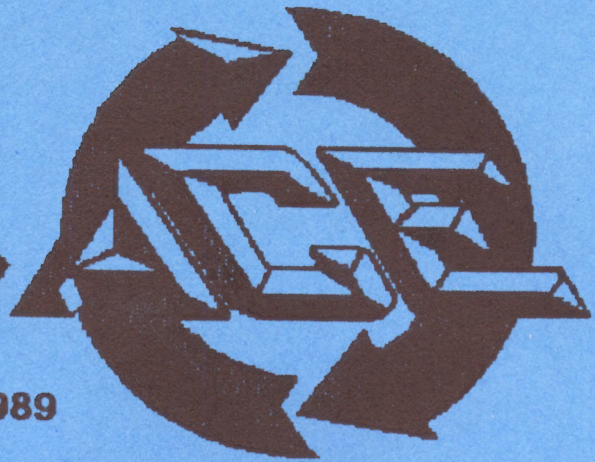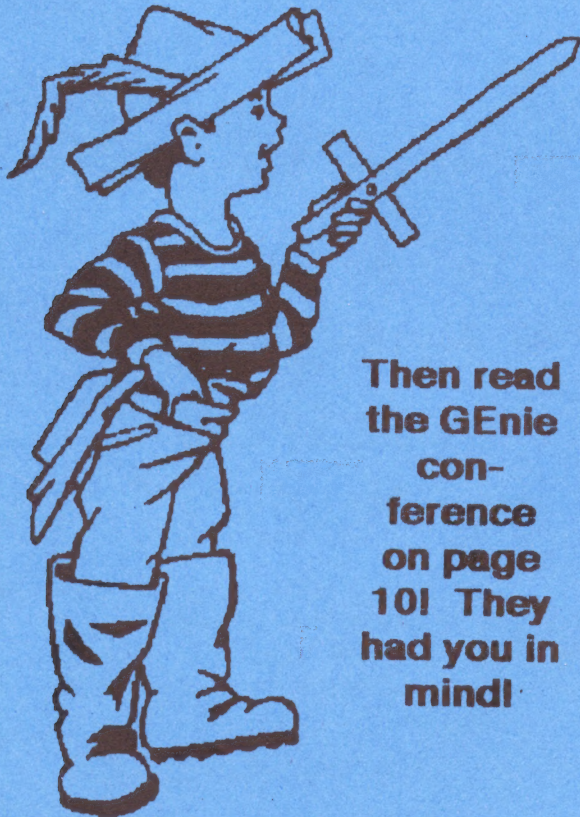# DAL-ACE

Volume 10, Issue 5   **May, 1989**

Dallas Atari Computer Enthusiasts

IS THIS YOU?

Then read the GEnie conference on page 10! They had you in mind!

Contents

Upcoming meeting dates: May 20, June 10

Smart REMarks

By Angela Burns

Well. As at least those of you who regularly attend the Infomart meetings have heard by now, this is probably the last time I will get to mouth off in my official capacity as Dal-ACE's newsletter editor. As many of you know, I am teaching my children at home as well as beginning a new business venture, and there have been some other family obligations to take care of. These demands on my time have forced me into some careful consideration of exactly how much time I can devote to extracurricular activities at this time. I don't think I can continue to do the job of editor or ST librarian and do the kind of job you deserve to have done for you.

So, first I must apologize for not being able to stay at the April meeting to give you this news in person. I would have liked to do so but just couldn't stay that day.

Secondly, you should know that I'm not just dumping everything in your laps and saying sayonara. The library, last time I saw it, was in the very capable hands of Donny Arnold (again), so that's taken care of. (Translation: We need a volunteer!) I'm doing this issue of the newsletter, and if we don't get a volunteer to be the new editor I can hang in there for another couple of months. So you've got (some) time to get another editor; you're not newsletterless!

And lastly, I want to tell you what a pleasure it has been to serve as your editor for the last sixteen months. I've gotten to know several of you budding authors out there who I might not have otherwise had the pleasure of knowing. I've had a good time poring over all the exchange newsletters and hearing from other editors (at least ONE answers his mail. Hi, BW!). And it was also fun to lay out the newsletter, trying new ways to put it all together (even if some of them did come out decidedly less than magnificent!). I've learned a lot as Dal-ACE editor, and I hope I've been able to pass some useful stuff on to you, as well.

Anyway, I'm not *leaving*. I'm in the middle of a review of Migraph's TouchUp that should be finished soon. And I'd like to review some of the great public domain software in our club library, as time permits. And, of course, I should be at most of the meetings (when things aren't too hairy on the home front). So I'll still be seeing you around.

On the subject of a new editor: you might be wondering whether you've got what it takes. Well, it doesn't take much, really. Enthusiasm helps. It doesn't hurt to know how to spell and punctuate in English. That's about all. To give you an idea, here's how I usually go about putting together the newsletter.

Step One. As the month goes by, I read through all the exchange newsletters, looking for news, rumors, and interesting reprints. I generally type them up as I find them; that way, I don't have to do it all at the last minute. Check the newsletter area of the BBS, too.

Step Two. I go the the meeting at the Infomart. Board members will give me any information they need to be in the newsletter. (Make them write it down!) At the main meeting and SIGs, I will see what's going on and gather any current news to add to whatever I've already found. Then it's home to type it all up (after an appropriate dose of Chinese food - not strictly required of you).

Step Three. Final editing check before page layout. Try to catch as many errors as possible now as soon as possible.

Step Four. Load up Timeworks Desktop Publisher ST. See how the articles fit on the pages and how the pages look together. Add graphics to balance out a page, emphasize a point, or simply fill in a piece of white space that's too small for any articles you have. In short, play around with it until you either think it's right or you have run out of time to fix it. Print it up.

That's about it. It's not very hard. For most of the month, it takes practically no time at all. But it is a little time consuming while it's being laid out in its final form and printed. You should think seriously about volunteering for editor; you can have a lot of fun with it.

The 1989 Dal-ACE Member Survey

Okay, members. It's been two years since we last took a survey of our membership, so in order to find out about the current members' tastes in hardware, software, vaporware, and Tupperware, we proudly present the 1989 Member Survey.

Please take the time to fill out this survey and return it to a club meeting or to a club officer via mail, carrier pigeon, or any other mode of communications. We, the club officers, need your input for several reasons:

✓ To see if we are leading the club in the right direction,
✓ To see if we are leading the club in the wrong direction,
✓ To see if we have any direction at all.

Seriously, we solicit your input via this survey to see what things we need to change, what can stay as is, and what YOUR needs are. We highlight YOUR because this is YOUR club and it won't stay in operation if we don't provide you with the types of club activities, newsletter items, SIGs, self-help classes, etc. that you desire.

The survey is self-explanatory. You do not need to give us your name, so please feel free to express yourself fully. We would rather receive constructive criticism and fix what is wrong than watch the club fold for NO apparent reason! All answers will be tabulated and reported in a future issue of the newsletter. THIS DATA WILL NOT BE DISTRIBUTED OUTSIDE OF THE CLUB!

And now the survey...

ABOUT YOU

Name (optional): _____

Sex: __M __F

Where do you live? Area/City: _____

Age Group: __Below 20   __21-35   __36-49   __50+

For the following questions, please check all items that are applicable!

Income: __$0-$10,000   __$10-$20,000   __$20-$30,000
__$30-$40,000   __$40-$50,000   __Over $50,000

Level of Education: __High School   __Some College
__Associate Degree   __Bachelor's Degree
__Master's Degree
__Ph.D.

Field of Occupation: __Professional   __Technical
__Managerial   __Service
__Student   __Other

1989 Dal-ACE Survey continued

YOUR EQUIPMENT

Computers

Type(s) you own & how many:

__400	__800	__600XL
__800XL	__1200XL	__65XE
__520ST	__1040ST	__Mega ST

__Other (Please list) _____

Peripheral equipment

Modems: 　　__300 Baud　　　　__1200 Baud　　　　__2400 Baud
　　　　　　　__Other_____

Printers: __Dot matrix　　　__NLQ　　　__Laser
　　　　　　__Other_____

Floppy Drives: __810　　__1050　　__XF551　　__INDUS
　　　　　　　__SUPRA　　__HAPPY　　__SF354 SS/DD　　__SF314 DS/DD
　　　　　　　__OTHER(Specify)_____

Hard Drives: __SHD204 20 MEG　__SUPRA 20 MEG　　　__SUPRA 30 MEG
　　　　　　__Other_____

Monitor: __Monochrome　　__Color composite　　__Color RGB

Other: __850 Interface　　__P:R: Connection　　　__Cassette recorder
　　　　__Touch tablet

Other peripheral(s) not mentioned: _____

What modifications have you added, if any? (e.g., 256K memory, New OS, 80column, etc.) _____

Why did you purchase an Atari machine?
　　　__Gift　　　__Recommended　　__Used one before
　　　__Price/performance ratio　　__Graphics
　　　__Other_____

If you also own another brand of computer, which was your second choice? _____

4

How did you learn about Atari computers?

__Ad   __Saw in store   __BBS   __Friend
__Club   __Other_____

Where do you use computers?

__Home   __Business   __School

Where do you buy your computer equipment and software?

Equipment: __Mail Order   __Local dealer   __Club garage sales
Software: __Mail Order   __Local dealer   __Club Libraries

With what frequency do you use the following software types?
(Circle a letter. N=Never S=Seldom O=Occasionally F=Frequently)

WORD PROCESSING	N	S	O	F
EDUCATION	N	S	O	F
MUSIC	N	S	O	F
GAMES	N	S	O	F
DATABASES	N	S	O	F
SPREADSHEETS	N	S	O	F
GRAPHICS	N	S	O	F
TELECOM.	N	S	O	F
PERSONAL FINANCE	N	S	O	F
ENGINEERING	N	S	O	F
CADD	N	S	O	F
BUSINESS	N	S	O	F
PROGRAMMING	N	S	O	F
OTHER(_____)	N	S	O	F
OTHER(_____)	N	S	O	F

Which programming languages do you use in order of usage?
(Use 1, 2, 3, etc.)

__BASIC   __Pascal   __C   __Assembler
__FORTH   __Modula 2   __LOGO   __OTHER-Please name_____

CLUB ACTIVITIES

How did you hear about Dal-ACE? (Everyone please answer!!!)

__Dealer   __Friend   __Kiosk at Infomart   __Dal-ACE BBS
__Other BBS   __Computer magazine   __StartUp Kit
__Other(specify)_____

Do you attend the regular monthly meetings?   __Y   __N
    If no, why not? _____

Do you like meeting at the Infomart?   __Y   __N
    If NO, where would you like to meet? _____

1989 Dal-ACE Survey continued

Do you attend meetings for any other group that meets at the Infomart?

_Y _N

If yes, which other groups? _____

Do you frequent the dealer sales area while at the Infomart?

_Y _ N

Do you purchase disks from the club library?

_Frequently _Occasionally _Seldom _Never

What type of disks would you like to see in the club library?

Please rank by importance (Use 1 highest, 2-next highest, etc.)

_WORD PROCESSING
_EDUCATION
_MUSIC
_GAMES
_DATABASES
_SPREADSHEETS
_GRAPHICS
_TELECOMMUNICATIONS
_PERSONAL FINANCE
_ENGINEERING
_CADD
_BUSINESS
_PROGRAMMING
_OTHER(_____)

Do you use the club BBS?

_Regularly _Occasionally _Seldom _Never

What do you find enjoyable/useful about it?

_____

What do you find objectionable about it?

_____

What would you like to see more of on the BBS?

_____

What kind of info would you like to see in the newsletter?

_____

6

Would you be interested in writing articles for it?

                                              __Y   __N

      What type of articles _____

Do you attend any of the special interest group (SIG) meetings?

                                              __Y   __N

What SIGs would you attend or like to see added?
  __Self-help   Other_____

What subject(s) would you be interested in taking a class in?

_____

What subject(s) would you feel comfortable in teaching a class on?

_____

Would you be willing to attend non-computer activities sponsored by the club (i.e., club picnic, bowling, etc.)

                                            __Y   __N

If yes, what type(s) of activities _____

What can the club do to help YOU get the most out of your Atari?

_____

Comments on anything we might have missed? Please!!

_____

_____

_____

Thank you for your time and answers!

Daisy Dot II

8-Bit library report by Ralph Salmeron

This month's 8-bit disk library addition is the excellent Near Letter Quality Print Processor by Roy Goldman, **Daisy Dot II**. What's that? You say you already have a printer that does Near Letter Quality (NLQ), so why do you need this? . . . Or you say you have an older dot matrix printer and it doesn't do NLQ printing. Well, this program was written just for you (both of you).

If you already own an NLQ printer, then you've probably found yourself limited to one or two (if you're lucky, four) different fonts that are built into your printer. Sure, there's more available, but usually at an additional cost per font. Daisy Dot II provides you with fourteen different fonts, a font editor to create your own, and a utility file to convert your standard Atari 9-sector fonts to Daisy Dot II format.

Okay, how about those of you with older dot matrix printers that have served you well, except they don't do NLQ printing. Sure, you've been eyeing those fancy new printers, but your checkbook balance keeps telling you, "Not this month." Well, if your printer is an Epson, Star, or Epson-compatible with standard graphics capability, then Daisy Dot II will make it hum just like those newer models and save you at least $150. Not bad for a $3 ($6 for non-members) professional quality program, but don't just take my word for it.

Here's a review reprinted from ZMAGAZINE Issue #93. (By the way, ZMAGAZINE is a weekly "On-line" magazine dedicated to your 8-bit Ataris and can be found on the club BBS along with ST ZMAGAZINE and ST REPORT. Check 'em out.)

Federated Bargains

A Dal-ACE member named John, whose last name Ray did not quite get (sorry, John), reports that Federated has been selling the 65XE for an astounding $49.95! Get your rear ends down there and take advantage of this one, folks!

Daisy Dot II Review

By Dr. Warren Lleuallen

Many of you are already familiar with the Daisy Dot Near Letter Quality Emulation program. This public domain program has appeared on most users' groups' disks over the past six months and has received kudos from everyone who has seen it. In short, this program allows any Epson-compatible or Star printers to achieve "near letter quality" text printing, in one of several different, user-definable fonts.

While most of the newer dot matrix printers come with a built-in NLQ font, this program frees you from its limitations of spacing and appearance. Daisy Dot fonts are proportionally spaced (The "i's" are skinny, and the "m's" are wide), and the characters can take any shape you desire. A font editor was supplied with the program, along with five pre-defined fonts. There are prices to pay for all this flexibility, of course. Daisy Dot requires ASCII files, already preformatted and ready to dump to the printer (most word processors are able to provide these ASCII files easily). And because Daisy Dot actually prints the file as graphic data, the printing process is rather slow (although fairly comparable to the speed of most printers' NLQ modes). These are minor limitations, however, and are more than offset by the advantages of this professional quality program.

Nice though it is, there have been suggestions for improvements and modifications. One user went so far as to write his own program, incorporating a few additional features. (He unfortunately chose to originally title his program "Daisy Dot II". It has since been renamed "Dot Magic.") For the ultimate in ease of use and flexibility, though, the definitive Daisy Dot II program is now the obvious choice.

Roy has really outdone himself this time. While Daisy Dot was good, Daisy Dot II is truly fantastic. I honestly cannot give this program (and the programmer) enough praise! It has been totally rewritten in C (the original was in compiled Turbo BASIC), with an upgraded user interface and many new commands.

Roy remains available on CompuServe and GEnie and has always been very helpful.

One of Daisy Dot II's most unusual features is its documentation. Included on the disk is a set of files which contains all the documentation in a format ready for Daisy Dot II to print. This manual, which is 24 pages long, is one of the best I have ever seen for any product. It includes an introduction to the Daisy Dot II system (which consists of the main printing program, the new font editor, a font utilities package, and a graphics support program), examples

of the fourteen fonts provided, instructions on preparing the ASCII file with most popular word processors, and clear and concise examples of all of Daisy Dot II's commands. These examples include the precise syntax to include in your file as well as a printout of the resulting output. After a unique "question and answer" section, the manual concludes with a one-page "Quick Reference Guide."

As an example of the flexibility of Daisy Dot II, in my own setup I have accumulated 21 different fonts and have designed several muself. I use TextPro as the word processor, running from SpartaDOS 192K RAMdisk. In this way, I may switch back and forth between Daisy Dot II and TextPro very quickly, and with no disk switching. This system is not only quite convenient, it is also completely public domain!

The commands supported by Daisy Dot II include:

- ☞ the ability to change fonts "on the fly"
- ☞ left or right margin alignment and right justification
- ☞ automatic line centering in any font
- ☞ double width printing in any font
- ☞ underlining of any font
- ☞ proportional tabs
- ☞ user selected graphics densities and character spacing
- ☞ ability to include graphics in a text file
- ☞ and MORE

All of these commands are accessed from within the text file itself by preceeding them with a backslash character ("\"). the syntax is sensible (most commands are abbreviated by their first letter) and easily mastered. A number of the commands can be combined, providing even more flexibility.

I have had the Daisy Dot II system for more than a month now and have still not used it to its fullest potential. The flexibility and usefulness of this program rivals any commercial software available, and its uses are limited only by the imagination of the user. I strongly urge you to contact your local users' group to obtain a copy, and to support Mr. Goldman with a small donation for his work. You won't regret it!

Well, there you have it. If you like the program and find it useful, let us know. If there's a demand for it, we'll add a collection of 64 different fonts to the library in the future.

Atari at Hannover

Reprinted from 3/20/89 EE Times

Submitted by John Winer

Hannover, West Germany - Atari Corp. used the Hannover Fair here to introduce three vastly different computer systems. First up is the Atari Transputer Workstation, or ATW. This machine delivers a minimum of 10 MIPS in its base version using an Atari ST as its front end. Configured as a tower, the ATW can be expanded with up to 16 more T800 computers.

Atari's laptop computer bowed as a 68000-powered version of the ST desktop. It sports a 12-inch 640x400 pixel screen and can emulate IBM PC operation. Atari's mouse function is implemented with a trackball at the side of the keyboard.

The Atari pocket PC debuted as the PC Folio. This 1x4x8-in. foldup system uses a 5 MHz 80C88 128Kbyte CMOS RAM, 256Kbyte ROM BIOS (for OS), and accepts CMOS RAM cards of 32 to 512Kbyte capacity. The ROM includes a Lotus-like spreadsheet, a diary, and communications software.

All three products will ship this spring in Europe, with U.S. delivery expected later this year. The Laptop is expected to be priced at $2500, the PC Folio at $250.

DID YOU KNOW...

Atari's name comes from the popular Japanese game Go. In that game, the word Atari means that you are about to surround your opponent and win the game!

GEnie Piracy Conference

Submitted by James Duke

To sign up for GEnie service, call (with modem) 800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U#-prompt. Type XJM11877,GEnie and hit RETURN. The system will prompt you for your information

Macon Leary: Well, to start, I've been in telecommunications for about six years and have been running a bulletin board (on and off) for 4 1/2. I started with an Atari 8-bit and by the time I bought my ST, I was running one of the bigger 8-Bit/Commodore pirate boards in the country. Now with the ST, I'd really rather not see the market get damaged as it was with the 8-Bits. The BBS I run now is (and always will be) strictly public domain.

Holly: Welcome to the formal conference on piracy. Our guest tonight is "Macon Leary." It is a handle. He's here tonight to give us some insight into why, how, and perhaps what we can do to stop piracy from ruining the ST's reputation. Thanks.

T.PIAZZA: Do you think piracy is wrong? Why?

Macon Leary: Well, I understand the effects piracy can do to the software industry, but I do (shamefully) practice casual piracy. Which is obtaining copies of programs to "try out" before purchasing. I see little harm in that, but if taken to extremes, it too can be harmful.

T.PIAZZA: Why is it harmful? To whom?

Macon Leary: Well - on the obvious side - if I have a "copy" of a program, the incentive to buy it is greatly diminished. Also, when I get a copy of a program to try out, it seems that many of my telecommunications friends want to grab a copy from me, and I can't very well trust their motives.

T.PIAZZA: Would it be okay to give them a copy, if they didn't give it to someone else?

Macon Leary: Can you trust them not to give out their copy? And doesn't that just shoot your "I'm just trying this out" excuse down? If you're just trying it out, you wouldn't be giving out copies.

T.PIAZZA: Back to the point... Why do you think piracy is wrong?

Macon Leary: Take a look at the Atari 8-bit market. The damages done to it by a large amount of piracy (coupled with a smaller user base) are obvious. Also, it is theft.

T.PIAZZA: So, it's wrong because it hurts people? Or because it's against the law?

Macon Leary: Mainly, because it hurts people. The odds of a casual copier actually getting caught by authorities is quite low. So even its being "illegal" is little deterrent.

G.ROUSH: Hello. I've heard a lot about shareware programs. Have they helped in terms of piracy?

Macon Leary: Shareware is an interesting concept - and from what I've been hearing, a rather unsuccessful one in the ST market. As far as helping prevent piracy, I don't think so. A person who downloads a shareware program and doesn't pay the author is often (depends on the shareware agreement) committing the act of piracy.

G.ROUSH: I see. What are the future plans of companies to prevent this theft from happening in the future (without protecting the disks)? I have seen some companies making it possible to install it on the hard disk and preventing that disk from being used by another person unless it's put back on into the diskette. Have you heard of that?

Macon Leary: Well, that is really a question to ask the companies, but I do know what does and doesn't work from the other end. Lately, I've seen several programs that prompt from the user's manual before access to the program is granted. (Omnitrend's Breach and Paladin, for example, ask for specific words from random pages.) However, a good programmer with a disk editor can easily remove this protection scheme. Plus, this is a real inconvenience to a legitimate user. Another common scheme is with hardware "keys" that need to be connected to your computer to run the program. But if this method is taken too far, there won't be enough ports left for a "power" user. Also, keys of this nature can easily be obtained from most hard core pirate BBSes. I think the BEST form of protection is elaborate packaging that adds to a program's function (such as any Infocom games). This, however, is hard to tranlate to utility and applications programs. ›whew‹

G.ROUSH: Yeah. I do know that if more people were honest and each would pay for his own program then more programs would show quality and the price would be lowered. Is this true?

Macon Leary: Again, I really don't know what is involved in producing/distributing a software package, so I don't know what effect it would have on price. Common sense says the change wouldn't be major. However, if piracy were eliminated, or greatly hindered, companies would be more willing to produce new and better packages, and perhaps copy protection (a real pain to hard disk owners) would be eliminated.

S.GARIS: I would like to ask Macon what he does with the software he borrows for tryouts?

Macon Leary: Well, the disks I use go in rotation

When I "acquire" a program, it is usually either really good or terrible. The really good ones, I buy. The terrible ones get written over next time I see a nice-looking download on a BBS.

Holly: If I might interrupt for just a second... Also here tonight is Charles F.Johnson from Codehead Software. Charles kind of started this again with his note in the softeware library, STEALING.TXT. Codehead puts out goodies like MultiDesk and G+Plus. And Gordon Monnier, from Michtron, who puts out LOTS of things, and they have their own RT here on GEnie. Welcome and thanks for coming. Charles, do you have anything you'd like to say briefly?

C.F.JOHNSON: Hi, folks! I don't really have anything prepared to say, except just to reiterate that we all have to do something about "piracy" (theft). It's a matter of our own ethics and how we feel about ourselves. Does anyone *really* want to be a thief? I doubt it... so we lie to ourselves and rationalize our stealing without thinking about the consequences. It's time that we grow up. And *start* thinking. ‹whew... stepping off soapbox...›

GORDON: I only want to really say one thing. We started writing software for the ST four years ago. Last year we ported an ST game over to the Amiga. Sales were three to four times as great for that game as they were for the ST. And yet, at that time the Amiga was only outselling the ST by a little bit. More programs yielded the same results. Now all my programmers are writing programs for the Amiga and the IBM. Not very many are being written for the ST!! These guys go where the money is. If people who own STs are not going to buy their software, very shortly there will be no more software. Look at Word Perfect, EA - the list goes on and it is getting longer. Piracy is a major factor in this. Piracy killed software for the 8-bit and it is killing software for the ST.

T.PIAZZA: I know the issues are legal and ethical, but can people really react to legal and ethical reasons when a copy is sitting at their fingertips?

Macon Leary: Well, obviously some can't, or we wouldn't have this problem... Sadly enough, it is true that knowing that I could get a copy of just about any ST release in two hours or less, there is little incentive to buy. It becomes simply a matter of ethics and education. I honestly believe that many of the pirates out there have no idea about the extent of the damage done by their actions.

GORDON: I disagree. They know and they could care less. all they think about is themselves. Why else would someone start a pirate BBS... simply to steal as much software as he can.

Macon Leary: A lot of it has to do with notoriety. At least 60% of the pirate SysOps I've run into are under the age of 18. There's a lot of prestige in the "Hacker" community that goes along with finding a "new ware." Just look at all the pirate programs running around. Nearly all of them have credits. "This Game (P)1988 by Mr. X, etc..."

T.PIAZZA: I sense the idea of "belonging to a community" is important...

Macon Leary: Very much so. You've all seen the "Wow" demo done by a group of pirates? There's a porno demo running around also. At least two minutes of scrolling banner is greetings to other pirates.

GORDON: Most of these people are using stolen credit cards to call around the country. They are not innocents.

C.F.JOHNSON: I think Gordon really said it all. We can talk all we want about the "ethics" and "morality" of the situation, but the bottom line is... the bottom line. If money can't be made, programmers write for other machines. Simple economics.

T.PIAZZA: So, do we enforce laws to stop them?

Macon Leary: I think it should be attempted - but it's just too difficult...

GORDON: It's very time consuming.

Macon Leary: Too many man-hours are involved in catching a pirate BBS, and any actions by the police are treading on entrapment as it is. Pirate SysOps are *extremely* careful about who gets access. Typically, a pirate upload is required, plus a list of references as long as your arm. The time and effort to get proof is just too difficult.

Holly: Gordon, how can laws be enforced?

GORDON: It's very difficult. We have sued five pirate boards and one individual running a copy service. We have closed down five boards and it didn't even put a dent in the number of pirate BBSes around. I think what we have to do is get real nasty and stop settling out of court for $1000 or so and go for the max, which is $50,000.

T.STERLING: You want us to believe that the users are the only Pirates, when Companies such as Michtron will take your money and lie about the product?

GORDON: What do you mean we lie about our products?

T.STERLING: Back in '86 I bought a RAMdisk and a copier that did not work.

GORDON: Aw, come on. That RAMdisk has been selling since 1985. We still sell it in the Michtron Utilities.

T.STERLING: It did not work as advertised. When I asked you, you told me to get lost.

GORDON: The copy program was not the greatest, but it did work on most programs that were out before it was. What do you mean it did not work as advertised?

T.STERLING: It did not work with a QM+ product and when I asked you to

GORDON: That's not our fault that some other company does not write good code and they write to spots they are not supposed to. We cannot help that. What do you want me to do, rewrite their software so it will work with my program???

T.STERLING: Typical excuse. When something you do is wrong, others are at fault.

Piracy Conference continued

Holly: I think we're getting a little off the topic of pirating here...

T.STERLING: Michtron is a pirate.

GORDON: You yourself said it wouldn't work with #### program.

T.STERLING: Your product should be backed with integrity.

Holly: Thank you... but I think we need to get back to our topic of piracy. Neil...

NHARRIS: Gordon, I wanted to comment on why I think your prosecutions of pirate boards are not having an effect. You are going after flies with an elephant gun. You want to use a pesticide. To be less abstract, what I'd recommend is making lots of noise when you go after the pirates... You don't want to take them out one at a time, you want to put the fear of God into the pirate SysOps. Make sure they know what can happen to them, that they read about it in the papers and more important, that their parents know. So, I think you should stop settling out of court and take them all the way, and use a PR agency to get the full benefit of the action.

Macon Leary: Is the SPA still active?

GORDON: They kinda are... They like to go after bigger fish than just a pirate BBS.

C.F.JOHNSON: Right. The last time I called the SPA, the guy I talked to said, "So... don't you find the Atari market a bit, uh, *slow* lately?!?" It's really not a joke. If you steal software, you're helping to kill the computer we all love.

Macon Leary: I saw those ads for a while in the magazines... They looked, well, ineffective.

GORDON: Germany has the highest number of Ataris sold anywhere in the world. German kids are famous pirates and hackers. There has not been one good German arcade game put on the market. Wonder why!! Germans know they cannot make money writing games in Germany. The same thing is happening here. But with more than just games.

J.KISTNER: Gordon and Charles, would it help if developers formed a pool to offer cash rewards for info leading to successful prosecution of pirate boards??

GORDON: Most of the developers do not care... They just move on to another computer. It's easier to switch than fight! Why write software for an Atari 8-bit and fight the pirates when you can write for Apple or CMD?????

GORDON: Like Mr. Codehead says, the machine is great, but between Atari's lousy marketing in the U.S. and the pirates, I think software for the machine is really drying up.

C.F.JOHNSON: That's right. Much as I enjoy my ST (and I've been an Atari devotee since early 8-bit days), I'm starting to seriously consider developing for other computers. For a number of reasons, all of which have to do with *making a living*. Software doesn't grow on trees. People like myself and Timothy Purves of Michtron and Wayne Buckholdt of Turbo ST, etc. are not rich. We're struggling to make a living, and these parasites are doing their best to make it tough.

J.KISTNER: Thank you. I pay for my software and would turn in a pirate.

GORDON: Tim is writing all Amiga software...

K.MORROW1: So what do we do, sell our machines?

GORDON: Tim is a good example. He wrote some real nice stuff for the Atari... converted a game for the Amiga, saw how much he could make and has never written another program for the ST.

Macon Leary: I think the problem isn't as machine-specific as we'd like to think... It's just that Atari, with its *small* user base is hurt more...

GORDON: Peer pressure is the greatest. If you know of a kid running a pirate BBS, call his parents up and let them know what the brat is doing. When you go to a users' group meeting, stand up and say that piracy is killing your machine and you don't appreciate it. (Then duck.)

K.MORROW1: Peer pressure? Who do you peer at? I do not know any pirates.

Macon Leary: Are you sure?

K.MORROW1: YES.

Macon Leary: Don't be.

GORDON: Macon is the designated Pirate tonight...

K.MORROW1: I buy a lot of software. I believe that a pirate would like to know me if he thought he could get something.

Macon Leary: Piracy is *very* widespread. And there are far easier channels of obtaining software; thanks anyway.

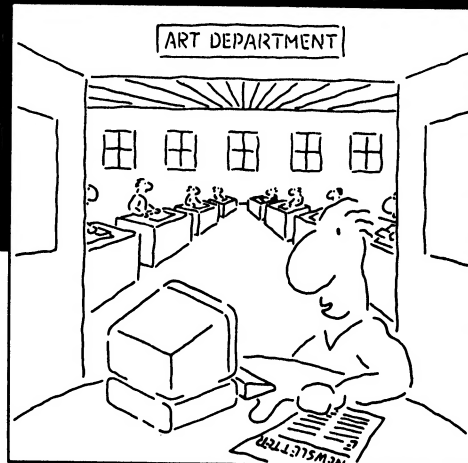**K.MORROW1:** I believe that it is, but how do I stop it?

Macon Leary: Well, first, when that pirate comes up to you at the users' group meeting, or asks in a message for a copy of software... just tell him the suggested retail price and give him directions to the nearest (or farthest) dealer. Then, don't accept any copies.

GORDON: I don't know, I really don't know, if it can be stopped or if it's a terminal sickness. I have had my SysOps on GEnie asked by users if they wanted to trade some software. We had one person call up the Michtron BBS and want access to the pirate section. (He was for real. I called him at his phone number that he gave us. Not too smart.)

C.F.JOHNSON: It may never change, folks. The ST may just keep sliding down the drain, lubricated along the way by piracy and Atari's inept handling of the U.S. market. (Gloomy? Who, me?)

Holly: Okay. Thank you Charles and Macon.

The Grapevine

News, Rumors, and Product Announcements

More CEBIT STuff

More products shown or announced at the Hannover fair were as follows:

☞ Atari's CD-ROM should be shipping by the time you read this. Only one CD available as yet, full of ST PD software.

☞ Atari SR444 removable hard disk said to be ready to ship "in about three months" - same as last year!

☞ Atari SM194 large screen monitor

☞ Version 4.0 of Mark Williams C will support the ANSI standard as well as earlier, nonstandard stuff.

Coming from Migraph

Liz Mitchell of Migraph writes that there's a new product coming out soon,but she's "sworn to secrecy" as to what it is. Some sources say it's currently code-named Migraph Illustrator - a high-end drawing tool with features rivalling Adobe Illsutrator and Aldus Freehand.

8-Bit Mags in the soup

Have you seen how *small* Antic and ANALOG have gotten lately? Very little advertising support for these publications in the last few months; they just keep shrinking. Some say ol' Larry Flynt is keeping ANALOG afloat long enough for the competition to bite the dust; then it'll have all the 8-bit advertisers to itself and will be able to turn a profit on its own. Personally, I like both magazines and don't care about the personal habits or political views of the publishers. But if they don't get more support, both from advertisers and from us, it looks like at least one of them is going to go down the tubes. Fast.

Atari cuts Federated loose

It now seems as though Atari will not sell the Federated chain of electronics stores, as was previously reported. But they are considering what else to do with it. A likely choice seems to be to "spin it off," in other words to separate it from Atari Corp. so the chain will no longer affect Atari Computer's stock.

New DeskJet

I hear Hewlett Packard has a new, enhanced version of its popular DeskJet inkjet printer. Retail for the new machine is around $799, the same price as the old DeskJet was just a few days ago! The standard DeskJet has gone down to $599 retail.

Telecomm $$$ savings

Tired of spending too much of your hard earned cash on on-line charges? maybe short wave radio is an option you'd like to explore! The Atari Microcomputer Net is an on-the-air users' group of Amateur Radio operators with a library of pd software and a journal (published six times a year) for both 8- and 16-bit users. For more information, contact:

Gil Frederick
130 Maureen St.
Winnipeg, Manitoba
R3K 1M2, CANADA

Faster IBM compatibility

Any minute now, we should be seeing PC Ditto II, the hardware IBM PC emulator from Avant-Garde. You can start holding your breath now!

More MIDI

New from Hybrid Arts is Ludwig, a "compositional tool" to help the musically incline among us. Version 1.0 has lots of features and retails for $149.95. works in color or monochrome. Contact your local dealer or:

Hybrid Arts
11920 W. Olympic Blvd.
Los Angeles, CA 90064
(213)826-3777

Most Wanted List

Dal-ACE Experts

Donny Arnold ..... 289-6746 ..... call before 10 p.m.
8-bit general knowledge

Eb Foerster ..... 357-7602 ..... call from 7 to 10 p.m.
Turbo BASIC, SynFile, SynCalc, Assembly

Ron King ..... (817)283-0674 ..... from 5 to 10 p.m.
8-bit hardware

John Saunders ..... (817)566-0318
C and Assembler languages

Michael Trombley 429-6134
ST 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

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!!!

Editorial Policy

The editorial staff of the Dal-ACE newsletter reserves the right to edit your submissions for spelling, punctuation, grammar, clarity, and for reasons of space limitations.

Newsletter Submissions

Submissions are welcome in any form. It is requested of any 8-bit user that s/he upload articles to the club BBS or furnish a hard copy to the editor.

Newsletter Advertisements

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

Commercial Rates

Full page $35
Half page $25
Quarter page $15
Business card $10

For an additional $10 per full page or $5 per partial page, you can request that your ad be placed on the inside front or back cover or the center-page spread. This service is first come, first serve.

Ads must be camera ready. Submission deadline for ad copy is the first of the month prior to publication date. That is, November 1 will be the deadline for your ad to appear in the December newsletter. 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 opinions 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 claims for the validity or usefulness of this material. The reader is the final judge of any product or advice presented.

Infomart Meeting Dates:

Firm Dates: May 20, June 10, July 8.

Tentative dates: August 12, September 23, October 14, November 11, December 16.

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 .... New users SIG
.... Newsletter Exchange SIG
12:30 - 2:00 .... ST SIG

Dal-ACE Officers

President ..... Donny Arnold 289-6746
Vice President ..... Brenda Arnold 289-6746
VP Comm ..... Anita Uhl 492-8682
Secretary ..... Michael Duke 739-3116
Treasurer ..... Rene Tucker 223-6176
M.A.L. ..... Terry Borchardt 296-4699
M.A.L. ..... Dave Gramm ..... (214)370-7143
M.A.L. ..... Randy Randolph 381-7624
M.A.L. ..... Marc Salas 255-8425
M.A.L. ..... Ralph Salmeron 254-8633

Dal-ACE Volunteers

Editor .....
Ad Manager ..... Marc Salas 255-8425
BBS ..... Ralph Salmeron 254-8633
8-Bit Library ..... Tim Mixson 356-4725
ST Library .....

Dal-ACE Bulletin Board

Metro (214)255-8256

Dal-ACE

Dallas Atari Computer Enthusiasts

Dal-ACE is an independent user education group not affiliated with the Atari Corporation. This is the official newsletter of Dal-ACE and is intended for the education of its membership as well as for the dissemination of information about Atari computer products.

Dal-ACE membership is $20 per year. BBS-ONLY membership is $10 per year. This newsletter is written, edited, and published by volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. A pink address label indicates that your membeship expires this month. Other users' groups may obtain copies of this newsletter on an exchange basis.

ALL MATERIAL PRINTED IN THIS NEWSLETTER MAY BE REPRINTED IN ANY FORM PROVIDED THAT DAL-ACE AND THE AUTHOR, IF APPLICABLE, ARE GIVEN THE PROPER CREDIT. LIKEWISE, PORTIONS OF THIS NEWSLETTER MAY BE REPRINTED FROM OTHER NEWSLETTERS AND ARE SO NOTED.

P.O. BOX 851872
RICHARDSON, TEXAS 75085-1872

Address correction requested. Return postage guaranteed.