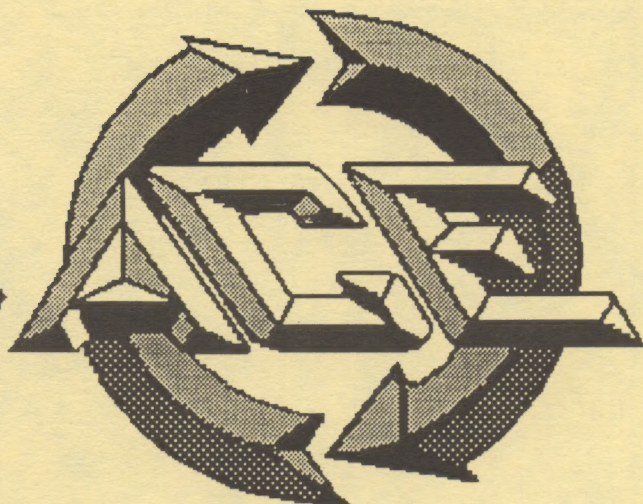
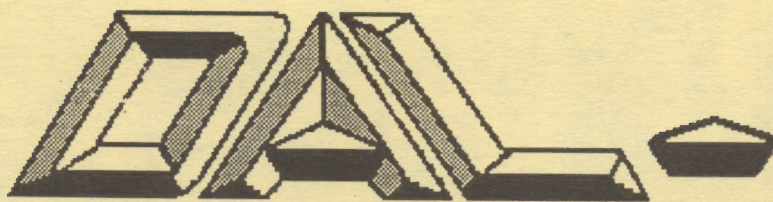


Atari



Volume 9, Issue 9 September, 1988

Dallas Atari Computer Enthusiasts



Image Pro

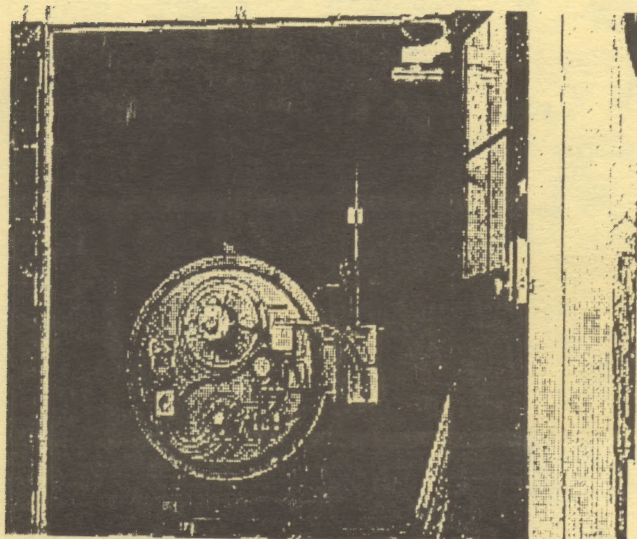
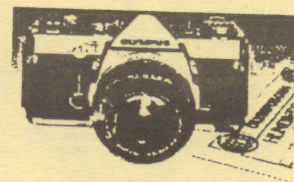
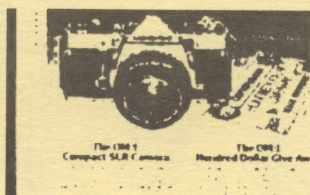


Image Pro		
File	Local Filters	Enhancers
Load	Median	Laplace
Save	Average	Contrast
Format	Min	Low
Mode	Max	High
Edit	Misc.	Vertical
View	Invert	Horizontal
Draw	H Flip	Other
Draw	Lighten	Histogram
Box	Darken	Difference
		Threshold
	QUIT	Undo

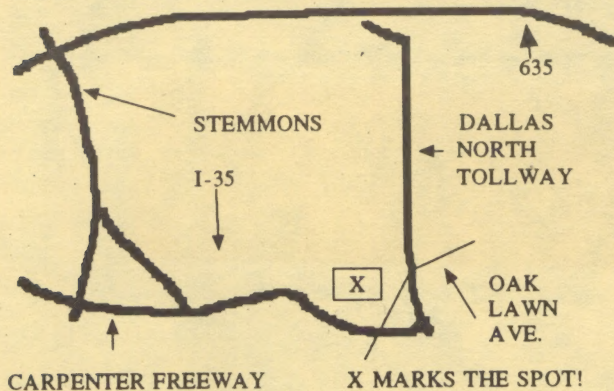


MOST WANTED LIST (DAL-ACE EXPERTS)

- Donny Arnold 240-4966 call before 10 p.m.
8-bit general knowledge
- Joe Camblin 221-7825 ... call from noon to 2 a.m.
MIDI & desktop publishing
- Larry Dineen (817)668-7296 call during day.
ST general knowledge
- James Duke 404-8569
BBS, ST programming
- Eb Foerster 357-7602 call from 7 to 10 p.m.
Turbo BASIC, SynFile, SynCalc, Assembly
- Ron King (817)283-0674 call from 5 to 10 p.m.
8-bit hardware
- John Saunders (817)566-0318
C and Assembler languages
- Michael Trombley 298-5958
8-bit general knowledge
- Ralph Tenny 235-4035 call from 7 to 10 p.m.
ST general knowledge and hardware
- Rene Tucker 223-6176
8-bit general knowledge
- Wally Wilinsky 506-0352 call from 6 to 10 p.m.
MIDI
- John Winer 907-1348
Systems programming and general knowledge

INFOMART DIRECTIONS

From North Dallas, take either Stemmons (I-35E) or the Dallas North Tollway south. From Stemmons, take the Oak Lawn exit, turn east, and park at the Infomart. If you are using the tollway, exit right on Wycliff, go left on Harry Hines Blvd to Oak Lawn, and turn right. From the south, take Stemmons north, then follow above directions. Infomart is the big, white, steel and glass building south of the other 'marts. GUESTS ARE WELCOME!!!



Newsletter Submissions

Submissions are welcome in any format. It is requested of the 8-bit user that s/he upload articles to the Dal-Ace BBS (number on back page).

Newsletter Advertisements

Personal ads are free to all current members. Please see the editor for details.

Commercial Rates

Full page.....	\$35.00
Half page.....	\$25.00
Quarter page.....	\$15.00
Business card	\$10.00

Ads must be camera ready. Copy must be received prior to the submission deadline. Mail copy to the address on the back page, or contact the advertising manager, editor, or Vice President of Communications. Copy received after the deadline will be run the following month. For contract advertisers, if no new ad is received prior to the deadline, the most recent ad will be run.

Disclaimer

The material printed in this newsletter reflects the opinions of the authors. Opposing viewpoints are solicited. Unless otherwise stated, the material in this newsletter is not copyrighted and no rights are reserved.

The purpose of this newsletter is to present information for your consideration. Neither the editor nor Dal-Ace make any claims for the validity or usefulness of this material. The reader is the final judge of any product, service, or advice presented.

Infomart Meeting Dates

1988

Firm Dates: September 10, October 15,
November 19, December 17.

Meeting Information

- 10:00 - 11:00.....8-bit SIG
- 11:00 - 11:30.....Disk sales
- 11:30 - 12:00.....Main meeting
- 12:00 - 12:30.....BBS Users SIG, New Users SIG,
Newsletter Exchange
- 12:30 - 2:00.....ST SIG



Smart REMarks

Commentary by Angela Burns

Geez! It's hot out there, isn't it? The other day I stopped by my local newsstand to pick up a Computer Shopper and began to thumb through it on the way to the grocery store. When I got there, I laid the Shopper down on the car seat and went in for about 45 minutes to do my shopping. On returning to the car, I found that my magazine had melted! Honest! All the glue in the binding had melted, and I was left with just a stack of pages! I don't care what anybody says; it is just too hot when your books start melting!

Enough of the personal trials of your faithful editor. I was glad to see that the heat didn't keep many of you from being at the Infomart on the 13th. It wasn't exactly standing room only, but there were enough members present to make for a good meeting.

Newsletter News

Well, if you were at the August meeting, you are aware that the board expressed a desire to cut newsletter production back to six issues per year. Some members were not pleased at this prospect, especially in light of the raising of the yearly dues. Since it's my job to get you all the news I can, I'll try to present that situation as well as I can, from both points of view.

You will have to cut me a little slack on the exact figures. To be honest, I don't know them. I do, however, believe I have a reasonable grasp of the overall situation and will do my best to present it fairly and accurately.

The board is concerned because the newsletter is not self-supporting. Last month's printing cost was \$262 and some change. Add to that the mailing cost and you've got a fairly expensive proposition on your hands. It costs over a dollar per issue to print the newsletter, and that cost is not even (or only just barely) covered by the annual dues (formerly \$16, now \$20). The disk sales and membership renewals coming in seem to leave about a \$50 deficit per month, constituting a drain on the club's finances.

Members at the August 13 meeting (and some afterwards) expressed the following objections. The newsletter is the only club activity that all of our members participate in. It has never been self-supporting; the newsletter has always been subsidized by disk sales and other fund raising activities. There may be viable alternatives to cutting back the frequency of publication, such as reducing the number of pages to 16 or even 12, changing to a tabloid newspaper format, or using a lighter stock for the inside pages. It is unreasonable to expect members to approve raising the dues and cut back the newsletter in the same breath.

I spoke to the printer today to explore the different cost cutting measures available to us. If we used a lighter weight of paper on the inside pages, any dark graphics (such as are often found in ads) are likely to show through to the

other side of the page. Not a good idea. Anyway, that would only save about \$20 off the monthly cost of printing the newsletter. Changing to a tabloid newspaper format also would not save much, and the size of the pages would have to remain the same because the printer does not have the equipment to handle a larger page. I think an 8.5"x11" tabloid would look idiotic, to put it bluntly. I was misinformed as to the amount of savings we could accomplish by cutting the number of pages of the newsletter. For every four pages cut from the newsletter, savings would only be \$40.02. I apologize for giving you incorrect information at the meeting; I really thought the figure was higher. At any rate, these are basically our only *cost-cutting* options. However, there is another avenue that has not been adequately explored, in my opinion. Advertising. Our advertising manager is just now kicking off a campaign to increase the amount of paid advertising in our newsletter. He and I will be writing to a number of companies, as well as visiting local businesses, to solicit advertising. Most of the advertising in our pages lately has been paid for with hardware and software that the club needed. Therefore, the financial figures have been skewed by the omission of advertising revenues in the Dal-Ace budget. If we could sell four full pages of advertising, we could cover over half the total cost of newsletter printing. So would one page full of business card sized ads (like those coupon things in the back of the phone book). And they don't have to be computer-related ads. Computer users have to eat, put gas in their cars, and all the other things everyone else does. Many small business owners may be glad of the chance for greater advertising exposure for very little investment, coupled with the support for the educational aims of our club and the philanthropical (is that a word?) involvement with Toys for Tots every year. I think we should wait and see how a concerted effort to obtain advertising revenue works out. If, by the September meeting, we can't come up with any advertisers, I shall bow my head and submit to the axe. At least you will have had an opportunity to review all of our alternatives and make an informed decision as to what you, the members, want.

Maybe I don't have a lot of room to tell anyone what I think should be done, because the newsletter is my domain and I may be too close to the situation to be impartial. After all, I love doing this and feel very protective of "my" newsletter. I just want to see the membership get as much as they can out of the club and the newsletter, and try to keep as many people happy along the way as I can.

So, let's all look at all the options, and try to do the best we can for Dal-Ace and keep our perspective about all of this, too. We have one of the best clubs of any kind in existence. Let's keep it that way. That's the most important thing.



The Grapevine

News, rumors, and product announcements from the world of Atari

Compiled by the editor

News

ATR8000 Alert!

Remember the ATR8000 - a box for the 8-bit that enabled the user to use MS-DOS and included 64K of memory that could be used as a RAMdisk, printer spooler, etc.? Well, although Southwest Technologies, the company that made the ATR8000, has long been out of the Atari picture, you can still get an ATR8000 for a limited time. John McFarlen of Arlington was one of the original designers and has "a fair supply" of the boards, power supplies, and cases on hand. He will build you an ATR8000 of your very own, or repair the one you have. The original price of the box was \$349.95; call John for information on prices and availability.

John McFarlen
4304 Oak Ranch Court, #2
Arlington, TX 76016
(817)572-3626

Another laser printer for local users

After the long drought of available laser printing facilities for local ST users, we now have three! Computer Discoveries now has an Atari laser printer for your printing needs, as does Computer Skills. Call either place for information. Another source for getting your documents printed out right is Computertime Rental, next to the Bookstop on Mockingbird Lane in Dallas. At this time, the owner does not have an ST, but if you bring your own (and the cable), you can hook up to his Postscript laser printer and do your own printing for a dollar a page. But get your editing done ahead of time. If you have to edit your material there, the cost is \$10 per hour plus the per page cost.

R.I.P. Computalk

Well, for all practical Atari related purposes, Computalk TCS is gone. Kris Meier has sold the company and is moving away. The new owners, he says, are not going to be heavily into Atari support. He believes that they plan to make it sort of a singles' BBS. We're sorry to see you go and wish you the best of luck, Kris.

Rumors

Small's at it again!

What's he up to this time? David Small is "on vacation" from Data Pacific, according to Joel Rosenblum. Yeah, sure. But our sources say that Dave is working on the

Specter 128 - a Magic Sac for the Mac SE (the one with 128K ROMs)! Watch for a company called Gadgets, Incorporated (or something like that!).

New Products

GATO cart

The XEGS is spawning more games all the time - now it's the classic submarine simulation *Gato* on a cartridge! 1050 or XF551 disk drive optional (for captain's log recording). Retail: \$22.95 from

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 94086
(408)745-2000

Mystery solving for money!

Murder on the Atlantic is a new mystery for the ST with a twist - half a million dollars is being given away by IntraCorp to those who solve the puzzle! Grand Prize is \$10,000, and 2500 other winners will receive \$200 gift certificates for IntraCorp software. \$39.95 from

IntraCorp Inc.
14160 S.W. 139th Court
Miami, FL 33186
(305)252-9040

Dollar Signs

By Rene Tucker, Treasurer

For those of you who were not present at the meeting on August 13, 1988, here are the highlights of the financial report for the month of July.

Receipts:	\$288.00
Expenses:	520.10
Income or loss:	\$232.10

Remember, a full report is made at each regular club meeting and copies of the monthly, as well as quarterly, reports are available for inspection by any club member.



Image Pro

An ST software review by Angela Burns

It's not too often that a graphics program gets my attention. I can't draw worth a darn, so all the wonderful features of a D.E.G.A.S. Elite or a Spectrum 512 leave me cold. The last "art program" that I used with any kind of decent results was those old coloring books with the tracing paper between the pages. Until now.

Image Pro was designed to be used with .RAW data files created with the I.M.G. Scanner. The manual calls it an "image enhancer, editor, and processor for IMG Scan image files." Basically, this means that even if you can't draw a straight line, you can produce amazing computerized art and manipulate it to produce the effects you want.

Image Pro is made by Visual Solutions of Dallas and retails for \$24.95. You might just recognize the programmer's name; it's Dal-Ace's own James Duke. He also wrote the shareware programs that are released with the I.M.G. Scanner. They allow you to change the format of files so that they can be used with the public domain A.I.M. program.

The program runs in either color or monochrome. Originally, the monochrome version was to run only on 1 meg machines because of the size of the I.M.G. files. But Providence stepped in at the last minute: Tad Painter of Seymour-Radix changed I.M.G. so that the file size was cut in half, thus allowing *Image Pro* to work with only 512K of memory, even with the large amount of data required to work in monochrome! (All those pixels, ya know.)

There are actually four versions of the program on the *Image Pro* disk. The folder IMAGEPRO.172 contains the two versions (color and monochrome) for use with the old, 256K I.M.G. files. You do need a meg to use this one in monochrome. The root directory holds the color and mono versions of the *Image Pro* that uses the new file format.

The whole program is mouse and dialog box driven. You load in the I.M.G. Scan file that you want to work on and select VIEW to see the picture so you can decide what to do with it. All of the functions work on any portion of the image or on the whole thing (you choose the area to work on) except H-FLIP and CONTRAST, which work on the whole image. You can DRAW on the picture (in three brush sizes) or EDIT individual pixels to add your own touches. You can perform several types of FILTERing operations to change the overall "feel" of the picture, to smooth it out, or to bring details into sharper relief. You can INVERT the graphic, changing it to a negative of the original. You can lighten or darken it. You can perform a horizontal flip, a laplacian filter, darken the dark areas without affecting the light ones, lighten the light areas without affecting the dark ones, or emphasize either the vertical lines or the horizontal ones to give your picture a new look.

All of these functions are designed to bring out your scanned art, making it look the way you want it to look. That's the big difference between *Image Pro* and the A.I.M. program. A.I.M. is essentially a mathematical toy, enabling

you to see the effects of several mathematical expressions on a graphic. *Image Pro*, on the other hand, is meant to improve the quality of the final product - your picture. And that it does!

There are a couple of other functions that do not affect the image itself, but do make it possible for you to use *Image Pro* better. A HISTOGRAM is a graph of the number of occurrences of each pixel color or grey level. The DIFFERENCE feature lets you set the average difference value when you use a local area filter. THRESHOLD helps you map the 256 grey levels that I.M.G. scans into the 8 grey levels that the ST screen can show. And the all-important UNDO function to let you go back a step if you did a dumb thing.

One feature of *Image Pro* that particularly impressed me was the way it behaves when you are ready to leave the program. At the bottom of the program screen, there are two buttons: QUIT and UNDO. The default (the one that works when you hit RETURN) is QUIT. More than 99% of the time, when I indicate QUIT, I am ready to quit. In case you somehow do accidentally hit the RETURN key, there is another box to confirm that you do indeed want to leave. The default here is QUIT, too. So, when I want to leave *Image Pro*, all I have to do is press RETURN twice in quick succession, and I'm out. It's such a little thing, but such attention to detail and to the needs of the user impresses me.

The manual is pretty good. It's sixteen pages and covers all the things a manual is supposed to in clear language. English, not computerese. There's an introduction, a section on using all of the features, some example pictures to show what the program can do and how it was done, and warranty information.

The warranty, by the way, is what I always thought a warranty should be. First, it says to read the warranty before using the program, and using it constitutes acceptance of the warranty. I've seen some software packages that have a sticker on the outside that tell you that the warranty is on the inside, but you agree to the warranty (whatever it may say) when you open the package. That's dirty pool! The warranty further states that the program is guaranteed to do what it says it will do. How's that for an original idea, folks? The update policy is great, too. Bug corrections are free, and "major enhancements or improvements" will be \$5 for registered owners. You can also get online help via Compuserve or GENie. Visual Solutions' user ID is in the manual.

I can't say enough good things about this program. *Image Pro* does the things it says it will do, and it does them well. Using it, you can greatly enhance the quality of your scanned art. I think you'll like it.

Visual Solutions
P.O. Box 831132
Dallas, TX 75381-1332
(214)404-8569

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Mike Fleischman, ANTIC, Sept. 1986

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David Stokes, ST Applications, Dec. 1986

"Megamax C just might become the C standard for the Atari ST."

George Miller, COMPUTE!'s Atari ST Disk & Magazine, Oct. 1986

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J.B. Wikert, Learning C on the Atari ST

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- RAM resident graphical shell
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- Full featured Resource Construction Program
- DRI compatible linker
- Powerful debugging facilities
- Inline assembly
- Full technical support
- Full documentation including examples using GEM routines
- Fast and accurate floating point

Benchmarks:	Laser C	Mark Williams 2.0
Compile&Link		
Sieve	:05	1:27
Hello	:03	1:15
Apskel	:08	1:40
Execution		
Sieve	2.45	2.78

MWC times using RAM disk based system

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(214) 987-4931



Upgrading a 520ST

An ST hardware feature by Richard Bousquet, PAC

Reprinted from PAC Computer News, 2/88

Upgrading an "old style" 520ST (without an internal disk drive) to 1 meg of RAM requires sixteen 256K dynamic RAM chips (41256-15 or equivalent - the "-15" denotes 150 nanosecond access time), three 33 ohm resistors, about 3 feet of wire (about 22 gauge stranded is best) and a good soldering ability.

A warning before we start: **THIS UPGRADE WILL VOID YOUR COMPUTER'S WARRANTY!** Neither the author nor the Portland Atari Club (*nor Dal-Ace - Ed.*) assumes any liability for this RAM upgrade.

The RAM chips and resistors are available at most electronics parts houses or at most computer specialty stores. The parts will probably cost around \$50.

Tools required: a low wattage soldering iron - about 15w to 25w, solder, a static free work area, needle-nose pliers, a small phillips screwdriver, wire strippers, and wire cutters.

Unplug all connectors from the computer. Remove the top of your 520ST by removing the six screws that go up through the bottom; note that the three screws in the back are slightly longer than the three in the front. Carefully unplug the keyboard and remove it from the computer. Using a pair of needle-nose pliers, straighten out the metal tabs that poke up through the metal shield around the edges (don't forget the three tabs at the back). Remove the three screws that are at the front of the shield. Lift the shield up and off. Now make sure all the tabs are straight - this will make reassembly a lot easier.

There are two different styles of "older" 520STs. The newer "old" style has 9 holes to the right of U15, the Memory Management Unit chip (MMU). It's about 1 inch square and in the middle of the circuit board. There is also some silk-screening on the board showing CAS1L, CAS1H, RAS1, R137, R136, and R135. The older "old" style doesn't have those holes or nomenclature in this area. The holes at R135, R136, AND R137 (six holes) are for the three 33 ohm resistors. The CAS1 and RAS1 holes are where the additional connections go that are required for the extra 1/2 meg of RAM. The older "old" style requires three connections to the bottom of U15.

Now, with that out of the way, we are ready to start. Here we go:

1) Each RAM chip needs to have pins 4 and 15 bent straight out. Do this slowly and carefully with a pair of needle-nose pliers. Piggy-back these 16 RAM chips on top of the RAM chips already soldered on the board, at locations U16, U17, U18, U24, U25, U28, U29, U30, U32, U33, U34, U38, U42, U43, U44, and U45. Solder each RAM chip, one leg at a time, carefully inspecting for solder bridges and unsoldered connections.

2) Remove the insulation from a piece of wire that is long enough (approximately 9 inches) to reach from pin 4 of the RAM chip added to U16 to pin 4 of the RAM chip added to U45. Connect all pin 4s of the added RAM chips together.

3) Connect pin 15 of the RAM chips added to U16, U17, U18, U24, U25, U28, U29, and U30 together with a length of stripped wire that is long enough to reach from the RAM added to U16 to the RAM added to U45 (approximately 4.5 inches).

4) Connect pin 15 of the RAM chips added to U32, U33, U34, U38, U42, U43, U44, and U45 together with a length of stripped wire that is long enough to reach from the RAM added to U32 to the RAM added to U45 (approximately 4.5 inches).

5) The metal shield that was removed needs to have insulating tape (masking tape will do if there are two layers applied) put directly over the RAM chips so the wires installed in step 4 do not short out to the shields.

Older "old" style (fig. 1 on next page)

6a) Older "old" style: solder a 33 ohm resistor onto pin 4 of the RAM on top of U16, using leads as short as possible (about 1/4 inch). Connect the other side of the 33 ohm resistor to the underside of pin 18 of U15 by attaching a wire and feeding it through the hole in the board just to the left of U16. Note that the diagram represents the top (looking down) view.

6b) Solder a 33 ohm resistor onto pin 15 of the RAM on top of U16, using leads as short as possible. Connect the other side of the 33 ohm resistor to the underside of pin 20 of U15 by attaching a wire and feeding it through the hole in the board just to the left of U16.

6c) Solder a 33 ohm resistor onto pin 15 of the RAM chip on top of U32, using leads as short as possible. Connect the other side of the 33 ohm resistor to the underside of pin 21 of U15 by attaching a wire and feeding it through the hole in the board just above U32.

This completes the RAM upgrade for the older "old" style 520ST. Now reassemble your Atari by reverse order of steps 1 through 3.

Newer "old" style (fig. 2 on next page)

6a) Solder a 33 ohm resistor in each of places marked on the board labeled R135, R136, and R137. This is easier if the solder is removed from the holes first. Note that the diagram represents the top (looking down) view.

6b) Solder a piece of wire about 3 inches long to pin 15 of U16. Then attach the other end of this wire to the hole near U15 labeled CAS1L.

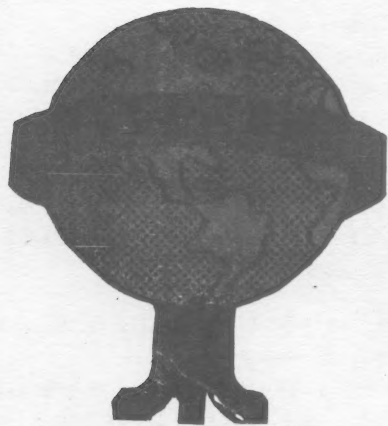
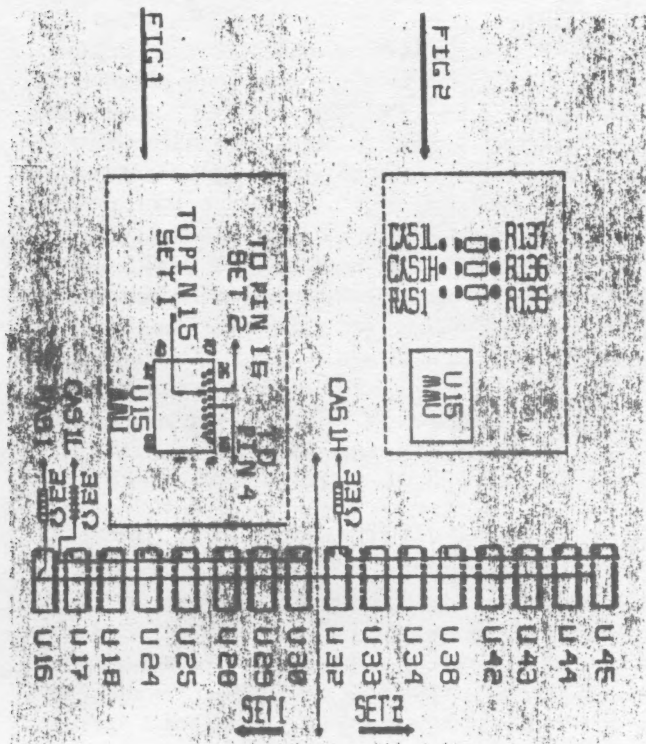
6c) Solder a piece of wire about 3 inches long to pin



15 of U16. Then attach the other end of this wire to the hole near U15 labeled RAS1.

6d) Solder a piece of wire about 5 inches long to pin 15 of U32. Then attach the other end of this wire to the hole near U15 labeled CAS1H.

This completes the RAM upgrade for the newer "old" style 520ST. Now reassemble your Atari by reverse order of steps 1 through 3.



Classifieds

Atari Equipment for Sale:

- 1 - Atari 800 computer
- 1 - Atari 850 interface
- 1 - Atari 1050 disk drive
- 1 - 1200 baud modem.

Will sell as a package or individually.

Call: (817)284-0678 for prices.

Computer table for sale.

Call: (817)284-0678 for details.

Dal-Ace Dues are Up!

Dal-Ace's yearly dues have held firm at \$16 for quite some time now, since about 1980. But, due to increased costs, the board decided after several months' discussion to bring before the membership a motion to raise them. A majority of the members attending the August meeting voted to raise dues to \$20 per year, effective September 10, 1988.

Dal-Ace SIG News

8-BIT SIG

Rene Tucker reports that the 8-bit SIG was very successful. Attendance was good, and a good time was had by all.

Game demos: A young member, whose name we unfortunately do not have, demoed three games, two of which are the August Analog magazine.

SynCalc strategies: Eb Foerster showed the group some ways to make better use of SynCalc.

ST SIG

Morris Stephens, official ST SIG leader, and John Pellet led the discussion.

There were no demos this month, but topics included the care and feeding of hard drives, news about David Small's reputed new venture, desktop publishing programs, and hard disk backup programs, among other things.

Morris announced several demos to be shown at the interim ST SIG always held at Computer Discoveries on the second Tuesday after each Infomart meeting, among them the new program from Jim Duke and Visual Solutions, Image Pro.

Thanks

As always, we are very grateful to Eb Foerster and that nameless little girl for their efforts. Individuals assisting Dal-Ace through their volunteer efforts are what make our world go 'round, and we thank them for it.



ScanArt

An ST software review by Angela Burns

ScanArt is the first graphics package designed for use with desktop publishing programs from *Migraph, Inc.* - the ultimate clip art, if you will. It's a collection of images scanned and carefully edited at 150 dots per inch and stored



in .IMG format for use on Atari ST and IBM computers.

The collection comes on two double sided disks and comprises 104 images in all sorts of categories - animals, teddy bears, holiday, school, sports, humorous office pics, and more.

ScanArt files can be used with any GEM based desktop publishing program that uses the .IMG format for graphics. Among these are Supercharged Easy-Draw and Timeworks Desktop Publisher ST (as well as Ventura Publisher and GEM Desktop Publisher on the IBM).

The quality of these pictures is superb, and because they are scanned at such high resolution, you can obtain a terrific printout from even a nine-pin dot matrix printer! (Some examples are shown on these two pages.) If you are doing any desktop publishing on the ST, I think it's well worth your while to buy ScanArt. this is good stuff!

Be on the lookout for DrawArt Professional, another graphics package from *Migraph* (which should be available by the time you read this). These pics will be object-oriented rather than bit-mapped, enabling you to stretch or enlarge them without losing any of their detail.



Atari Computers and Education

Commentary by Tom Nielsen, Ed. D.

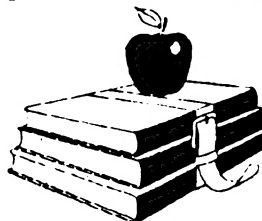
Reprinted from BACE Newsletter, 9/87

Recently, many of us have become increasingly concerned over the possible fate and future of Atari computers. Consider my view as a professional educator and Atari enthusiast. Let me first say that I have been working with educational applications of computers for more than 13 years. Ten years ago I was teaching teachers and other educators about computer languages which their students would be using in the future, in school and at home.

After the arrival of the Apple, PET, TRS-80 and Atari computers, I began a thorough study of the capabilities, limitations, potentials, and costs of each. The frame of reference for my evaluation was, of course, their educational worth. After nearly nine months of collecting and analyzing information about them, I concluded that the Atari had the greatest potential as a powerful, flexible, and affordable educational computer for the home and the classroom. Its color graphics capabilities and other features, and the upward compatibility of the 400 and 800 models (at affordable prices) were all superior assets. Atari computers certainly were something about which educators and parents could really become enthused.

Certainly, there is much more to be enthused about today than there was three or four years ago. The prices are unbelievably low for a basic Atari computer system. Software packages make it much easier for beginners to use the wonderful graphics capabilities of the system without the need to become machine language literate. And, most importantly, a wide variety of good educational software is now available. More and more of this software is both educational and entertaining because it is imaginative, involving, and based on effective principles of attention and learning.

Educationally speaking, the current line of Atari computers is truly something to become and remain enthusiastic about. But parents and educators need to share this view, and Jack Tramiel and his company must recognize, promote, and continue to market this line of Atari computers.





In Your Drive

An 8-bit multiple software review by Chet Cox

Excerpted from Mile High Atari Magazine, 7/88

News Station update

Version 3.0 of *News Station* is out. Registered owners can get it by writing Alan Reeve at 29W150 Old Farm Lane, Warrenville, IL 60555 and asking. It runs and loads faster, doesn't require turning off the Happy drive (making an even *faster* load), recognizes *more* printers, has a "create your own printer driver" utility (making it work with *any* dot matrix printer), and seems to have dropped the copy protection. At \$29.95, you'd be stupid to pirate a copy, for Alan provides much more support than you could possibly buy for \$30.

Printer Plus/Lister Plus

Here's a combination package of two disks. Neither are new; Antic has packaged them in their APX line for a while. However, you now have a chance to get them both for \$19.95 instead of spending \$30 for each of them. *Printer Plus* reads every single type of picture file except Strip Poker. At least, that's the only thing I found it couldn't read. It interprets them in their original colors, just as the original art program would have. The one qualification is that the disk must be in DOS 2.0 or 2.5 format - though I ran some pictures on a TopDOS double density disk with no problems. It will translate any type of picture file into another - MicroIllustrator into MicroPaint or Fun With Art, for example. Even RAMbrandt pictures, if saved on a DOS 2.0 or 2.5 disk, read easily... you might remember that RAMbrandt files *can* save to Atari DOS, but you have to tell it specifically - otherwise, it saves in that strange FORTH format. *Picture Plus* also includes one of the niftier slideshow programs I've seen and prints out pictures in various sizes and shapes.

Lister Plus will print any listing of anything which appears on your screen - program listings which have those strange ATASCII symbols or inverse symbols print out exactly as they appear on the screen.

Combined, they're a bargain. Used on their own, they're a lot of fun. Used in conjunction with desktop publishing software, they're very powerful tools - at a ridiculously low price.

MRCA MACH 2

Running for about \$29.95, this is another F-15 flight simulator/battle game. But what can you say about another flight wargame? The graphics are as good as Flight Simulator II, but with less scenery; the enemy plane looks better than in F-15; the controls are easier than either of the other two. After that, it falls back to either you like flight simulators or you don't. If you do, this is a well done one, with an easier "get right into the game" attitude than earlier simulators. And, of course, it's \$10-20 cheaper than the other two.

Print Power

Print Power is the poor man's Print Shop at \$14.95 list (from Hi Tech). However, it does print better and in more styles than Print Shop, and is just as easy (or easier) to use. With the upcoming supplements, this may eventually have as many fonts, borders, and icons as P.S. does - it already *comes* with more of all than Print Shop does.

It could use a bit more visual interface. It gives you a better idea than Print shop of just how it's going to look on paper, but there are still a few bugs in the system. I tried to left justify something, and it went beyond the border - and I couldn't find any way to get it back. The documentation could be a little more clear about recovering from such errors. And I really want the ability to transfer picture files from other programs and/or draw my own icons within *Print Power*. But at the price, and for the very much it does do (and its banners look better than Print Shop's; more dense print), this is a very good bargain. My one hesitation is that the earliest Hi Tech programs could screw up your printer. They fired only some of the pins on your 9-pin dot matrix printer. If this one does the same (I'm awaiting a reply from Hi Tech), then it wouldn't be worth the damage to your print head. I hope it's safe; it's a really nice program, with better printouts than Print Shop offers.

Computer Skills Rumors Untrue!

At the August 13 Dal-Ace meeting, rumors that Computer Skills was withdrawing from the Atari marketplace flew fast and furiously. Their auction of Atari hardware on that day seemed to lend credence to the rumors, so on Monday, August 15, I slipped over to Eules to check things out.

Dean, head repair technician at Computer Skills, says that any rumor concerning lessened support for the Atari line on the part of Computer Skills is patently false. Absolutely and utterly untrue. The auction was just one of those clearance kind of things that businesses do so often.

Dave, a salesman and head of advertising for Computer Skills, said the company was doing a lot of reorganizing in order to better serve its customers and make it an all-round better place. "You come in here in a few weeks, and it'll look like a whole new store!" says he.

In any event, I'm sure we are all happy that we're not losing a major source of support for our machines. As Morris Stephens of Computer Discoveries said, the more dealers we have in the area, the better it is for the users, for Atari, and for the various dealers themselves. So lend your support to all our local dealers; they are the ones who make it so easy to be Atarians, after all.



TURBO BASIC V

An 8-bit Tutorial by Eb Foerster

BRUN COMMAND:

Would you like to have a menu program that can run either BASIC or Binary Load programs? Stay tuned; we are about to present one, thanks to Turbo BASIC's BRUN command.

The BRUN command will load and run binary load programs from Turbo BASIC and of course the RUN command will run BASIC programs. What is a Binary Load file? For most of us, it is a file that gives us ERROR 21, LOAD file error, when we try to LOAD the file from BASIC. Actually, it is a machine language file which is created with an assembler. It is usually identified with an ".OBJ", ".EXE" or ".COM" extension.

The following program will list up to 21 files to the screen. The program is designed so that only files with a ".BAS" or ".OBJ" extension will be listed to the screen. You may have to rename the files to make sure that they have the proper extension. If you rename TURBASIC.COM to AUTORUN.SYS and name the following listing AUTORUN.BAS, the menu program will automatically run, allowing you to choose your desired program with a single key press.

```
100 REM *** MENU.BAS ***
110 REM *** DISPLAYS FILES WITH ".OBJ" OR
    ".BAS" EXTENSION THEN BRUNS OR RUNS FILES
120 DIM FILE$(17),MENU$(400)
130 FOR A=1536 TO 1551:READ B:POKE A,B:NEXT A
140 DATA 104,232,142,10,212,142,23,208,173,252,2,201,
    255,240,242,96
150 OPEN #1,6,0,"D:*.*)"
160 GRAPHICS 17
170 N=0
180 REPEAT
190 INPUT #1,FILE$
200 IF (FILE$(11,13)="BAS" AND FILE$(3,10)<>
    "AUTORUN") OR FILE$(11,13)="OBJ"
210 N=N+1
220 MENU$(N*17-16)=FILE$
230 ENDIF
240 IF N>20 THEN EXIT
250 UNTIL FILE$(5)="FREE SECTORS"
260 FOR A=0 TO N-1
270 Y=2*A:IF N>11 THEN Y=A
280 POSITION 2,Y
290 ? #6;CHR$(97+A);" ";MENU$(3+A*17,10+A*17)
300 NEXT A
310 POSITION 0,23:? #6;"ENTER SELECTION ";
320 REPEAT
330 POKE 764,255
340 A=USR(1536)
350 GET A
```

```
360 UNTIL A-64>0 AND A-64<=N
370 A=(A-64)*17-14
380 FILE$="D:": FILE$(3)=MENU$(A,A+7):
    FILE$(11)="": FILE$(12)=MENU$(A+8,A+10)
390 CLS #6:POSITION 0,5:? #6;"LOADING: ";FILE$(3,10)
400 OBJ=(FILE$(12,14)="OBJ")
410 A=INSTR(FILE$," ")
420 IF A>0 AND A<11 THEN FILE$(A)=FILE$(11)
430 IF OBJ:BRUN FILE$:ELSE :RUN FILE$:ENDIF
```

FILE\$ receives the INPUT as each file is read from the Directory. To read the directory, you have to open a channel as in line 150. The "6" in the OPEN command is a special command to read the disk directory (See your Atari BASIC Reference Guide for other legal parameters). The file specification "D:*.*)" means that all files will be INPUT when we read the directory. The INPUT statement in line 190 reads one file each time through the loop.

FILE\$(1,1) will contain a "*" if the program is write protected. The next character is a blank. FILE\$(3,10) contains the filename and, if the filename is less than 8 characters long, is filled with spaces. File\$(11,13) contains the extension. Note that the "." before the extension is not included in the directory. FILE\$(14) contains a space followed by 3 digits of the number of sectors occupied by that file.

Line 200 tests to see if the file has a "BAS" or "OBJ" extension. If so, N, the number of files is incremented, and the file is added to the string MENU\$. The last item INPUT from the directory is "nnn FREE SECTORS". This is a perfect opportunity to use the REPEAT-UNTIL loop (lines 190-250) using FILE\$(5) = "FREE SECTORS" as the exiting condition from the loop.

The FOR-NEXT loop at lines 260-300 lists the filenames to the screen without the extension. The listing of the files is double spaced to the screen unless more than 11 files are to be listed (270,280). Each filename is preceded by a letter (CHR\$(97+A)). "97" is the ASCII code for the small letter "a" and in GRAPHICS 1 OR 17 is "A" in color register 1. A separate color was used for the letters so that the selections can be displayed in rainbow colors. Line 340 executes a machine language routine that was loaded in line 130-140. This routine continually changes the color of color register 1 to produce a rainbow effect. The USR routine returns to the BASIC program when a keypress is detected. If you want to turn your eyes inside out, change the "23" in the DATA statement to "26". This will produce the rainbow effect on the background.

Another REPEAT-UNTIL loop in lines 320-360 executes until a letter in the permitted range is pressed. Lines 370-380 then calculate the starting point of the filename in MENU\$ and assembles the filename in FILE\$ with the "D:" at the beginning and the "." before the extension. Line 400



Turbo BASIC continued.

determines if the file is a binary load file. Lines 410-420 removes any blank spaces from the filename. This is accomplished using the INSTR function to get the location of any spaces in the filename and then deleting these spaces. Finally, the command to run the desired program is executed in line 430.

BPUT AND BGET COMMANDS:

The BPUT and BGET commands are used for transferring data directly between memory and a disk file. The BGET command may be used to replace a long list of data statements in a BASIC program and its associated FOR-NEXT loop to READ and POKE this data. Even though the above Menu program listing does not qualify as having a long list of data statements, we can use it to explain and demonstrate these commands.

The advantages to using the BGET command are a saving of memory in a program and its saved file and in a saving of initialization time (eliminate the "Just One Moment" message at the beginning of a program). Besides the overhead of 6 bytes for each line containing a DATA statement, every comma and digit of each number occupies one byte of program memory. In the above program, line 140 occupies 64 bytes of space in memory or in the tokenized (SAVED) file. However a DATA file with this same data would occupy only 16 bytes, one byte for each number. Time is saved in two ways. First, less data has to be loaded. Second, the elimination of the time to execute the FOR-NEXT loop to transfer the data to its new location which may take 15-20 seconds in some programs.

To convert the above program, enter the following line after the FOR-NEXT loop that reads and pokes the data:

```
145 OPEN #1,8,0,"D:filename.DAT:BPUT #1,1536,16:
CLOSE #1: STOP
```

The "8" in the OPEN command opens IOCB #1 for output to the designated file. The BPUT command transfers data to IOCB #1 starting at memory location 1536 for a total of 16 bytes. Run the program and when it stops at line 145, delete lines 130,140 and 145. Now enter the following line to replace those lines and SAVE the edited program:

```
130 OPEN #1,4,0 "D:filename.DAT:BGET
#1,1536,16:CLOSE #1
```

The "4" in the OPEN command opens the designated file for input. The BGET transfers 16 bytes of data from the file to memory starting at location 1536. This technique can be used to transfer character sets, PM graphics data, screen dumps and data generated by your special applications. Be sure to change the address for the data and the number of bytes to reflect the intent of the program with which you are working.]

ANSWER TO LAST MONTH'S PROBLEM:

The DPOKE and DPEEK commands poke and read two bytes in low byte-high byte order. The internal timer has the order of its bytes in reverse order.

COMPILER PROBLEM:

I have discovered one more limitation to the use of the compiler. When the compiler encounters an array variable which is equated to an expression containing two or more array variables, an ERROR 9 (String DIM error) is returned:

```
A(n)=B(n)+C(n)+D(n)
```

To compile a program containing such an equate, you must make the following change to the BASIC program:

```
TEMP=B(n)+C(n)+D(n):A(n)=TEMP
```

The compiler allows many array items on the right side of the equation if it is not set equal to an array variable.

Atari Corp. News

Excerpted from Atari Computer User Group News, July/August '88

Atari has asked all user groups to re-register with Atari Corp. in order to become authorized ACEs. Their new User Group Coordinator is Cindy Claveran, who says, "I'm looking forward to seeing Atari work more closely with user groups than ever before."

The Atari XEGS was recognized for excellence in design and engineering at the Innovations '88 competition held in conjunction with CES. Designed by ira Velinsky, the XE system was the only video game hardware product to be honored.

Crack'ed and Atari Planetarium for the ST also received awards for originality and innovation in programming. A total of nine Atari game titles were recognized, the most from any one company.

Both hot dogs and caviar were served at Atari's annual shareholders' meeting. Jack Tramiel wished to show that while Atari runs a no-frills operation, the company is in good financial health.

High high resolution monitors (1280x960 screen pixels) from ISD Marketing should be available by the end of the year, in sizes starting at 13" and going up from there.

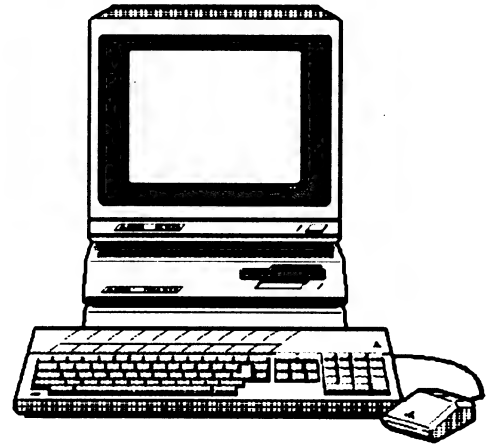
Migraph is finishing work on a new inexpensive flatbed scanner. Both it and Navarone's flatbed scanner are able to scan images and save them as .IMG files for use in all the major desktop publishing packages.

Michtron's GFA BASIC 3.0 is near completion and contains over 300 new commands with a 40-60% increase in speed.

Computer Skills Summer Specials!

During the next month we'll be having super savings on all software in stock! You'll be able to save up to 35% off retail on selected software in stock! And the savings don't stop there, we want to see more ST systems out there so we're matching all advertised prices on all ST systems. Just bring in the ad and we'll do the rest! Now's the time for that ST system you've always wanted.

We've been doing some video digitizing with the Amiga and transferring the image over to the ST! The results are incredible. Perfect for desk-top publishing. Prices start at \$5.00 an image.



Don't forget, we still have super specials on Mega ST super systems. We are prepared to give you the best price/support combo you can get in the Metroplex Stop by and see the Mega's!!

Computer Skills
#66 Wilshire Vill.
Euless, Tx 76040
817-267-5151

10-8:00 everyday closed sur



Chroma

An 8-bit hardware modification by
Bernie Bildman, Submitted by Howard
Wen

Reprinted from BACE Newsletter, 1/85

"Modification for altering 800XL and 1200XL for chroma hookup (voids warranty).

"Open up the 800XL with the parallel port facing toward the back.

"Find Q5 (leftmost of three transistors which are in front of the RF modulator).

"Connect a wire (NOT wire wrap wire) to the emitter (leftmost pin) of Q5 and connect the other end to the DIN connector's pin 5 (unused pin).

"There you have it -- now you can get a GREAT picture with your 800XL and your 1701/2 monitor. CAUTION! If your 800XL is under warranty, this modification will VOID it."

The above was the original message. I have an 800XL, have made the modification, and it is SUPER.

I also have an older 1200XL and, after modifying the 800XL, did a little experimenting with test leads on some likely candidates (the 1200XL uses a different circuit layout - there is no Q5 transistor). For 1200XLs, substitute the following two paragraphs in place of paragraphs 3 and 4 above.

Find Q7 (about three inches in front of the big upright electrolytic capacitor).

Connect a wire (NOT wire wrap wire!) to the emitter (leftmost pin) of Q7 and connect the other end to the DIN connector's pin 5 (unused pin).

Actually, there is another 1200XL transistor which yields a chroma signal at its emitter, but at a more subdued level. As I recall, it was Q17, which is (again, trusting my memory) to the right and just a little further toward the back from Q7. For those 1200XLs which overpower their monitors with chroma, Q17 may be the better choice for the connection.

Hope this enables you to recover the color definition potential from your Atari. Oh yes, one last note. The modification provides no benefit unless you are using a monitor which accepts separate luminance and chromance inputs -- monitors like the Commodore 1701 and 1702 or the newer Teknika MJ-10 and MJ-22 (which are comparably priced for those of you who can't bear the thought of hooking your Atari to a Commodore ANYTHING.)

This restores the connection Atari deleted from the XL models. With this mod, you have the best computer graphics in any computer under \$1000.

Bad BASIC Variable Names

An 8-bit programming hint by Tom
Nielsen

Reprinted from BACE Newsletter, 8/84

In case you weren't aware of it, there are some variable names that will not work in Atari BASIC.

In general, variable names which have BASIC commands as the first part of them cannot be used. For example:

```
10 REMOTE=9
```

will not work because REM, the BASIC remark command, is the first part of the word REMOTE. The syntax checker does not catch this one, so you won't be aware of this until you RUN the program or list it, at which time line 10 will be listed as:

```
10 REMOTE=9
```

which is certainly not what we want!

Some bad variable names will give you a syntax error, immediately. For example, with

```
10 OFF=0  
20 ON=1
```

OFF is a good BASIC variable, but ON is a bad one, causing the error message:

```
20 ERROR- ON=1
```

because ON is part of the BASIC commands ON n GOTO and ON n GOSUB.

Interestingly, COMPUTER is a bad BASIC variable name; if you try to use it in a program, you will get a syntax error message. This is because COM is a valid but unused COMMON command in Atari BASIC.

Try some of the following, by RUNNING and LISTING them in simple test programs, like:

```
10 OFF=0  
20 PRINTER=OFF  
30 PRINT PRINTER
```

to discover how your Atari computer misbehaves with other bad Atari BASIC variable names.

```
ENTERTAIN=1  
LETTER=3  
POPPER=5  
FORM=2  
NOTEBOOK=4  
PUTTY=6
```




Echo and the X-10 Powerhouse

Turn Your ST Into Your Own Private Butler

An ST software review by Roger Abram

(X-10 Products also available for the 8-bit)

Reprinted from Current Notes, 4/87

How would you like your Atari ST to have a fresh pot of coffee waiting for you when you get up in the morning? Or have it adjust the thermostat a few degrees lower in the evening after you've gone to sleep? Wouldn't it be nice if it could even cook dinner and get the kids ready for bed?

Thanks to *Echo*, by Michtron, Inc., the first two items are possible and are daily events in the Abram household. In addition, the front porch light comes on every morning at 6 a.m., turns off an hour later, and then comes on again at 5 p.m. when it's getting dark. And it's all done automatically.

Though *Echo* lets you program all these events, the real workhorse in the system is the **X-10 Powerhouse Computer Interface** and the various **X-10 modules** that control each switch, lamp, or appliance. To be honest, after you have programmed the *Powerhouse* interface, it can be disconnected from your computer until you need to change your timed events.

How does it work? Events are sent from your ST to the interface and are stored for processing. The interface has its own internal clock and will send the appropriate on/off signal to the module/switch you have selected at the time and day of the week you have chosen. The signal travels through your existing electrical circuits.

How does it know which module to turn on or off? When you install an *X-10* switch or lamp module, you select its House Code and Unit Code. For example, the front porch light could be module A-1. The back porch light could be A-2. Or they could both be the same if you always wanted them both on at the same time. All in all, the interface can control 256 electrical devices and change their status 128 times during a week! The different *X-10* modules/switches cost from \$10 to \$25 each, so you'll probably want to stay on the conservative side.

Echo is the tool by which you program the controller to perform all these functions. It is GEM based and extremely easy to use with only a glance at the manual necessary before your lights are being automatically controlled.

There are four main menu items at the top of the display: File, Control, Printer, and Diagnostics. The File menu has three options: load a file, save a file, or quit and return to the GEM desktop.

The heart of the program lies in the Control menu. It is here where you specify the time and days of the week a specific module will turn on or off. To assist in your planning, a Program Events screen pops up which needs to be completed for each event. You complete this screen once to turn a light on and then once again to turn off the light. To

control a module, you enter the time for each event to happen, a description (i.e. Porch Light), click on the appropriate House Code (A-P), the appropriate Unit Code (1-16), the days of the week the event is to occur, the mode (Normal, Security, Today, or Tomorrow), and the status (On, Off, or levels of brightness from 1-16).

What happens if you forget the House Code and Unit Code of a module? From the Program Events screen you can bring up the House/Unit Description screen which is a listing you will have previously entered that gives the code for each module in your system. It's a good idea to enter this information into the program as soon as you set up new modules. Though lamp modules are easy to check because they plug into receptacles, switches require that you remove the wall plate to change or inspect the codes.

As mentioned above, there are four different modes that can control an event. The Normal mode is for events that occur at the exact time and day specified, Security makes the lights come on within an hour of the selected time so burglars won't become suspicious of lights coming on at the exact same time every day you're on vacation, Today if the event is supposed to occur only later in the day you are programming the interface, and Tomorrow if the event is to happen only on the next day. These latter two modes are erased from the interface at midnight following their execution. Because the interface has a 9 volt battery backup, you can be certain that a power outage on the second day of your vacation won't wipe out your programmed events.

As you add each event, control passes from the Program Events screen to the Location Control screen where you'll see a complete list of the events you have programmed. If you have more than the 16 that can be displayed at one time, click on the slider bar to scroll through the additional entries. When you've finished entering your events, click on the Re-Sort box and *Echo* will sort your entries into the order that the interface will need to execute them. You then click on the Done icon, check that the ST has the correct time and date, and send your events to the *Powerhouse Interface*. You can then print out a listing of your data, save your data to disk, and run a quick diagnostic test on the interface. When you're done, unplug the interface from the serial port and plug your modem back in. The interface only needs to be connected to the ST when making changes to the events.

Echo and the *Powerhouse Interface* both do their jobs well. The interface has recently been offered by DAK Industries at the affordable price of \$20. *Control modules* are also available from DAK and from stores like Radio Shack



and Sears. If you order the interface from DAK, be sure to get the one for the new IBM PC because it comes with the serial port cable. You'll have to purchase *Echo* separately.

There are many accessories available for the X-10 system: a *Telephone Responder* enables you to call and turn on your modules from any location, a *Mini Controller* lets you control lights from a different location in your house, *Burglar Alarm Interface*, *2 and 3 Pronged Appliance Modules*, *Heavy Duty Appliance Module*, *Thermostat Controller*, *Wall Switch Modules* (including 3-way), *Lamp Module*, and even a *Wall Receptacle Module*. Now, about that module to cook dinner and get the kids ready for bed...

(Ed note: If home automation interests you, ask at your local newsstand or library for the July, 1988 issue of Home Mechanix magazine. There you will find more information about the X-10 Powerhouse System, along with quite a few other home automation products.)

Michtron/Microdeal Product Info

Data sheets and a demo from Michtron/Microdeal will be available for members perusal at the September and October ST SIG meetings at the Infomart.

The data sheets give prospective buyers information on the following Michtron applications for the ST: Juggler, Juggler II, The GFA BASIC Book, GFA BASIC Training, GFA BASIC 3.0, Utilities Plus, Master CAD, and GFA Draft plus. There is also a promotional flyer detailing a number of microdeal games for the ST.

The demo is of a new Microdeal game called Tetra Quest, a fast paced game in which you transform yourself into a free flying Phoenix to recover six tablets, each of which has been divided into 64 pieces. Of course, there are the requisite aliens pursuing you to make the action tougher and more enjoyable.

Michtron's cover letter had something to say that we're always glad to hear, to wit: "Michtron is one of the few software publishers that has remained loyal to the Atari ST computer. We know that some publishers are discontinuing their Atari ST line of software as well as their product support. We believe that the Atari ST is still the most powerful computer for the price, and we will continue to produce fine software and provide product support for this excellent machine."

Broderbund Press Releases

Joint venture with 11 Japanese software companies

Broderbund Software, Inc. has joined with eleven Japanese software companies to form Kyodai Software marketing, Inc, a joint venture that will convert, manufacture, publish, and market popular Japanese microcomputer software programs in North America.

The eleven Japanese partners will provide Kyodai with titles that have been successful in Japan. Kyodai will then adapt and manufacture the programs for the most popular computer formarts in North America. no mention is made of Atari, but one always hopes that they have us in mind (especially since they did send us the information.

The Japanese partners are:

Pony Canyon, Inc.
MAC Inc. (Humming Bird)
T&E Soft Co., Ltd.
Game Arts Co., Ltd.
Kogado Studio Inc.
Telenet Japan Co., Ltd.
BPD Inc.
Micro Cabin Inc.
Riverhill Soft Inc.
Nihon Falcom Inc.

Jostens purchases stock

Jostens Inc. has acquired more than 20 percent of the common stock of Broderbund Software for an undisclosed amount of cash.

Broderbund is a privately held personal computer software publisher based in San Rafeal, CA with annual sales of more than \$40 million. The company was founded in 1980 by brothers Douglas and Gary Carlston. Their sister Catherine Carlston joined the company in 1981. The Carlston family retains the vast majority of its holdings in Broderbund.

Jostens is a minneapolis-based company providing products and services for the youth, education, sports award and recognition markets. It is listed on the New York Stock Exchange and recently reported annual sales of \$560 million.

Carmen Sandiego contest winner

Mrs. Marion Reichert of Bennington, VT - who hasn't travelled abroad before - has won a trip for two to Europe in Broderbund's Where in the World is Carmen Sandiego? contest. She will be taking her youngest son, James, withe her on her trip, which includes four days each in London and Paris.



Guide to Computer Language

Humor from the NAMU BBS via BACE Newsletter

BIT - (n); A word used to describe computers; e.g. "Our son's computer cost us quite a **BIT**."

BUG - (adj); The condition of your eyes after a normal session with your computer.

CHIPS - (n); The fattening, non-nutritional foodstuff computer **USERS** eat to avoid leaving their machines for meals.

DISK - (disks) - (n); These are the little bones in your back that become very painful after bending over your keyboard for several hours.

DUMP - (n); The place all of your former hobbies wind up in, soon after you buy your computer.

ERROR - (n); The thing you did the first time you went into a computer store, "just to look."

ERROR MESSAGE - (n); This is the paper, usually issued by a court of law, that tells you that your wife has decided to leave because you spend too much time with your computer and not enough with her.

EXPANSION UNIT - (n); The new room you have to build just to house your computer and peripherals.

FLOPPY - (adj); The physical condition of a computer **USER**. Due mostly to lack of exercise and a steady diet of junk food. (See **CHIPS**.)

HARDWARE - (n); Equipment, such as lawnmowers, rakes, etc... that you haven't laid a hand on since you got your computer.

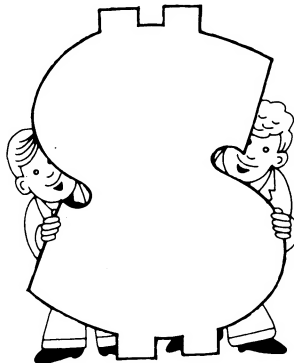
IBM - (adj); The kind of missile that your wife would like to drop on your computer, so that you would pay attention to her again.

MENU - (n); What you will never see again after buying your computer. You will be too poor to eat in a restaurant.

SOFTWARE - (n); The roll of fat that you now wear around your middle. (See **CHIPS** and **FLOPPY**.)

USER - (n); A person who works for weeks, months, or even years at his computer, so that **IT** can free him to do all of the other things he has wanted to do for years.

USER FRIENDLY - (adj); This is the type of new friends you have acquired since becoming a **USER**. Normally chosen for their sympathetic view towards computer problems.



DON'T LAY AN EGG!

BE A VOLUNTEER!

Needed: Cleanup help, kiosk volunteers, program demos, and whatever else you know how to do.



Give Dal-Ace a hand!



Timeworks Tips

Getting the most out of DTP

By Angela Burns

Well, by now an awful lot of people are using the Timeworks Desktop Publisher ST, and some questions are beginning to surface about how to use the program to its fullest potential. So, since I had a page to kill, I thought I'd go ahead and cover a couple of points concerning DTP and desktop publishing in general.

Importing D.E.G.A.S. Elite pics

A couple of people have had a little trouble with importing D.E.G.A.S. Elite graphics into DTP. To be honest, I had this problem at first myself. It's a simple matter of paying attention to your manual. If you are using D.E.G.A.S. Elite, save your graphic in normal, rather than the default of compressed, mode. Your picture will then import into DTP with no problems.

Getting graphics to look "just right"

In many of our exchange newsletters, I have noticed reviews and opinions that state that you cannot get an imported graphic to retain its original shape. They complain that their pictures are always distorted and that it's the fault of the program. This is just another case of not reading the manual thoroughly, though somewhat understandable in light of newsletter deadlines. On this page, I have imported the same graphic twice. On the left, I have done nothing to the picture except for import it. Notice how it stretches to fill the available space. On the right, I have chosen "Preserve aspect ratio" from the dialog box that pops up when you choose "Scale picture" from the Graphics menu at the top of the screen. Choosing "preserve" means to restore the picture to its original ratio of height to width. Simple.

The too many graphics out of memory blues

DTP is an extremely memory-intensive program. It seems like no matter how much memory you have, it'll suck up every last bit of it. 520ST users, especially, run into that memory limit quite often when they use many pictures.

Now, I suppose this is going to sound really stupid, like who would need to be told this; don't I think you have any brains at all? But it wasn't really my idea. A friend mentioned that some book stores and many art supply houses carry books full of clip art, copyright-free and ready to slap right into the middle of whatever you're publishing. It's the sort of thing you'd know if you thought about it a little, but who thinks about this stuff?

Anyway, these books come with a wide variety of graphics for every sort of occasion, and they are camera ready copy. Nice and black. No dots. All you have to is determine the size your graphic is going to be in your publication and draw a frame where you want it to be on the page. After your laser printing is done, just cut and paste the graphic into the space left by the empty frame before sending it off to the printer or making your xerox copies, or whatever.

Voila! No more running out of memory because of a page full of pictures. And the final results look good. These graphics were, after all, designed for professional use. For an example, see the two pictures on page 17 of this issue.

Well, I hope that this has been helpful to someone. It sure was helpful to me - the newsletter is full! Chortle, chortle, ha, ha! I'm finished! See you next month!





Table of Contents

Dal-Ace News

- The President's Perspective pg 2
Smart REMarks pg 3
Dollar \$igns pg 4
Classifieds pg 8
Dal-Ace Dues are Up! pg 8
SIG News pg 8

News & Product Information

- The Grapevine pg 4
Computer Skills Rumors Untrue pg 10
Atari Corp. News pg 12
Michtron/Microdeal Product Info pg 16
Broderbund Press Releases pg 16

Reviews

- Image Pro pg 5
ScanArt pg 9
In Your Drive pg 10
Echo and the X-10 Powerhouse ... pg 15

Hardware Hacks

- Upgrading a 520ST pg 7
Chroma pg 14

Programming

- Turbo BASIC V pg 11
Bad BASIC Variable Names pg 14

Humor

- Guide to Computer Language pg 17

Commentary

- Atari Computers and Education ... pg 9

User Hints

- Timeworks Tips pg 18

The President's Perspective

Commentary by Donny Arnold

Hello again, members. Yes, I know it's been a while. I would like to extend my apologies to each and every one of you for what I'm sure seems to you to be a lack of interest in the newsletters and the club. I assure you that this is not the case. Again, my apologies.

As some of you may already know, the membership at the August meeting elected to increase membership dues from \$16.00 per year to \$20.00. The \$4.00 increase averages out to .33 per month. This is less than the cup of coffee that got cold on me at the August board meeting at INFOMART. The reason for this increase is simple. It costs more to run DAL-ACE now than it did 6 or 8 years ago. From what I am told, it's been at least that long since DAL-ACE had an increase in dues. The cost of living is up. Taxes are up and so is the cost of printing the newsletters. In July our expenditures totaled over \$200.00 more than we brought in. This sort of deficit spending can only be gotten away with by one agency in this country that I know of. I don't need to tell you who that is.

The board as well as the members at the August meeting also discussed the possibility of going to a bimonthly newsletter and increasing it by 4 pages. This discussion was tabled until September when a complete budget outline will be presented to the membership. There were also suggestions made such as decreasing the number of pages by 4 or 8. Having BBS users receive their newsletters via modem instead of mail was also suggested. All suggestions will be investigated fully and the best options brought forward for membership vote.

A statement was made that since 1984 the newsletters have not been self-supporting. Why not make them self-supporting? Why not at least have the money to pay for them instead of going in the hole each month to pay for them?

You, the members, elected me back in January because you liked my ideas and goals for DAL-ACE. Nine months have gone by and only a couple of them have been accomplished. I've still got a lot of goals to accomplish yet, but they can't be if the club doesn't have the funds.

I sincerely hope that this article does not make you feel that the club is going downhill but that it's growing. A question was asked at the August meeting, "What do we get for our extra \$4.00 a year?" I hope that by making these changes the board members can bring you more for your money, more for your interest and more for your learning.

By the way folks. Morris at Computer Discoveries tells me that there will be a Computer Fair at Prestonwood Mall on Saturday, August 27th. The event will feature 18 to 20 different computer systems. It's sponsored by Oasis Radio Station and paid for by Atari. Sure hope to see you all there!

Sincerely,

Donny Arnold

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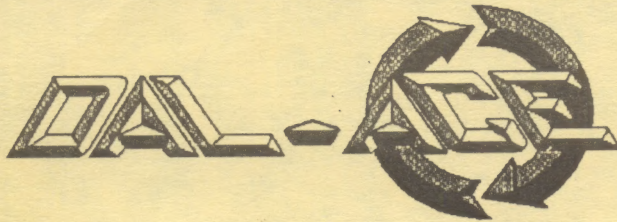
DAL-ACE Dallas Atari Computer Enthusiasts

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

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