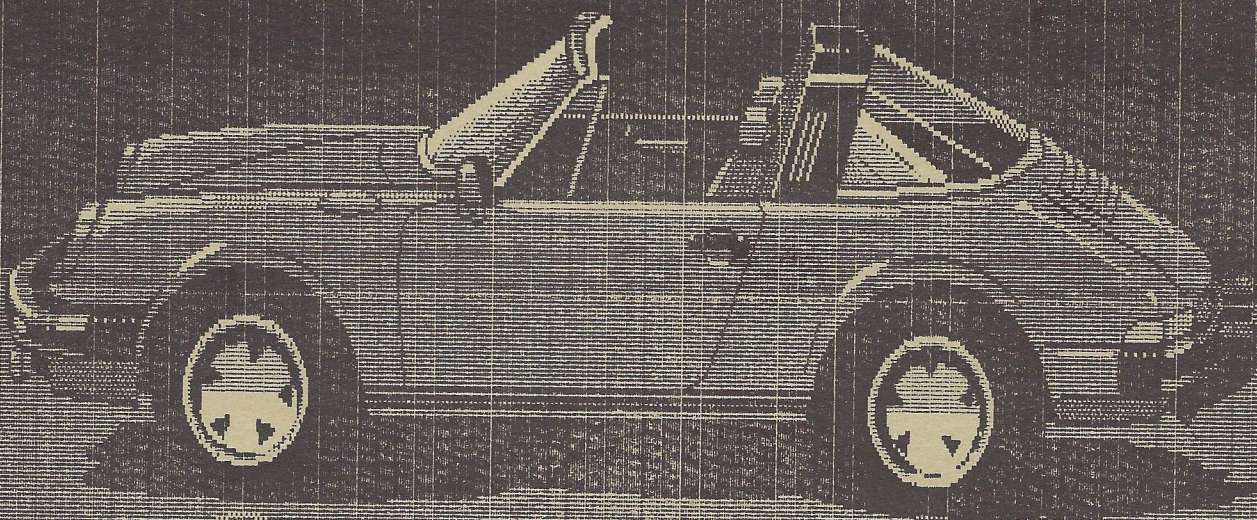


DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 5    ISSUE 7    JULY 1984



**PRESIDENT'S PERSPECTIVE**

NEWS and more NEWS! There is more going on in the club than I have room to report! We have new committee chairmen, a new leader for Atari's User Support Group, more information on Atari's new game machine, and a special DAL-ACE meeting for August.

**NEW CHAIRMEN**

We have a new Editor for the Newsletter and a new Sysop (System Operator) for the Bulletin Board. The previous chairmen, Jeff Rutherford and Ernie Runyon, did great jobs and we are all very appreciative of their efforts. However, they are both taking on extra duties in their "PAY-DAY" jobs that leave them with less time to devote to club activities. Be sure to thank them for their contributions the next time you see them. The new Newsletter Editor is Myron Walters and the new Sysop is Lance Nelson. I hope that you will give these individuals your full support in their new jobs.

**NEW CORDINATOR**

Wendy Weintraub is the new coordinator for the Atari Computer Users' Support Program. Wendy replaces Mark Cator in this capacity. Along with the news of Wendy's appointment came news of a bi-monthly Newsletter! This sounds GREAT! We wish Wendy much success in this new position and the Newsletter effort. If you have any suggestions for Wendy, send them to me and I will forward them along with my own.

**7800 PROSYSTEM**

Yes, I made a mistake (last month's column)! The name of the new Atari game machine is the "7800 PROSYSTEM". We have received the official press releases on this new product and excerpts from same follow:

THE "7800 PROSYSTEM" FEATURES A PROPRIETARY CHIP WHICH ALLOWS MORE MOVING OBJECTS PER SCAN LINE, MORE REALISTIC COLOR RENDITION PER MOVING OBJECT, AND GREATER GAME PROGRAMING FELEXIBILITY THAN EVER BEFORE AVAILABLE ON ANY VIDEOGAME OR HOME COMPUTER SYSTEM.

ATARI HAS DESIGNED THE SYSTEM TO BE EXPANDABLE FOR USE WITH A SOON TO BE AVAILABLE "7800 PROSYSTEM COMPUTER KEYBOARD". THE SOFTWARE TO BE INTRODUCED WILL INCLUDE WORD PROCESSING, CREATIVE LEARNING, AND PERSONAL DEVELOPMENT. IN ADDITION, MOST "XL" LINE COMPUTER PERIPHERALS/ACCESSORIES ARE COMPATIBLE WITH THE "7800 PROSYSTEM" IN COMBINATION WITH THE "7800 PROSYSTEM COMPUTER KEYBOARD" AND/OR THE JOYSTICK PORTS...

**SYSTEM FEATURES:**

- \* Best graphics of any videogame/home computer in the world; 256 color shadings; finest resolution; more complex and sharply defined action on-screen; over 100 on-screen objects at one time.
- \* Expandable into introductory computer with 7800 keyboard; compatible with all Atari printers, most storage devices and peripherals; new line of computer programs design specifically for the 7800.

The 7800 ProSystem will be shipped in July and it

will sell for approximately \$150.00. The optional Computer Keyboard will be available in the fourth quarter, at a price that will be announced at a later date.

I am very interested in this new product! As I stated last month, the RAM should be expandable to 20K. For a Basic program that isn't a lot, BUT for machine language it is PLENTY! LET ME AT IT! 100 objects with 256 colors will blow your socks off without untying the shoe laces!

**AUGUST MEETING**

The DAL-ACE meeting for August will be a SUPER SPECTACULAR event! For this meeting we will drop the Business meeting and concentrate on helping the members. The meeting room will be set up as a CLINIC to help members with programming problems or questions. The Main Hall will be set up for vendors with a section reserved for special classes and demonstrations. The classes and instructors are as follows:

- 6:30 THE NEW TECHNOLOGY ERA (Doug Verkuil)
- 7:00 DISK OPERATING SYSTEMS (Jim Chaney)
- 7:30 NEW MEMBER ORIENTATION  
BASIC SYSTEM HOOK-UP
- 8:00 TELECOMMUNICATIONS (Ernie Runyon)
- 9:00 FUNDAMENTALS OF ADVENTURE SOLVING (Ed Kobus)

In addition to the Clinic and classes, there will a special Disk Library table will allow you to buy the library volumes for \$1.00 each (YOU SUPPLY THE BLANK DISK). There will also be additional tables for member sales (NO CHARGE). And there is a rumor going around that we will have DOOR PRIZES through out the evening!

If you have more ideas on this meeting or would like to help, contact Doug Verkuil.

RESPECTFULLY.....JIM CHANEY

**\*\*\* 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: ATARI 400 with another 400 for parts (chips are good, mother is bad) ONLY \$40. Myron Walters 691-3401

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** V V I D D E E E O O L A A N N D D D ! **
** V V I D D E O O L A A A N N D D D ! **
** V I D D D E E E O O O L L L A A N N D D D ! **
**
**
** LOCATED ON PRESTON ROAD ACROSS FROM VALLEY VIEW **
**
*****
*****

```

## COMPUTER FAIR

By Dave Gillen

We have in store for you a "different" set of activities for our Friday night DAL-ACE meeting in August. In fact, you might even call it a "Computer Fair". Here's what we have in mind, see what you think.

Disk Copying "Party". There will be one (or maybe two) systems set up for copying your favorite selection from our renowned club library. For a buck and a blank floppy, you get a copy of any diskette we have in the library. Only club library diskettes may be copied.

Membership Sales. This went over real well at our June meeting, so we figured we'd expand it. There will be more table space where you can bring in computer equipment, games, software, etc. and sell it. You get to keep all (any) profits.

Seminars, seminars, seminars. We have a variety of seminars that will be conducted in our smaller meeting room. The range of topics is rather diverse but you should find something that will appeal to you whether you just bought your Atari or are an old hand. Here is the list:

### Disk Operating System (DOS)

Taught by our club's father figure, Jim Chaney, this seminar will give you some valuable details of the workings of DOS. Great for those of you that want to know what to do after typing "DOS" in BASIC or if you want to dig even further into how they "fling those bits" out onto that floppy.

### Fundamentals of Adventure Game Solving

We cornered Ed Kobus, our illustrious adventure gamesman, at the last board meeting and he gave in. Check this out, Ed's insight into playing adventure games should be a fun time.

### New Technologies

Doug Verkuil, our President of Vice and activity coordinator will be giving impressions and tidbits on the directions of personal computing. In this ever-changing field, staying on top of the latest trends and widgets is not a trivial task. Lend an ear to Doug and see where things are headed.

### Orientation For New Members

So now that you've bought that shiny new Atari 800XL (well, we all have to aim for something) and played "Star-Bonkers" one hundred times, what else can you do with this thing? Well, you heard about this neat club called The Dallas Atari Computer Enthusiasts. So you took the trek to Richardson on a nice Saturday afternoon and are asking (out loud), "now what?" This is the seminar for you. Once again, our hard-working President, Jim Chaney, will introduce you to the world of computing, DAL-ACE style. If you're new to computing and to the club, be sure to attend.

### Telecommunications

Say, did you know that we have a bulletin board that members can use? Do you know what a bulletin board is? Did you know that you can hook up your Atari to the telephone network and do some real slick stuff? Well, if you answered, "no", to any of these questions, you'll want to listen to our VP of Communications, Ernie Runyon, describe the wonders of computing over the telephone. Believe me, this is one of the waves of the future so be sure and check it out.

Software Clinic. There will be several systems setup so that you can bring in programming problems or questions for resolution. Experts will be manning these systems to work with you. There is an article elsewhere in the newsletter describing our "Software Clinic".

All in all, the Computer Fair that we're offering for the Friday night meeting in August should be a good time. Please be sure to come and partake of as many different activities as you can. After all, this is your club!

## DEPTH

by Jeff Bowden,  
A2D2 Tri Cities ACE

```

1 REM *****
2 REM *      DEPTH      *
3 REM *                *
4 REM *      by        *
5 REM *  Jeff Bowden  *
6 REM *****
10 GRAPHICS 9
20 FOR X=0 TO 79
30 C=C+1:COLOR C:IF C=15 THEN C=0
40 PLOT X,Y:DRAWTO 79-X,Y:DRAWTO 79-X,191-Y
45 DRAWTO X,191-Y:DRAWTO X,Y
50 Y=Y+2:IF Y>191 THEN Y=0
60 NEXT X:IF PEEK(764)=255 THEN 20
    
```

The following is a one liner from the same newsletter, A2D2 Tri Cities ACE. It is called SINEWAVES.

```

1C:1:8R.24:SE.2,0,0:FORX=1T0315STEP2:
Y=95-SIN(X/10)*(313-X)*.3:PL.X,Y:DR.X,191-Y:
PL.315-X,Y:DR.315-X,191-Y:N.X:?USR(0)
    
```

## SOFTWARE CLINIC

by Dave Gillen

Ever had a program with a bug that you just couldn't find? Or how about a program that worked fine in the store but does some very odd things now that it's at home? Well DAL-ACE is about to embark on a new service that may give you some relief.

Called the Software Clinic, it's a free consulting service that will be initiated at the August meeting. The ENTIRE August meeting (remember this is a Friday night meeting) will be devoted to working on software problems that you have.

## DETAILS

Here's how it will work. At the Friday evening meeting we will set up some "plain vanilla" Atari systems, man them with some fairly knowledgeable folks, and work with you on your software problems.

What you do is to come to us with one of the following:

1. A program with a bug. Please bring it on an Atari DOS 2.05 formatted diskette. A listing would be a good idea, too, but isn't required.
2. A piece of purchased software that doesn't work quite right on your system.
3. A question about a programming concept that puzzles you.

We will work with you on the available systems to try and find the bug, determine if the purchased software is at fault, or illustrate the concept that puzzles you. Like all things in life, this is not a sure thing. We'll give it our best.

If this turns out to be a success, we'll try and make this a regular (although much smaller) part of our monthly meeting.

## RULES OF THE GAME.

Now for some hard and fast rules for this venture.

1. This is FREE!
2. The Software Clinic is an attempt at a new service. If insufficient interest or "knowledge support" is available, we will not be able to have the clinic.
3. After the August meeting, the Software Clinic hours may vary. Stay tuned to your newsletter for the details.
4. The Software Clinic is open to members of DAL-ACE, only!

5. There will be absolutely NO copying of diskettes permitted as part of the Software Clinic. Even though the Software Clinic will have the ability, diskette copying is prohibited to more effectively use the Software Clinicians' time.

There will be a separate table dedicated to copying diskettes. Please see other articles in this newsletter describing that activity.

6. You may use the Software Clinic in a variety of ways: a) Assistance in debugging of code, b) Verification that a package of yours works, c) Illustration of a point that may be confusing to you, or d) Answering of a question. The Software Clinic WILL NOT "test" suspect user hardware. Hardware is a sticky wicket that requires more than we can afford both in time and effort.

7. The Software Clinician has the right to refuse to assist you. This is not as cruel as it may sound. The philosophy of the Software Clinic is to help out you (the neophyte programmer) who has lost your way in the software woods. The Software Clinic will NOT be used by anyone who is trying to get a software product to market and has that "one last bug" to fix. Contractual consulting services are called for there, not the club's freebies.

## WHAT WILL THIS TAKE?

I would like to say that I have everything that I need for this project but I don't. In order to make the Software Clinic a successful project I need the following:

1. Between 5 and 10 volunteers. Don't be afraid, step forward. You know more than you think! This project will happen, even if I'm the only one manning the table! It will mean fewer ulcers for me, though, if I get a little help. C'mon, give it a try, what do you have to lose?
2. Computer parts to form some plain vanilla systems. Got a spare 400, 800, 810, or TV set? You don't have to supply a complete system, just label what's yours. We'll make 'em into a complete system.
3. People with problems to be solved! Now, that shouldn't be too hard to find, should it?

If you're able to help out for items 1 or 2, please see me (Dave Gillen) at the meeting or call me at home (my number is on the back).

**POWER UP!**

## The FLIGHT of the VULCAN

by Jeff Golden

The following code is a sequel to the STRINGS program that was published several months ago. However, this program has the added impact of sound.

If you have ever experienced a fly-by demonstration of the British Vulcan bomber, then you can appreciate the title given to this program.

The Vulcan is a large, kite-like, aircraft with very powerful engines. The engines were apparently borrowed from the Concorde, and are incredibly noisy.

With this in mind, imagine yourself standing by the runway, as the Vulcan passes overhead. The ground shakes, your body vibrates, and your heart pounds. After the first pass, you start praying that it will not come back again.

But, the pilot stands the monster on its tail, and swings it smoothly about as if it were a fighter plane. The Vulcan comes roaring back again and again. How a machine, so beautiful in flight can make such a terrible racket is beyond comprehension.

Both elements of the Vulcan flight, the gracefulness and the ear-splitting sound, have been captured in less than a screen-full of code. A high-pitched whine is there under the staccato explosions of the afterburners. The sound will fade in the distance, and even the Doppler-effect, moment of silence, that occurs when a jet passes close by, is there. Thanks to the amazing Atari computer, you too, can experience the flight of the Vulcan.

Enter the code exactly as shown. The values used were derived after considerable experimentation. Any small changes may result in undesirable effects.

After you get the program running and have listened to the Vulcan until everyone prays it will not come back, try experimenting with the program. That is half the fun. I am looking forward toward seeing what other readers can come up with by using this graphics technique.

One experiment to try is altering line 250 to read...

```
250 SOUND 0,A,B,C
```

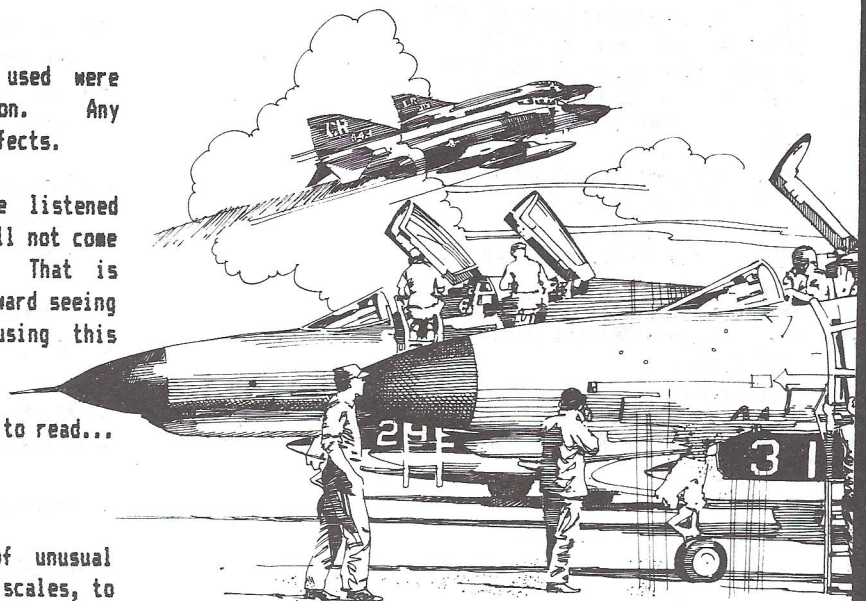
That changes the sound to a whole series of unusual sounds, everything from shots, and musical scales, to

boings. Some of these effects may be useful in other programs. You can capture the values by hitting the BREAK key when the sound you want occurs.

The program was written on a machine that was equipped with Wes Newell's FAST CHIP. It still runs on a standard machine, but may run a bit slower, and have less effect on the old adrenalin.

One last item. Before running the program the first time, be sure to turn up the TV volume to its maximum. You have to feel the sound to appreciate the Flight of the Vulcan.

```
10 REM **** THE VULCAN ****
20 REM ** by Jeff Golden **
100 A=20:B=50:C=150:D=150
110 I=1.03:J=0.7:K=1.02:L=0.8
120 GRAPHICS 24:SETCOLOR 1,6,14
130 SETCOLOR 2,6,4:SETCOLOR 4,6,4
140 FOR X=1 TO 100
150 A=A*I:B=B*J:C=C*K:D=D*L
160 IF A>300 THEN I=0.97
170 IF B>300 THEN J=0.97
180 IF C>180 THEN K=0.97
190 IF D>180 THEN L=0.97
200 IF A<10 THEN I=1.03
210 IF B<10 THEN J=1.03
220 IF C<10 THEN K=1.03
230 IF D<10 THEN L=1.03
240 COLOR 1:PLOT A,C:DRAWTO B,D
250 SOUND 0,A/2,B,(ABS(A-B)+ABS(C-D))/20
260 NEXT X:POKE 77,0:GOTO 120
```



## PROWRITER/NEC CUSTOM PAGE LENGTH SETUP

by John Pellet

The routine below sets up custom page length for the Prowriter 8510 and NEC 8023A. It is written in Basic XL but will work fine in Basic. The comments are self-explanatory.

```

1000 Rem *****
1020 Rem EFVU SETUP ROUTINE
1030 Rem USING DATA FROM AN INPUT
1040 Rem ROUTINE AS LISTED BELOW
1060 Rem ---- DATA REQ'D: ----
1070 Rem A) PGLen=# LINES/PG DESIRED
1080 Rem ... (2<PGLen<66)
1090 Rem B) SOPLen=# LINES TO SKIP AT
1100 Rem ...PERFORATION
1110 Rem ... (PGLen-SOPLen>2)
1120 Rem C) DIPSET=# LINES/PG PER DIP
1130 Rem ...SWITCH 1-4 (66 OR 72)
1150 Rem NOTE THAT PGLen INCLUDES
1160 Rem SOPLen IN THIS SUBR.
1180 Rem ALL DATA MUST BE PASSED AS
1190 Rem 1 OR 2 DIGIT INTEGERS
1210 Rem ALL ERROR CHECKING MUST BE
1220 Rem DONE PRIOR TO THIS SUBR
1230 Rem PER THE VALUES ABOVE
1250 Rem ALL REMARKS MAY BE DELETED
1260 Rem FOR SPEED.
1290 Rem TO RUN AS IS SAMPLE VALUES
1300 Rem ARE PROVIDED IN DATA LINE
1310 Rem AT END OF ROUTINE
1320 Rem THAT PROVIDE PGLen=66,
1330 Rem SOPLen=6, AND DIPSET=66
1340 Rem .# PRINTABLE LINES=60
1360 Rem THIS IS USEFUL AS A BASIC
1370 Rem PROGRAM LISTER
1390 Rem -----TO USE-----
1400 Rem DELETE REM IN NEXT LINE !!!
1410 Rem READ DIPSET,PGLen,SOPLen
1440 Close #1
1450 Open #1,8,0,"P":Rem OPEN CH.
1460 ? #1;Chr$(29);Rem START EFVU
1470 ? #1;"@";Rem MK TOP PG 1
1480 If Pglen-Soplen<3 Then 1520
1490 For I=1 To Pglen-Soplen-2
1500 ? #1;"@";Rem MK PRINT LINE
1510 Next I
1520 ? #1;"@";Rem MK BOTTOM OF PG
1530 If Soplen=0 Then 1570
1540 For I=1 To Soplen
1550 ? #1;"@";Rem MK LINE TO SKIP
1560 Next I
1570 ? #1;"@";Rem MK TOP PG 2
1580 ? #1;Chr$(30);Rem END EFVU
1590 Close #1
1600 Data 66,66,6
2000 ? :? "1 LF @ PRINTER MEANS EFVU SUCCESSFULL"? :?
:? "POSITION PAPER TO TOP OF FORM"? " AND PRINT AWAY"
2010 End

```

## PROGRAMMING

by Jeff Golden

Howdy. Today, I would like to start a new column for the purpose of discussing various programming techniques and styles. The content of the column will be directed toward educating the new programmer.

To prevent this from becoming just one person's viewpoint, I want to welcome any additional input from those of you who know a whole lot more about programming the Atari than I do.

If you would like to write up some tips for the new programmer, please do. Keep those programs coming in too. We need all the newsletter material we can get. My address is 2613 Cheyenne, Irving, Texas, 75062. (214) 252-3268.

The topic for today's programming discussion is, "How do you begin?".

Assuming that you have decided to write the next Atari Star winner, or a follow-up to Visicalc, or even a little program to track the cost of feeding your dog, how do you go about getting started? Now don't laugh. My friend's dog eats more than he does, and someday Atari will figure out they made a big mistake when they discontinued APX. As to getting started, this can be quite a problem for new programmers.

Anyway, do you just sit down and start typing in BASIC statements?

Many personal computer owners do just that. For some programmers, that may be the best way to do it. For everyone else, it is a good way to end up with a mess of spaghetti that does not work very well.

Professional programmers follow a very formal procedure. Prior to writing a single line of code, they step through a design phase in which they:

1. Write a proposal, describing what they intend to do in general terms.
2. Write a set of functional specifications, that describe what the program will do in specific terms.
3. Write a detailed design for the program.

Each of the three levels of design is submitted, in turn, to the programmer's peers and managers. These

people provide the programmer with second opinions and suggestions for improving the product.

Why do they go to all this trouble? It has been proven again and again, that this is the fastest and best way to create a new program.

Change is a way of life in the programming world. In the process of laying out his design, the programmer will find many areas that need refinement. The design process allows for the fact that many changes will be made before the program is complete.

A design is much easier to change than a hard-coded program. The design is only an outline and it does not have to be perfect. After all, it only has to run on human computers.

Now where does this leave us? Do I recommend that you follow such a formal procedure when programming the dog's expenses? No, but, if you want your program to have that professional touch, it might be wise to steal some of these methods from the professional.

Get out your word processor and try writing down your programming ideas. Listing these ideas on paper will exercise the thinking process, and the word processor will allow you to change your mind, to shift things around, and to even discard the bad parts of the design.

Believe it or not, the trash can is the programming tool that separates the men from the boys. Throwing away a month's worth of work is a hard thing to do, but when your gut feeling tells you that the program is a mess, throw it away. Try attacking the problem from a different angle. A small change in the functional specifications can sometimes work wonders.

It is not necessary to force-fit a program. When the design is right, everything will seem to fall into place on its own accord. Programmers have a word for this condition. It is called elegance.

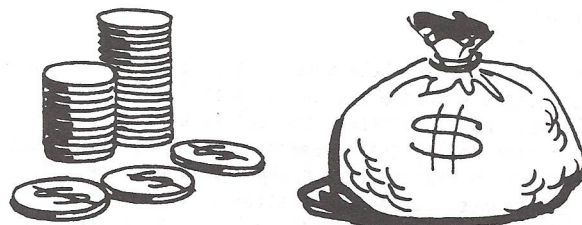
You will be pleasantly surprised at how much easier it is to code from a proper design, one that you have actually spent some time thinking about before casting it in concrete. If you can write it out in English, you can code it.

In future columns, I would like to discuss the KISS principle, structured programming, languages, and then testing procedures. If you have any more subjects that you would like to add to the discussion, please don't hesitate to contact me. Jeff Golden.

### FREEBIES

According to the Little Rock Attari Addicts, the following items are free for the asking from Atari. Call Customer Service at (800) 538-8543.

- DENOPAC #1 through 11
- Assembler/Editor errata
- PILOT Reference Letter
- PILOT External Specifications, Rev. E
- AtariWriter Handout & Tip Sheet
- Macro Assembler Info Sheets #1 & #2
- Getting Started in Assembly Language
- Creating Bootable Cassette Files
- Creating Autorun Files
- Programming the 4 Controller Jacks
- DOS 2 Manual (Pg. 65) Update
- Random Access (specify Microsoft or Atari BASIC)
- Product Update, (BASIC Reference Manual errata)
- Redefining CX-85 Function Keys
- Tech Tips & 410/1010 Form Letter
- Transferring Speed Reading to Disk
- Transferring Touch Typing to Disk
- Atari 1025 Product Update
- Atari 1027 Product Update
- Atari Mailing List Update
- Bookkeeper Example Sheet
- Telecommunications Help Sheet
- XL Guidelines (800 to XL memory changes)
- XL Memory Map (general)
- XL New Graphics Mode
- XL useful Memory Locations
- XL Redefinable Keys



## GOIN' TO THE FAIR.

Humm, buzz, click. "READY". Well, that ought to keep those folks out there happy for a while. Ya know, it isn't easy being a computer. People bangin' on your keys all the time. And when they don't like what they see, who gets the blame? Why, I do!

Heck, if sometimes, they'd read those little sheets of paper that come with those packets of bits that they shove into me, maybe they wouldn't have such problems. But then, I've heard these rumors about how some of those little pieces of paper are written. Yuck, even I would have headaches!

Well, perhaps tonight will be different. Here I am, sitting in this room with a few of my fellow Ataris. I sure hope they'll let me do something more than keep the room warm. I mean, some of the guys from the club brought me and my friends in for a work out. I can feel an 810 down at the end humming away. He's fairly content (and empty) right now.

At last, a customer. Well, I hope the expert at the keys can help this guy out. "READY".

A fairly sheepish-looking young kid fumbles with a floppy in his hand. "I bought this thing," waving the limp diskette, "on sale at a department store. It worked great there. The graphics were real neat, I got a new high score in 20 minutes, and the price seemed ok. So, I bought it, took it home, and it wouldn't work."

Well, I'm glad we could help that kid out. All that it took was to make sure that his BASIC cartridge was removed from the machine before use. I'm glad that the expert also showed him that in my new cousins, the XLs, that you can disable BASIC by holding down the OPTION key while booting. He was even able to illustrate by reaching over to the one on the next table and trying it out. The kid seemed real pleased. Oh boy, I think this is gonna be fun for a change! Here comes some older fella looking a bit perplexed.

"Say there, can you guys help me? I've been using Filemanager+ for a while. I keep the stats for my bowling league. Well, last Thursday night, I sat down to put them in. I powered up my 800, booted Filemanager+, and tried to load in the file. Well, Filemanager said that the file was there but when I tried to look at the old stuff, it wasn't. Can you guys help me?"

This one's gonna take some time. I hear the expert scratching his head while he loads in "Diskscan". Ahh, feel those bits coursing through my serial bus. Well now, I hear that there's something wrong with the sector link chain on that fella's diskette. I can feel quite a few keystrokes coming as he attempts to put parts of it back together. Not a trivial task but it is possible.

The older fella looks rather intent. Now for the moment of truth.

Yup, there's a copy of Filemanager+ around on one of my friends' 810s somewhere. The expert found it. Well now, I think he was able to fix it! Filemanager is telling me that he can read the index of the file and even the data. The fella looks pleased. Ahh, another success.

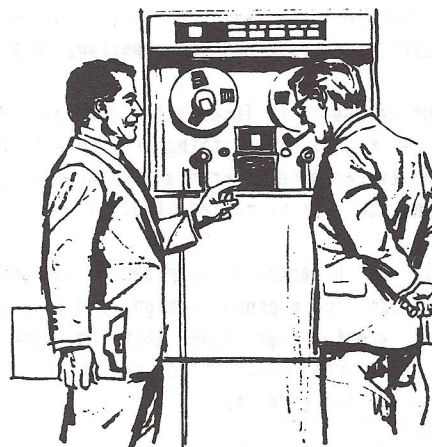
Here comes a lady with a young kid trailing behind.

"Excuse me, can you tell me something about what word processors are available for the Atari?"

Oh boy, this one will take a while. But what the heck. There's plenty of time and not a lot of people. The expert is looking around to collect a few samples of various ones. Let's see, he's found Atariwriter, LetterPerfect, and Wordman. This should take a little while to show the lady what the word processors can do and which one she might like to buy. She looks interested as the expert steps through each one. The kid seems to have made a choice but let's his mother check them out.

Well, I guess being an Atari isn't so bad after all. I've seen lots of folks pass through this room tonight. My friends and I couldn't help them all but with the experts, we help out most. I'm glad that I could be a part of it.

[Note: It is the goal of the upcoming Software Clinic, to keep our friendly Ataris busy, helping the folks of DAL-ACE with software questions, programming problems, and illustrating answers to questions that they may have. However, unless you come to us at the August meeting, these poor little Ataris will be no better off than space heaters. Whaddya say?]





## EDITORIAL STAFF

By Myron Walters

The Newsletter 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.

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.

Software Editors: Myron Walters and John Pellet. John and I will be responsible for writing or obtaining reviews of software. We will be encouraging DAL-ACE members to write software reviews, and we 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 members, 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.

Senior Editor: Myron Walters Jack of all trades, master of none.

## NEWSLETTER SCHEDULE

August Newsletter: copy should be turned in by July 21st. The production meeting will be July 21st.

September Newsletter: copy should be turned in by August 22nd. The production meeting will be August 22nd.

## 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; 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 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 editor. Deliver payment to the treasurer.

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

Call Myron Walters to volunteer for one or more of these exciting positions. The pay isn't too great, but there are a lot of intangible rewards that come from making contributions to the club.



\*\*\* SOFTWARE REVIEW \*\*\*

by John Pellet

DOS XL

DOS XL is the successor to OSA+ from OSS. It retains all of the advantages of previous versions of OSA+ - especially a command driven structure like CPM - while adding an optional menu structure like MYDOS or DOS 2.0 for new users and considerable memory savings (5K RAM) when used with an XL machine (600/800/1200) or one of OSS's Supercartridges (e.g., ACTION! or BASIC XL).

The major advantages I find in DOS XL are: 1) more free RAM, 2) always RAM-resident (no DUP.SYS), 3) a fixed RS232 handler for the 850 (does not require MEM.SAV & is protected from SYSTEM RESET), and, most importantly, 4) a simple, easy method of constructing complex 'BATCH' files (like AUTORUN.SYS). For example, a booting file to load the RS232 handler, a printer setup routine, and a terminal emulator would be a file named "STARTUP.EXC" with the following lines of text: 1) RS232FIX (CR), 2) DD CAR; RUN "D:EFVU.BAS" ;DOS ;AMODEMS (CR). This translates to: 1) load the RS232 handler with the filename "RS232FIX.COM" and 2) go to the cartridge then run the program named "EFVU.BAS", then go back to DOS and load the compiled terminal emulator named "AMODEMS.COM". While I grant that this does look confusing the manual is reasonably helpful in this area. In any case, this is a tremendous improvement over "BATCH" files in DOS or MYDOS. Also, OSS provides excellent product support should any problems occur.

The major disadvantages I find with DOS XL are: 1) it relies on separate files to perform DUP.SYS functions which slows execution (of booting as well as DOS functions like copying files, 2) the separate files plus the extra code to permit the RAM savings described above requires considerably more disk space than DOS or MYDOS, and 3) the manual does not point out several small idiosyncracies (e. g., formatting disks from the menu will not produce executing copies unless the menu option is enabled on the new disk, 4) mixed drive types and densities are not supported as well as in MYDOS, and 5) this is a licensed product which grants a license to a single machine.

In summary, I use MYDOS for my general computing but for memory sensitive applications or areas where a complex boot or batch file is desired (like telecommunications) DOS XL is a sure winner.

Approximate price is \$40 at the DALACE meetings or mail order.



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. 238-5949. (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)
- Sladeczek, Joe. 276-1443. (B)
- Taylor, Frank. 242-4598. (B)
- Wiant, Jim. 690-4188. (I)
- Williams, Edmund. 341-9297. (I)
- Zegub, Tom. 234-1958. (B)

\*\*\* SOFTWARE REVIEW \*\*\*

by John Pellet

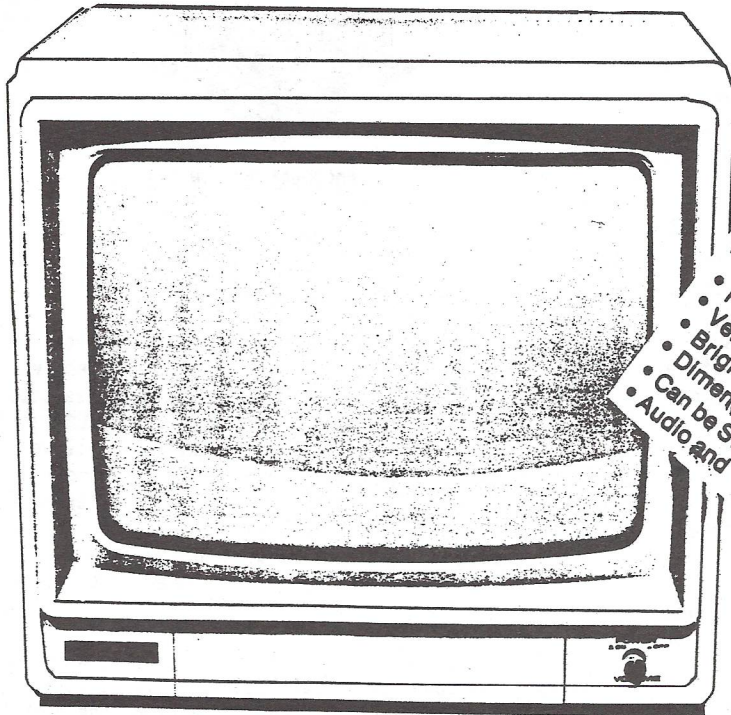
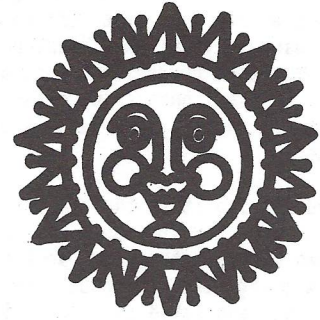
BASIC XL

BASIC XL, one of the "Precision Software Tools" marketed by OSS, is easily the best, most user-friendly of the BASIC implementations available for the Atari. Take the features in Atari BASIC and add 1) true string handling, 2) simple player-missile implementation, 3) automatic line numbering, 4) block renumber and delete, 4) upper/lower case OK, 5) DOS functions like directory, rename, erase, protect, etc. online, 6) MUCH faster (2-10 times), 7) an excellent manual for both Atari BASIC and the XL differences, and 8) compatible with any "saved" Atari BASIC program. This is just a sampling of the features added by this great new BASIC. Incredibly, the cartridge uses only one 8K block (through bank shifting), and if used with DOS XL, it allows most of DOS to relocate into the RAM under the cartridge, giving about 5K more free RAM. As far as I am concerned there is no reason to ever use Atari BASIC again. If anyone wants a dusty Atari BASIC cartridge cheap see me at one of the meetings.

Approximate price is \$75 at DALACE meetings or mail order.

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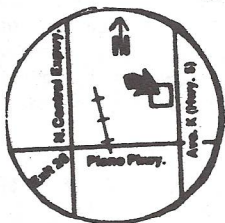
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## \*\* REPRINTED FROM \*\*

PORTLAND ATARI CLUB

JULY 1984 Newsletter

by STEVE BILLINGS

\*\*\*\*\*

## JOUST

## BY ATARI

JOUST is a computer game originally produced for the arcade market by Williams Electronics, Inc. and is still one of the most unusual and popular arcade games. The rights to the concept were purchased by Atari for conversion and is now available for many computer systems.

I tried playing it in the arcades awhile ago when it was still pretty new and found it a bit difficult. I did not even realize there was more than one wave to defeat until a young lad, oh about knee high I guess, saw me struggling and asked if I would like to see more of the game. He had his own quarter so I said ok.

Well, my score of 5000 points was soon buried 6 feet under as he proceeded to run through several egg waves and ptery waves (more on these terms later). The final score he tallied was about 60,000 or so and he had the gall to tell me it was a poor effort, that he usually gets 100,000 or more. I felt like kicking the little stool out from under him. Fortunately his mother arrived and escorted him away before I came out of my stupor.

Since then I have tried to avoid embarrassing myself in arcades by only playing those without anyone nearby. JOUST was not often alone.

When I read that Atari was coming out with a home computer version, I was excited. Finally I could have a chance to play it without interference.

The scenario of the game puts the player on a flying bird among floating earthy looking platforms. The player controls his bird with a joystick. Pushing the red button flaps the birds wings and causes the bird to simulate flying. Other computer opponents are also flying about. Opponents are knocked or "jousted" off their birds when contact occurs, whichever player or opponent is at a higher elevation wins. If the player loses they are regenerated on one of the platforms until they run out of birds.

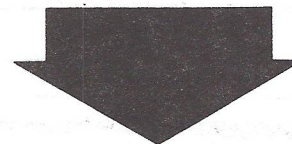
If several waves of opponents are defeated, you proceed on to an "egg wave". Here you have to fly around and collect eggs before they hatch into jousters. Later comes the evil pterodactyl. He is very dangerous and can destroy you with a touch. I have found the best strategy is to try and avoid him, but he can be destroyed with a well placed joust to the mouth.

The game plays well, there is also an option to play two human players with their own birds. They sometimes are supposed to team up and at other times compete against each other. What the home computer version lacks in detailed resolution it makes up for in smoothness of action, it really is a nice flying simulation.

One thing the game lacks is high score memory even in the same session that you are playing. Also it has a tendency to jump back to the title screen display at the end of a game before you have a chance to check out your final score, so you then have to wait for the demo mode to come around before the scoring is again shown.

Since playing at home I have gone back to the arcade to see if I could make a better showing of myself. Well it did not help much. I'm still not ready to take on my little friend at the arcade, but let the little guy come around my house and I'll whip him good.

★ ★ ★ ★ ★ ★ ★ ★



## \*\*\* SOFTWARE REVIEW \*\*\*

by John Pellet

## OMNIVIEW - 80 Columns for Atari

A general purpose 80 column display on the Atari has, until now, required a BIT-3 board or equivalent. Finally, there is another way. David Young has added an option called "OMNIVIEW" to his excellent ROM-resident machine language monitor "OMNIMON." It allows any program which uses the standard Atari screen device "E:", like BASIC or a patched version of Letter Perfect, to use a true 80 column screen on any monitor or B&W TV. The character set is ROM-resident and is easy to read on a mediocre monitor or sharp TV. I have no problems at all with legibility.

I did have some minor installation problems which might be more serious to other users. First, just like OMNIMON, this product requires removal of the operating system board and chip replacement. Also, like OMNIMON, some software (e.g., from Electronic Arts) detects the presence of the ROM and so will not run properly without installation of a defeat switch. Also, the patches to Letter Perfect must be made with a RAM or sector editor (like OMNIMON or DISKSCAN) and the font used in the installation instructions is quite small. Overall, if you are not happy with a soldering iron and a sector editor then this installation may be more than you want to tackle.

In summary, OMNIMON/OMNIVIEW provides an excellent machine language monitor along with the most reasonable way to get true 80 column output on the Atari. While installation may cause some hesitation to people who have never looked inside their Atari, it requires only carefully following the concise instructions provided. OMNIMON/OMNIVIEW allows the Atari community to join the rest of the word processing world where 80 columns is considered a necessity.

Approximate price of OMNIVIEW is \$40, of OMNIMON is \$80, and together is about \$120. It is available from several dealers at DALACE meetings.

## SOUND ADVICE

by  
Doug White

With a computer capable of generating sounds from 1/4 Hertz to 127,000 hertz, it is a shame to play your brand new musical masterpiece or sound effects program through a single tiny speaker in a television or monitor. Usually the sound quality of these speakers leaves much to be desired. This article will tell you how to get good sound from your computer without running a 20 foot cord over to your stereo receiver.

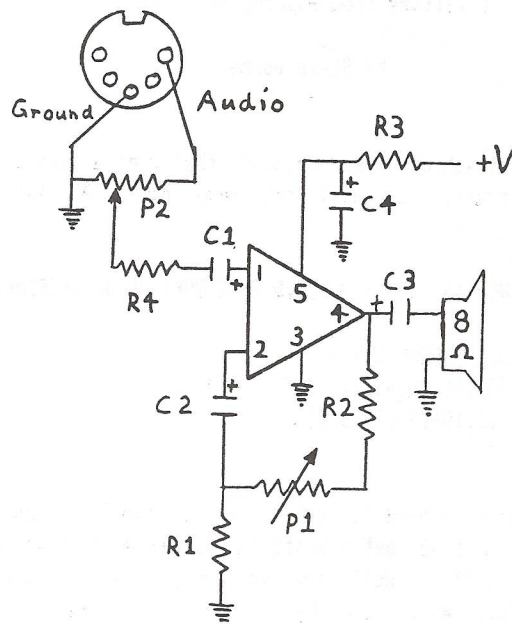
The amplifier circuit shown below connects to the audio and ground pins on the monitor jack of the computer. Since the output of this amplifier will be a couple of watts at the most it should be connected to a fairly efficient HIFI speaker to minimize distortion. A word of caution: since this amplifier is home built and is not an Atari product its use may nullify the warranty of the computer. To protect the computer from harm, the circuit has been designed with separate input level and gain controls. Under normal operating conditions the input resistance will be a few thousand ohms so that the drain on the computer will be less than that required by the average monitor.

The schematic and parts list of the amplifier itself are shown below. All parts were obtained from Radio Shack, but they should be available from other sources as well. To obtain the least amount of distortion use a heavy duty 9 - 12 volt D.C. adapter or power supply with 300 - 500 milliamps of output current. The normal output power level will be less than one watt. At this level the amplifier will run a little warm, but it should not require a heat sink.

Operating the amplifier is fairly straight forward. First connect the speaker and the power supply. Now turn both potentiometers completely off. Then turn the input level (10k ohm pot.) up to 1/4 of full scale and the gain (500 ohm pot.) slightly less. After double checking the circuit and all solder connections, turn on (plug in) the power supply. Next enter the following command on your computer:

SOUND 0,100,10,1

Connect the 5 pin D.I.N. plug to the monitor jack on the computer. You should now hear a weak sound coming from the speaker. If you don't hear anything disconnect the amplifier from the computer, recheck the circuit, and repeat the procedure with the gain turned up a little. Good luck and good listening.



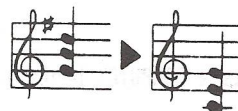
Note: The numbers inside the triangle represent the pin numbers on the amplifier chip.

Note: The 5 pin D.I.N. plug in the schematic is shown with the pins pointing toward you.

### PARTS LIST

C1	10	microfarad
C2	470	microfarad
C3	1000	microfarad
C4	2200	microfarad
P1	500	ohm
P2	10K	ohm
R1-3	10	ohm
R4	1000	ohm
IC1	uPC 2002	8 watt audio amplifier IC (RADIO SHACK #276-703A)

5 pin D.I.N. plug



## Utilities from Mapping The Atari

by Steve Burns

Here is a flashing cursor routine that uses a vertical blank interrupt. It will not work on a XL series computer.

```
10 FOR BLINK=1664 TO 1680: READ BYTE:POKE BLINK,BYTE:NEXT
   BLINK
20 POKE 548,128:POKE 549,6
30 DATA 8,72,165,20,41,16,74,74,74,141
40 DATA 243,2,104,40,76,62,233
```

Have you ever wanted to get a text window in graphics mode 0 so you could get a protected screen area (like the Atari DOS 2.05)? Well now you can, just by using location 703, which is the number of display lines available. Just POKE 703,4 and you will get a mode 0 text window. The 20 lines above are protected and will not scroll with the rest of the screen. To print to the 20 lines, use PRINT #6:

This routine that converts the real-time clock "jiffies" into seconds or minutes:

```
TIME=INT((PEEK(18)*65536+PEEK(19)*256+PEEK(20))/60)
```

To change to minutes, replace the /60 to /360.

There is a way to get a larger octave range than 31/2. The process cuts out 2 voices, but the octave range is upped to 9. This program demonstrates using paddles 1 and 2. Paddle (0) controls fine adjustments, paddle (1) controls coarse.

```
10 SOUND 0,0,0,0:POKE 53768,80:REM SET CLOCK AND TION
   CHANNELS 1 AND 2
20 POKE 53761,160:POKE 53763,168:REM TURN OFF CHANNEL 1
   AND SET 2 FOR PURE TONES
30 POKE 53760,PADDLE(0):POKE 53762,PADDLE(1):GOTO 30
```

"Mapping the Atari" is a COMPUTE! books publication. Buy it, it's invaluable.

## \*\*\* COMPUTER BUZZWORDS \*\*\*

reprinted from San Leandro Computer Club Journal

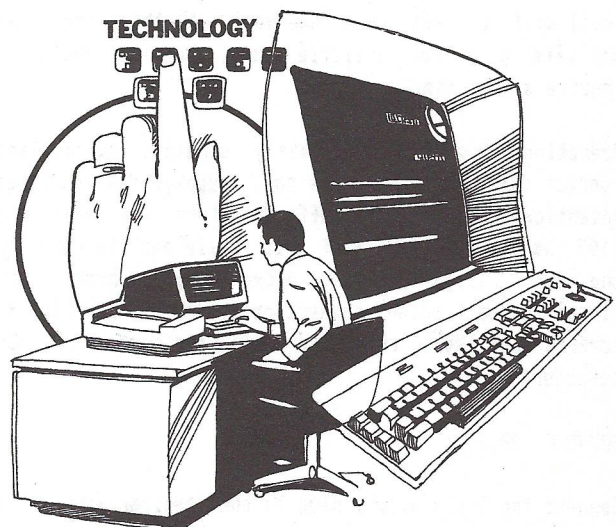
May, 1984

ANSI- A hacker who can't sit still.  
 BATCH- A minor gripe.  
 BUFFER- A nude computer user.  
 CURSOR- A hacker who BATCHES a lot.  
 DISK DRIVE- A popular address in Carmel.  
 END USER- Programmers who sit a lot.  
 FREQUENCY- A disease suffered by video game freaks.  
 GIGABYTE- A painful sting on the giga.  
 INDUSTRY STANDARDS- Nonconforming guidelines.  
 LINE FEED- "I've never met anyone as interesting as you before, etc."  
 MACHINE LANGUAGE- Zoom, putt-putt, chug-a-lug, clank clank clunk.  
 OHM- Is where the 'eart is... "OHM SWEET OHM"  
 QWERTY- To be a little strange.  
 RAM- Where most of the bugs are kept.  
 ROM- Where you put the bugs that won't fit in RAM.  
 SOFTWARE- What programmers wear under their hardware.  
 TERMINAL INTELLIGENCE- To be so smart it kills you.

And from some sharp minds at DALACE...

AUTO-EXECUTE- What a car does when the warranty expires.  
 DAISY CHAIN- What L'il Abner gave his wife.  
 SERIAL PORT- Where foreign breakfast foods are unloaded.

Arrrrh...Enough. Any more may appear here if the editors can stand it.



--> 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 in September. Contact Eric Weeren at 245-7429 or Fred Sagor at 424-0291 for further details.

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!

--> 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 information for the next meeting of the EDUCATION SIG was not available at "press time". Contact one of the EDUCATION SIG for meeting information.

--> 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, July 17th, at 7:30 P.M. in the home of Jim Chaney, 916 E. Berkeley, Richardson. Any questions you might have, please contact Ed Bohemann 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.

NEXT MEETING - FRIDAY - AUG 3, 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 Hwy 75 service road and the Richardson Public Library. Guest are WELCOME!!

MEETING AGENDA

- 6:30 TO 7:?? SALES (VENDORS & CLUB)
DEMONSTRATIONS
NEWSLETTER DISTRIBUTION
NEW MEMBER REGISTRATION
GUEST REGISTRATION
SOCIALIZING

(See PRESIDENT'S PRESPECTIVE)

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.

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