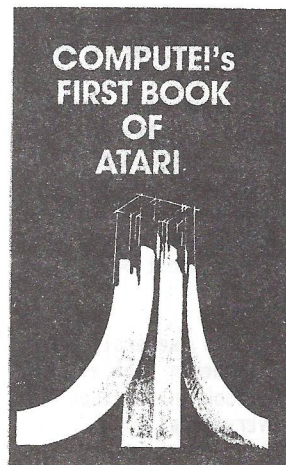
EDITORIAL STAFF EXPANDS
By SANDY GADELL

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.]

FORTH BITS AND AUGERS

FORTH is a wonderful language! In BASIC (to pick a scapegoat) if the language does not support some feature then you're usually out of luck. In FORTH, because parameter passing has been standardized, you can simply add a word (a shorter name for routine) to FORTH and save the extended FORTH as your own. For example, FORTH doesn't support complex variables but it would be less than one evening's work to write words that add, subtract, multiply, divide, create and decompose complex variables. Once written and saved, these words would be as natural to use as +, - or any other standard FORTH word.

Now that's good news, but there's better! In BASIC if the operator interface doesn't support some feature (like line renumbering) then you're really stuck. In FORTH, changes and extensions are often a piece of cake. For example, I regularly need to LIST several consecutive screens.

    27 LIST ... 28 LIST ... 29 LIST ...

Then one day, I decided that I hated remembering the screen number from one minute to the next. So I poked around a bit and found that LIST will set SCR equal to the screen number of the screen just listed. Then I defined:

```
: >>    ( --- )     SCR @ 1+ LIST;
        No inputs. No outputs. Lists the screen
        succeeding the last screen listed.
: >>    ( --- )     SCR @ 1- LIST;
        No inputs. No outputs. Lists the screen
        preceding the last screen listed.
: >>    ( --- )     SCR @ LIST;
        No inputs. No outputs. Re-lists the last
        screen listed.
```

Now I can simply type in:

        27 LIST ... >> ... >> ...

To me, FORTH is a tool box that is delivered half filled. Unfortunately, many programmers have been conditioned by earlier (BASIC) experiences to accept their language as is. In FORTH, the battle cry should be: "IF YOU DON'T LIKE IT, CHANGE IT!" In this monthly column, I (guess authors are also welcome) hope to provide you with a few bits and augers you can add to your personal FORTH tool boxes.

-Eric Weeren

RANA, PART II

Alternate Title: JEKYLL & HYDE, V13.014376 1/2
Subtitle: One Man's Poison...

It was cold, dark, ad drizzling outside. Somewhere in the distance, wolves were howling. The wind was whistling moanfully thru the dense, dark forest. Inside, the laboratory light burned dimly, flickering candle-like from alternating power drains and surges, as electronics equipment hummed away while performing their assigned tasks.

On a stool, oblivious to all this, sat Dr. Henry Jekyll III, mesmerized by the power that lay at his fingertips. For there in front of him, nestled among a tangled web of electric wires and a whole community of transformers, was ..."J'CN", the most powerful and sophisticated computer known to man - complete with voice synthesizer, voice recognition, and visual sensors.

But J'CN was more than a computer. He was an extension of Jekyll himself, ... another limb, ... perhaps even a "sixth sense", allowing Jeykll to do things man used to only dream of.

"Well, I hope you're happy now." Jekyll typed. "I have just hocked the Toyota, my last link with the real world.."

"Where is she?" J'CN inquired.

"Doesn't it matter to you what I've given up for your?"

"But she's the best!!!!"

"So it's said." Jeykll replied. Then he stood up and left the room. When he returned he had a small box which he was holding away from his body, gingerly, reverently, like it was the crown jewels.

J'CN sat in silence. Jeykll gently placed the box on a nearby table, sat down, and began to open it.

"Oh no!" J'CN yelled. "She's been in an accident!"

"NNNo she hasn't." Jeykll replied, but uncertain.

"But can't you see? She's deformed."

"No she's not. She just doesn't look like the picture they sent. You should expect that when ordering a bride by mail. I mean, would you have picked her if you knew what she really looked like?"

"I see what you mean." J'CN replied in resignation. He started to say something else, but hesitated. Then he did say, "Hey, you! Rana! Or whatever your name is. Don't you talk?"

Silence.

"Hey! Say something!"

Still silence.

Then Jeykll spoke, "Hey, I paid good money for you ... gave up my only car ... my last link..."

More silence.

"Maybe she's deaf. Or dumb. Or both." ventured Jeykll.

"Maybe she doesn't understand English. She's from California. Try Californian and see if she understands." suggested J'CN.

"Don't be funny."

"Speaking of funny, what is that thing on her mouth? Is that her upper lip, or is she sticking her tongue out?"

"How should I know?" responded Jekyll. Then he peered into the box in which she was delivered. Reaching in with his hand, he pulled out a short note. "She only understands sign language." he said to J'CN. "There's a book in here that tells the signs she understands."

"You mean we gotta learn a new language? Basic, Forth, Assembly, Pilot, Logo, Microsoft, and now Sign Language?"

"You haven't ever learned good English yet! Besides, it won't be that hard. She has a very limited vocabulary." declared Jeykll. "Wait, she's saying something now." Checking the book, Jeykll said "That figures. She's hungry."

"Well...feed her!"

Pulling a fresh Maxell Wafer from a box, he offered it to Rana. When she didn't take it, Jeykll became exasperated, grabbed her lip, pulled it open, and stuffed the Maxell in her mouth. When she closed her

mouth, she bit the wafer's edge then spit it out.

In the days to come, Jeykll found that feeding Rana was a real chore. To open her mouth, he was required to push in on her upper lip, and to close it required he push and pull it at the same time. Frequently, she became stubborn and refused to take the food. She would just bite the edges and start flashing all kinds of signs too fast for Jeykll to decipher. When she did this, Jeykll would have to pry her mouth open again and stuff the food furtherin.

Communicating with her was also difficult, for not only did Jeykll have to learn a new language, but Rana hid her signs when talking. This made it necessary for Jeykll to either stoop over or pick her up, to see what she had to say.

Whatever afflicted Rana, affected her mentally as well as physically for she was very moody and had a very poor disposition. She was frequently uncooperative and, unlike J'CN's first wife, 'Taryayten' she would refuse to do as she was told.

Now the reasons that Jeykll made such sacrifices for J'CN were several; partly because he liked J'CN, partly because he needed him, and partly because of Jeykll's own self-sacrificing nature.

You see, Jeykll believed that in each man and woman, there were two people - two spirits fighting for the possession of one body. One, an evil spirit. The other, a good spirit. He had been conducting experiments for years in an attempt to prove his theory, but, alone, he had been unable to do so. With J'CN he believed he could finally unlock the mysteries of the good and evil spirits and separate them as manifest proof of their existence. So Jeykll did what he could to make J'CN happy, and when J'CN was happy he worked harder.

One of the things that J'CN liked best was to read and to write. 'Taryayten used to love to do both, and though she sounded terrible, she would frequently hum and sing while reading and writing. Rana, on the other hand, remained silent and would frequently only pretend to be reading or writing. This, of course, made J'CN, as well as Jeykll, very unhappy.

Among the reasons that Rana was picked as J'CN's mate was because of her special technical abilities. They were counting on her to help with the experiments. But, unfortunately, Rana failed to bring some vital equipment. She had no DOS. Rana made no secret that she wasn't really interested in helping them, so it was assumed that she had left her DOS on purpose.

This made J'CN even more unhappy. But Jekyll had an answer to this problem. 'Taryayten had left hers. Since Jekyll wanted to make J'CN happy, he kept 'Taryayten's and offered Rana his own DOS which was a newer and better model. "Here," he told Rana, "you are not going to get out of the experiments that easy. You can use my DOS." Rana was very upset with this and though she helped with the experiments, she pouted for days.

Rana did bring with her a number of tools and insruments which she carried in a tidy and convenient "tool box." But, as Rana was very moody, she would allow only Jeykll to use her tools, and only when she was in the proper mood. In order to put her in the proper mood, Jekyll had to pick her up, turn her around, and scratch her back side with a sharp instrument. (Rana was not only moody but she had some peculiar fetishes.)

Rana would not allow J'CN to use her tools at all and would not even talk to him (so to speak) when she was in the "tool box" mood, as J'CN and Jeykll referred to it.

Rana was really getting to Jekyll. He was getting short tempered and irritable, and he would frequently go into uncontrollable rages.

They finally agreed that there was something seriously wrong with Rana and decided to send her back. The marriage broker, I. Rave II, refused to refund their money, so they just traded her in on another one - Rana II.

Rana II was not only sick, she was dead.

That brought on Rana III.

Rana III wasn't sick (at least not in the medical sense), but she still had her peculiarities - like going to sleep right in the middle of something.

Jekyll was becoming more and more exasperated. In addition, he was also becoming depressed. He was spending so much time trying to straighten her and J'CN that he had little time left for his experiments.

Things finally came to a head when Jeykll caught Rana lying to him. She was supposed to be helping him with some of his experiments, and she told him she was doing them, but he discovered she was doing something else entirely. She not only lied but she botched the

NO MORE LAZY EPSONS!

experiments as well, and Jekyll had to start them all over again. Right in the middle of their second attempt, she fell asleep. Well, Jeykll had had all he could stand. He went into a rage. He yelled and screamed and started picking up things and throwing them.

Then a strange .thing happened. Jekyll became quiet... and very still. Then he screamed again; he reeled, staggered, clutched at Rana and held on, staring with injected eyes, gasping with open mouth. His face became contorted and altered. His hair frizzled. The pupils of his eyes became dialated. His posture became stooped. His fingers grew long and his nails long and sharp.

"Jeykll! What is it? What's happening to you?" yelled J'CN.

"Not Jekyll! Hyde!" responded the metamorphosis that now held Rana. "Edward Hyde the Third." he stammered.

Rana shivered and started flashing undecipherable signs. Hyde became even more enraged. His hair straightened. His fingers grew even longer, and his eyes grew huge and red. Then he became calm. He let go of Rana and walked over in front of J'CN. He sat down and started to type. "Jeykll is no more! He is dead! I am alive! I, Edward Hyde V.3.014376 1/2..." (for the metamorphosis was now complete) "do hereby claim this body as mine. And you, J'CN, and I, we will rule the world. We will eradicate all good. Evil will prevail...

And well it might. For Hyde would be able to do things not even Jeykll could do. With his longer nails, he would be better able to control Rana. In his stooped position, he could better see her and talk to her. With his long fingers, he could better feed her. Even worse, he had her intimidated. She was deathly afraid of Hyde, for Jeykll/Hyde had become that dreaded of all beast, the most fearsome creature in all the world. He had become...a "HACKER."

EPILOG

Those who know Jeykll will tell you not to fear. For they know that he has no real evil in him. He may be strange, but he's perfectly harmless. They know him to be brilliant (well, smart), but they also know him to be rather dense. And now that he has Rana, they know he'll just be doubly so.

Post Script

Now J'CN couldn't care less about the existence of good spirits and evil spirits. All he cared about was that Rana was not 'Taryayten, and, in typical fashion (typica of machine and man alike), he yearned for his first love. He was unhappy and miserable; and he blamed the marriage broker, Mr. Rave, for his plight.

And Mr. Rave has mysteriously disappeared and no trace can be found; but no one is about to suggest that one had anything to do with the other.

-- Morris Stephens

THE ATARI ACCORDING TO CP/M

Ed Bohnemann

The last meeting of the SIG was very well represented. I guess the announcement of having a representative from SWP really got some peoples interest up.

The meeting went quite well. Those in attendance learned some interesting things. I wish to thank Fred Helms of SWP for the information he shared with us. We learned about the new version of CP/M which SWP plans on releasing sometime in late April early May. This version appears to have some new features which will make using CP/M much easier for those people with multiple disk drives. This version will allow you to configure your system when you bring it up. In addition we learned about the CO-POWER-88 from SWP. This will give the ATARI/ATR8000 user the ability to access MSDOS programs and IBM data compatible files. There was also some discussion on the new version of MYDOS which is due out shortly.

Elsewhere in this Newsletter you should find a review on a PASCAL package available for CP/M. This is a very good package and for the price it cannot be beat. The editor provided with the package is worth the price alone especially when you compare the advantages of that editor to the editor that comes with the CP/M system. At our next SIG meeting we hope to have a demo of this PASCAL package.

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.

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.

KOALA PAD SECRET

Here is another twist to the article in last month's newsletter about printing the cover art from Koala Pad's Micro Illustrator. The Koala Pad and Atari's new ATARIARTIST & Touch Tablet are terrific for creating beautiful screen graphics. But how do you get these out to a printer? They both store graphic screens on disk in a compressed data format mode that is different from Paint or Micro-Painter. On request, Koala will provide you with documentation on how to access the header and data format wth Basic. They will provide a program listing to "convert" files to a Graphics 8 format (see the article in last month's newsletter).

There is another, easier way to set up your Micro Illustrator files for printing. An undocumented feature of the early disk version of the Micro Illustrator software is the ability to save a screen to disk as an uncompressed, Graphics 8 file. You simply locate the cursor on the STORAGE icon and press the INSERT key (no trigger button, shift or control). In just a few seconds, your graphic creation will be written to a disk file named PICTURE (66 sectors versus 5-30). This file may then be printed using any Graphics 8 print program. MEGA FONT was described last month. I use SDUMP by Jerry White and Fernando Herrera from the January Antic.

AFter I boot Micro Illustrator (with Basic installed for SDUMP), I remove that disk and insert another disk I use to save all my Koala files. This files disk as has the SDUMP program ad a AUTORUN.SYS. SDUMP has been tailored to my GEMINI 10 and has the input file name D:PICTURE hardcoded into it. After creating a terrific picture, I simply name and save it as a usual Koala file, then save it again with the STORAGE icon and INSERT key as a Graphics 8 file named PICTURE. Then a press of SYSTEM RESET boots in the AUTORUN.SYS and then SDUMP which automatically begins to print my graphics creation in four shades of gray.

If I don't like the assignment of grays, I press the BREAK, change the order of 2 or 4 lines of Basic, reset the printer to top of form and type RUN. No change to the data file is needed. Changing the order of lines 330, 350, 370 and 390 will reassign given shades to one of the four colors. Often swapping 330 and 390 will replace a black background with white for the printed page. I'll be glad to share my keyed in version with anyone with a copy of that issue (copyrights you know).

A reverse function to load a foreign file into Micro Illustrator does not work with the disk version. However, it will with the new cartridge version or with ATARIARTIST. A normal Graphics 8 file from any other program can be renamed PICTURE and then loaded into Micro Illustrator with the STORAGE icon and the CLEAR key. Both of these functions are now included in the cartridge version documentation. Koala will exchange the disk with a new cartridge for a fee, but I don't have the details yet.

Happy Graphics,
Don Adams 350-2206

CONSUMER REPORTS
By STEVE BILLINGS
[This article has been reprinted with permission from the PORTLAND ATARI CLUB, February 1984 issue.]

ATARI CURSHES COCO
ATARI CREAMS C64
ATARI ANNIHILATES ADAM

Yes sir Atari fans, once again Atari shows its stuff. Consumer Reports magazine in their February issue dived into the subject of home word processors. Guess who got the nod.

In an effort to keep the systems tested under a $1000 price limitation the Consumer Reports staff purchased four systems based on an Atari 600XL, a TRS 80 Color Computer (COCO), a Commodore 64, and the Coleco Adam, with peripherals and software of comparable value.

Each system was then compared as to ease of use, available software, and quality of the printed results. The Atari won on all counts.

The printers selected were of the respective manufacturers name brand. The Atari 1027 printer was judged to have excellent type, be moderately quiet, and fast enough for the average home user. The Adam printer was found to have good quality type, but very noisy and bulky. The C64 and COCO printers (both dot matrix, since a letter quality printer was not available within the cost limitations) were both determined to be of poor quality type.

Atari's AtariWriter word processing program was found to be by far the best software tested. The Adam built-in word processing software was poor for several reasons, including not always working.

Consumer Report's recommendation for the best system for home computer word processing was the Atari 600XL and AtariWriter word processor with an Atari 1010 cassette recorder for storing files. Make sure your friends, considering buying an inexpensive home computer system intended for use as a word processor, pick up the February issue of "Consumer Reports" before spending their hard earned money on an inferior product. (P.S. Tell them Atari Basic is A-OK and is not necessary for word processing use.)

** GAME REVIEW **
By ARTHUR LEYENBERGER
** STARBOWL FOOTBALL **

[Reprinted with permission from the Jersey Atari
Computer Group Newsletter, Vol. 3, No. 5, January, 1984.]

There is good news for Atari computer owners who happen
to be football fans. Gamestar, makers of the excellent
Star League Baseball game, now has a computer football
game. Called Starbowl Football, and written by Dan
Ugrin and Scott Orr, this is probably the best football
adaptation yet for the Atari Computer.

One complaint I have with other computer football games
is that there is no provision to play solo against the
computer. Normally, that is not a big problem, but
sometimes a human opponent just cannot be found. Thanks
to Starbowl Football I can play a leisurely game against
the computer anytime I feel like it. This not only lets
me enjoy a gridiron conflict in the privacy of my own
home, but it also allows me to get some practice
sessions under my belt for when I go head to head
against another human competitor.

First let me give you the stats on the game. It
features excellent scrolling graphics and a full 100
yard field. The smooth scrolling of the playfield back
and forth to follow the action resembles that of a
panning in the press box. You call each of your own
plays from a variety of 132 offensive and 54 defensive
play alternatives. Many football occurrences are built
into the game such as fumbles, off-sides, and pass
interferences.

This game has class. At the start of the game all of
the players line up as the National Anthem is played.
Next, they line up for the opening kickoff. There are
six men per team. The defense has a top and bottom
cornerback, three defensive linemen and a free safety.
The offense consists of a top and bottom receiver, three
offensive linemen and the quarterback. Player 1 always
kicks off at the beginning of the game. Player 2 or the
computer, kicks off to start the second half.

After the ball is kicked, the field will scroll in the
direction of play. The kick returner will catch the
ball and turn black to indicate that he has possession
of the ball. The offense maneuvers the ball carrier
upfield until he steps out of bounds or is tackled. At
that point the whistle blows and the clock stops.

The offensive player has full control of the quarterback
and can program him for four pass patterns: fly, square
out, slant in, and screen. Only one of the receivers
can catch the pass and this eligible receiver must have
been chosen before the play. Although passing is more
fun, a good run can earn a half dozen yards for the
quarterback. Four blocking assignments can be made:
sweep top, pass protect, sweep bottom and tarp middle.
Pass patterns and blocking assignments are made via the
joystick.

The defense directly controls the free safety. The pass
coverage of both cornerbacks and the rushing assignments
of the defensive line are programmed via the joystick.

On a rushing play, the computer automatically sends the
pass defenders after the ball carrier. If the ball
crosses the path of the free safety, an interception may
be attempted by pressing the joystick button.

During the huddle, the scoreboard is displayed showing
all of the necessary information needed for play.
Quarter, down, yards to go, ball possession and score
are clearly indicated. The game clock, 30 second play
clock and number of remaining time outs are also
displayed. All of this information is there when it is
needed and presented clearly.

Starbowl Football by Gamestar provides good football
playability. The outcome of each game depends upon the
abilities of the players rather than on chance. The
only criticism I have of the game is that the computer
opponent is so good. My loss record against the
computer rivals that of the New York Giants. But with
practice and a lot of patience you can learn to
manipulate your video squad to the heights of success.
And if you can beat the computer by 14 points and
document it, Gamestar will sign you up for the Starbowl
Allstars. Good luck, you will need it.

[DAL-ACE EDITORS: Jerry Pennington, one of our local
members, recommends the *POINTMASTER FIRE CONTROL*
joystick for this game. Jerry said you can actually
catch the "passes" with this joystick! THANKS, Jerry.]

FROM THE EDITOR'S DESK
BY JEFF RUTHERFORD

I would like to thank all of our newsletter
contributors this month for the excellent submissions.
Keep it up! If you have submitted an article that didnt
get in the newsletter this month, please accept our
apology, and we will try to get it in next month. This
month was my first shot at being senior editor, and I
have renewed respect for the job Jim and Sandy have been
doing over the last several months. This job would be
much more difficult without the help of the many
volunteers in the club. Next month, look for some
changes in our newsletter layout. I think you are going
to like it. Special thanks go out this month to
contributors Fred Sagor, Morris Stephens, Eric Weeren,
Don Adams, Mike Richardson, Steve Burns, and Ed
Bohnemann. Thanks also to Pat Rutherford for the typing,
and Mike Champion for the use of the printer.

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--> 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 <--

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 May 8th, at 7:30 P.M. in the home of Jim Chaney, 916 E. Berkeley, Richardson TX 75081. During this meeting we will have a demonstration on "TURBO PASCAL". This is a fairly new package on the market and is quite exceptional especially when you consider the price and the capabilities. In addition we will look at some recent public domain software which has been accquired. Any questions you might have please contact Ed Bohnemann at 495-1803. Hope to see some more new faces at this next meeting.

NEXT MEETING - JUNE 2, 1984
RICHARDSON CIVIC CENTER - RICHARDSON, TEXAS
DIRECTIONS: From LBJ (635), take Central Expressway (Highway 75) North to Arapaho Road in Richardson. Turn left (West) on Arapaho Road. The Civic Center is on the left between the Highway 75 service road and the Richardson Public Library. 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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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.

DAL-ACE
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