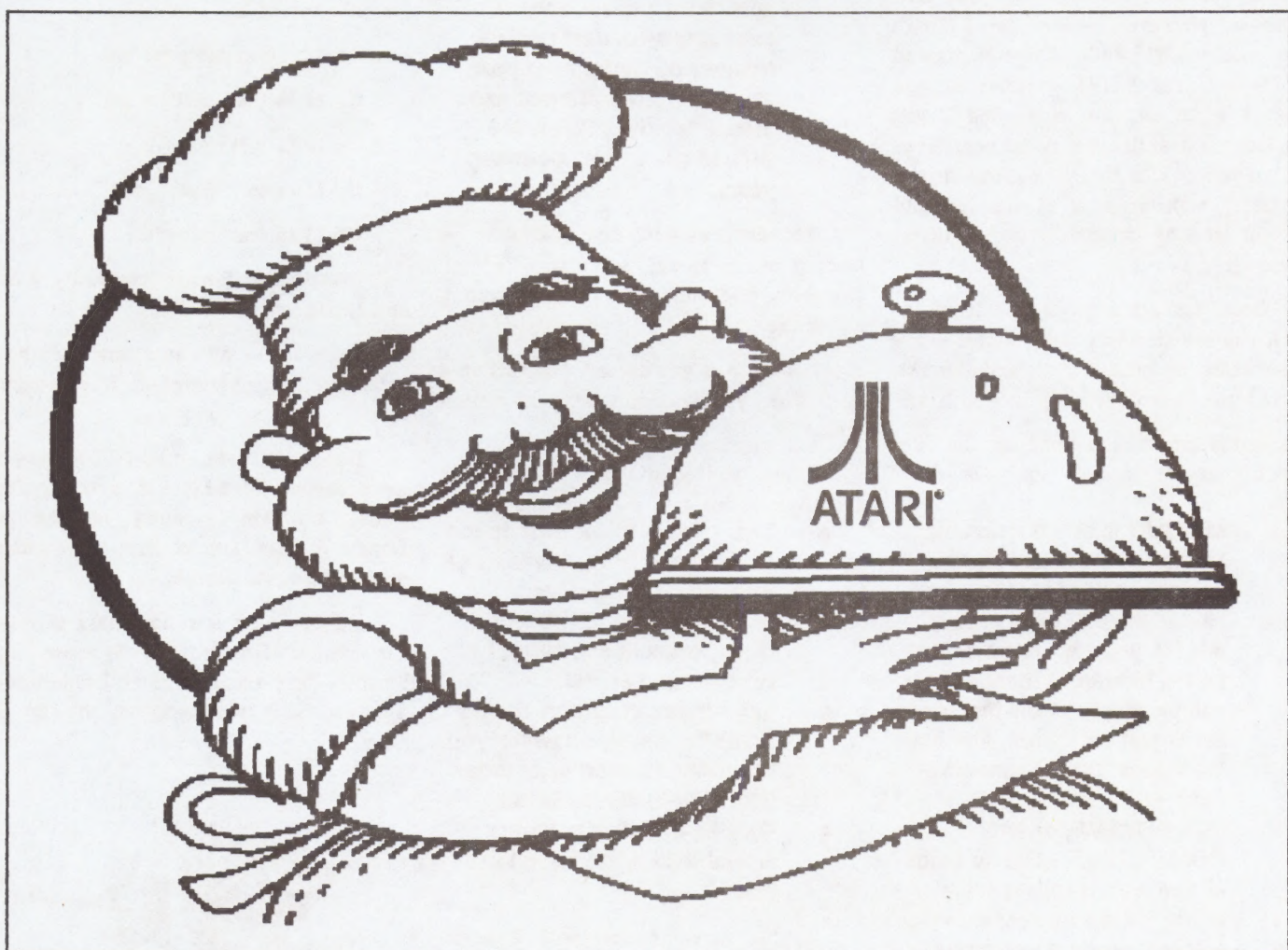


February, 1990

Dallas Atari Computer Enthusiasts



What's Cooking with Your ATARI?

BEGINNER'S COLUMN

(Reprinted from the Sept/Oct issue of **HARDCOPY**)

Synfile+: The Only Database You'll Ever Need!

By John W. Dasher (LVAUG)

Synfile+ is a powerful 8 bit database for storing and retrieving information. It was released by Synapse and, later, acquired by Broderbund Software.

On the original release, you could find a tutorial on the reverse side of the disk which was very helpful in getting you started with the setup of your own database. However, when the 130XE's were released, the tutorial was eliminated in favor of the XE/XL versions. If you used **Synfile+** on the older 800's, you needed the translator disk to boot **Synfile+**. **Synfile+** is a complete menu driven program, with prompts at the top and bottom of the screen; this eliminates guessing.

Once you get acquainted with **Synfile+**, you can do away with almost every other database, mailing list, reminder list, or collection/inventory program you have.

Listed below are some of the files which you can custom make on your own:

- **MAILING LIST** - Select your format and print out all or a selected group of labels.
- **HOME INVENTORY** - Make this file any way you wish; list where hidden ID numbers are, values, etc. Print out the whole list or just one room, and have the values total up automatically.
- **COIN, STAMP, or any COLLECTIBLE** - Set up fields to compute a selling price guide, based on present value entered; compute earnings ratios, etc.
- **MONTHLY MEETINGS or REMINDERS** - Print the month you want and the data you

- want on the printout.
- **LIABILITY/TAX** - Track your monthly bills and income tax deductions; one printout at the end of the year will have your income tax deductions ready for filing.
- **LIBRARY** - Format your books, record albums, audio and video tapes, etc. any way you wish.
- **VEHICLE** - Track your repair, service records, and expenses; a printout of this will tell you exactly what you spent on your vehicle from day one to present.
- **CATEGORIZE** - Do this for icons or pictures to ease the search for certain ones (I even rate Musikfest performances by comparing past records from a printout and, then, I decide which acts I wish to see in the upcoming year).

This list is endless, but remember: by loading one program, you can access all the above and more, and just by pressing a few keys.

It's too bad you cannot put this on a hard disk; you wouldn't have to switch disks.

When you create a file, you are actually creating four different files:

- **TBL** - Table file; a description of database form. Contains all the fields, formulas, etc.
- **CNF** - Number of records, disks, index fields, current record number, etc.
- **IDX** - Index data. You should name the fields, on which you are going to search, as index fields; it will search faster.
- **DXX** - (XX = disk number). Actual data is stored in this file.

Synfile+ is compatible with Syncalc, Syntrend, and Atariwriter.

Once your database is set up, you can change or add fields without losing or re-entering data. All you have to do is

merge the old file into the new.

You can create subfiles by selecting desired records and storing them in the separate subfile. You can tell the program how you want the file to be printed and which records you want listed on that file. You can do a screen dump of a record as shown on the screen.

Once you have records stored in a file, make at least one backup copy of the file, in case you accidentally mess up the original, especially while you are getting accustomed to the program and its options. And make sure you close the file after each use or you may lose, or completely destroy, the file. If a disk gets full, make sure you follow the instructions that appear on the screen or you can lose all your data.

Synfile+ is capable of...

Up to 66 fields per record.

Up to 16 disks per file.

Up to 16 sort files.

Up to 16 search fields.

Records per file are limited by RAM and Index length.

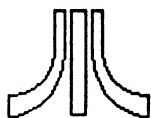
Form size - 80 characters x 21 lines including field names of up to 31 characters.

Hopefully, next issue, I'll be ready to do a review of **SFP** - a new **Synfile+** utility program, recently released by Donald R. Seay. I must, first, get accustomed to using it, though.

NOTE: Atari is a trademark of Atari Corporation. Broderbund, Synapse, and **Synfile++** are trademarks of Broderbund/Synapse. **SFP** is copyrighted by Dr. R. Seay.



(Reprinted from the November issue of NYBBLES & BYTES)



ST

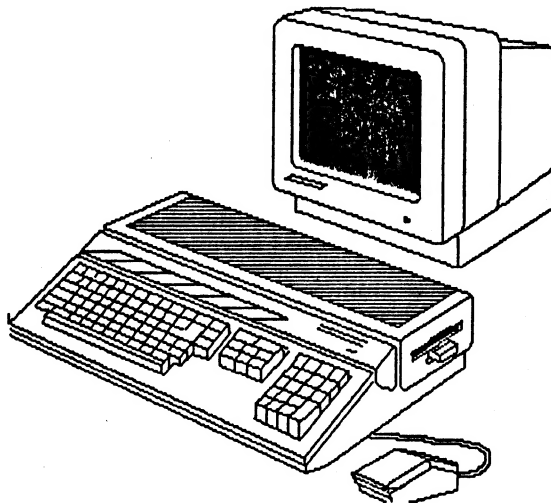
Exploring the DESKTOP.INF file

by Mike Zachary - PHAST

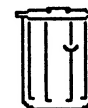
One of the nicest features of the Atari ST is the GEM desktop. The desktop provides an easy and intuitive way of performing file operations, and can be configured to the user's personal tastes.

When you configure the desktop and then save it, the details of the configuration are saved in a file named DESKTOP.INF. In this article, I will tell you about what is in the DESKTOP.INF file, as well as how to manipulate it to do some things that you can't do from the desktop (a word of caution is in order here. Although I don't believe that you can physically damage your machine by monkeying with the DESKTOP.INF file, it is possible that you could damage valuable data. Always do modifications on a backup copy of a valuable disk, especially if you are experimenting).

First, let's take a look at a typical DESKTOP.INF file. This one is the default low resolution settings with TOS 1.0. Later on, I will be explaining the differences in other resolutions and with TOS 1.4.



```
#a000000
#b000000
#c7770007000600070055200505552220770557075055507703111103
#d
#E 1B 01
#W 00 00 04 03 21 10 00 @
#W 00 00 0D 08 15 0B 00 @
#W 00 00 0E 09 15 0B 00 @
#W 00 00 0F 0A 15 0B 00 @
#M 00 00 00 FF A FLOPPY DISK@ @
#M 00 01 00 FF B FLOPPY DISK@ @
#T 00 03 02 FF TRASH@ @
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@ @
#G 03 FF *.PRG@ @
#F 03 04 *.TOS@ @
#P 03 04 *.TTP@ @
```



Now, let's take a look at these lines one at a time. Line #a is the RS-232 configuration and has the same meaning in all resolutions and with all versions of TOS. Each digit represents one aspect of the configuration, and the meanings of the digits follow (from left to right).

1st digit Duplex	0=Full	1=Half		
2nd digit Baud Rate	0=9600	1=4800	2=1200	3=300
3rd digit Parity	0=None	1=Odd	2=Even	
4th digit Bits/Char	0=8	1=7	2=6	3=5
5th digit Flow Control	0=Off	1=XON/XOFF	2=RTS/CTS	3=Both
6th digit Strip Bit	0=On	1=Off		

There really isn't anything you can do by manipulating this line in the file that you can't do from the desktop .

(Cont.....)



Exploring the DESKTOP.INF file cont.....

The #b line holds the printer configuration. Again, it has the same meaning in all resolutions and all versions of TOS, each digit represents one aspect of the printer configuration, and there is nothing you can do with it that can't be done from the desktop. I still present the information for reference.

1st digit	Printer Type	0=Dot	1=Daisy
2nd digit	Color	0=B/W	1=Color
3rd digit	Pixels/Line	0=1280	1=960
4th digit	Quality	0=Draft	1=Final
5th digit	Printer Port	0=Printer	1=Modem
6th digit	Paper Type	0=Feed	1=Single

The #c line holds the control panel settings. Ditto the info in the previous paragraph (we will be getting to something that differs with resolution, TOS version, or that you can't do from the desktop soon; I promise).

The first 48 digits hold the values of the color registers. They go from registers #0 to #15 (even in medium and high rez) with 3 digits for each register. The first digit of each register value is the red value, the second is green, and the third blue. As for the remaining digits:

49th digit	Double Click Speed	0-4
50th digit	Key Click	0=Off 1=On
51st digit	Bell	0=Off 1=On
52nd & 53rd digit	Key Repeat Delay	01-46
54th & 55th digit	Key Repeat Speed	01-21

I have been unable to determine the purpose of the #d line. According to Atari ST Peeks & Pokes, this line is currently unused. HOWEVER, it is NOT a blank line, though it appears to be in many text editors/word processors. It contains a number of 'space' characters (I didn't count how many), and the file will not work properly if those spaces are removed. Some word processors will eliminate the spaces. I use the capture buffer in Flash to edit DESKTOP.INF files. Not only does it not do nasty things like removing the spaces, but it displays the carriage return characters so you can see that the spaces are still there.

The #E line (I don't know the significance of going from lower to upper case at this point, but that's how the file is) holds the values from the View and Options menus. The first 2 digits (yes, that 'B' is a digit; it's in hex) are interpreted as individual bits as follows:

MSB	Display As	0=Icons	1=Text
Bits 6 and 5	Sort By:	00=Name	01=Date
		10=Size	11=Type
Bit 4	Confirm Copies ?	0=No	1=Yes
Bit 3	Confirm Deletes ?	0=No	1=Yes

Bits 2 through 0 (LSB) are always 011 in TOS 1.0. In TOS 1.4, bits 2 and 1 are 00, and bit 0 (LSB) holds the status of 'Confirm Overwrites ?' - 0=Yes 1=No. Note that this is reversed from the other 2 confirms.

The second set of 2 digits on the #E line holds the screen resolution.

TOS 1.0	01=Low	02=Medium	03=High
TOS 1.4	11=Low	12=Medium	13=High

Now into the 'meat' of the DESKTOP.INF file. The 4 #W lines hold information about the windows. The first 2 pairs of digits hold the positions of the scroll bars. I think the first pair is for the horizontal and the second is for the vertical, but I don't remember for sure, and these can be set easily enough from the desktop anyway.

The next 4 pairs of digits hold the position and size of the window. The first pair of this set is the location of the left side of the window, the second the top side, the third the width, and the fourth the height. The minimum and maximum values for these parameters follow.

	Low Rez		Medium Rez		High Rez	
	Min	Max	Min	Max	Min	Max
Left	00	26	00	4C	00	4C
Top	01	18	01	18	01	18
Width	0A	28	15	50	10	50
Height	09	17	09	17	08	17

A close look at these numbers indicates that they correspond to character positions on the screen.

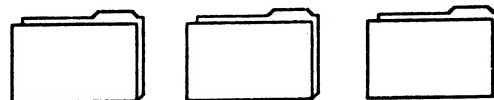
The final pair of digits indicates whether the window is open or closed - 00=Closed, 08=Open.

One would think that these digits would do more, but I have been unable to find anything else. By the way, the windows are opened in the order that they are shown, so the last open window in the list will be the active one.

Additional information about the directory being shown is provided in the #W line of an open window. A typical example follows.

#W 00 00 02 02 24 10 08 A:*.*@

(Cont.....)





Exploring the DESKTOP.INF file cont...

This provides me with the first example of something you can do by manipulating the file that you can't do from the desktop. From the desktop, the filespec is always *.*. Let's say you wanted only files with a .PRG extender to appear in the window. Simple - just edit the line as follows:

```
#W 00 00 02 02 24 10 08 A:\*.PRG@
```

The #M lines hold the positions, shapes, and names of the desktop icons. The first pair of digits is the horizontal position of the icon (0-3 in Low rez, 0-7 in Medium or High rez) and the second pair is the vertical position (0-3 in Low or Medium rez, 0-7 in High rez). The third pair of digits indicates the shape of the icon as follows:

- 00 Disk Drive
- 01 Non-Executable File
- 02 Trash Can
- 03 Executable File
- 04 Folder

I don't know the significance of the 'FF' in the fourth pair of digits. The drive letter of the icon follows, and then the name. I don't know what the '@ @' is for, although it did contain additional characters on installed (non-default) drives with TOS 1.0 (TOS 1.4 doesn't have the additional characters).

This is one place where being able to edit the file gives you a great deal more flexibility than doing things from the desktop. The desktop only allows you to use upper case letters in naming a drive icon, and you can't rename the trash can at all. By editing the file, you can use whatever characters you want and you can rename the trash can (I call mine 'Shredder' as a reminder that deleted files cannot be recovered).

Another thing I have done arises from a quirk of mine. I like my icons at the bottom of the screen, which is no problem unless you want to be able to run in either medium or high rez with one DESKTOP.INF file. The file has to be medium rez or the machine will boot up in low rez with the color monitor. But that puts my icons in the middle of the screen when I boot up in high rez. So I just took a medium rez DESKTOP.INF file and changed the vertical positions of the icons from 03 to 07, and now my desktop comes up looking right in both resolutions (the machine is obviously smart enough to deal with the out-of-range value in medium rez).

And yes, you can change which icon is displayed (I don't know why you would WANT to, but if you do, now you know how). The first #F line is for folders. The second pair of digits determines which icon is displayed. I don't know what anything else on this line does.

The #D line is for non-executable files. Same comments as previous paragraph. The #G lines are for GEM files. The first pair of digits is the icon type. The same holds true for the second #F line (TOS files) and the #P line (TOS - Takes Parameters files). In TOS 1.4, the last 2 lines swap places; I don't know what significance there is to this.

The only thing left to cover is additional lines that are added to the file by the 'Install Disk Drive' and 'Install Application' functions. 'Install Disk Drive' puts a new #M line in the file that can be edited like the other #M lines. 'Install Application' adds a new #G, #F, or #P line depending on the type of application installed. This line includes the path of the application and of the document associated with it (the latter between the @'s). A typical line of this type follows.

```
#G 03 04 A:\WWRITER.PRG@ *.DOC@
```

With this line in the file, double clicking on a file with a .DOC extender will run WWRITER.PRG from the root directory of drive A and load in the selected .DOC file. Installed applications are added on at the end of the DESKTOP.INF file. [on my ST, "INSTALL APPLICATION doesn't add the drive or path, so GEM always tries to load the program from the current folder or root directory of the current disk. By editing the file, you can add the correct drive and path as Mike has shown and then never worry about it again - Ed.]

With TOS 1.4, there is a second type of installed application; an autoboot application. An application installed in this manner will be automatically run after GEM is initialized on bootup. Since it runs after GEM is initialized, a GEM application can be autorun, something that cannot be done with an AUTO folder. The new line is placed between the #d and #E lines and looks something like this:

```
#Z 01 A:\WWRITER.PRG@
```

That's all I have. I hope it is of some use to somebody!

ATARI 8-Bit PD SHELF: THE X-COM WEDGE v2.0

Programmed and Reviewed by Ed Bachman

An extended command set utility for SpartaDOS 3.2d and XL/XE's with at least 128k of ram.

The Wedge is a utility, or actually a whole gaggle of utilities in one package. It performs a range of operations, from viewing arc files, moving files, peeks and pokes, a file reader, a file locator, to various Sparta-specific functions. The "icing on the cake" so to speak, is the fact that once installed all these functions become "resident" or internal commands to the SpartaDOS command processor. Better still, the majority of these commands are NOT destructive to memory, unlike most stand alone utilities.

The Lx series of the Wedge was an attempt at consolidating varying utilities, but at an enormous memory cost (hey, you have to put the code somewhere!). Hence version 2.x of the Wedge, which bumps memrio by less than 200 bytes. This is accomplished by placing the bulk of the code out in extended ram. This requires a system of 128k or more, however, this extra space also allows the wedge to be much more powerful than a stand alone utility. Better yet, all of the work performed by the Wedge is done in extended ram, effectively preserving memory in the main bank. This allows for a variety of normally memory destructive tasks to be done, without harming any programs or data in the main bank of memory.

Some Wedge features:

The Wedge adds 17 "extended" commands to the command processor in SpartaDOS 3.2d. It will add an additional three commands if it finds a Multi I/O unit on line as well. Here are some of the features the Wedge makes

available.

- * A "paged" file reader
- * An ARC/ALF file viewer
- * Hex and decimal conversions
- * Peeks and pokes
- * Identify files
- * Find files
- * Protected copy, not memory destructive
- * Count files
- * Double column directories
- * Move files
- * Rename sub dirs
- * Erase files w/query and more.

MIO users will also have a resident DSWAP, lock MIO drive function, and direct access to the MIO menu which does not coldstart the computer should you have a cart installed.

The Wedge works well under a variety of applications and programming environments. Although it is a resident utility, it can be removed at any time for programs that require the extended ram for its own uses. If I sound enthusiastic about the Wedge it's because I am! I believe you'll find this to be a very useful utility, and after a time, somewhat habit forming. (grin)

The Wedge is shareware, and can be found on BBSes across the country. The most current revision is always available on my support board, The Atari Computer Users Technical Exchange, The ACUTE bbs 215-261-0620. ●

Floppy Disk Drive Connections

For connecting 5 1/4" drive to Atari ST connector.

PARTS LIST

- ST Drive cable (1/2).
- 34 line ribbon cable.
- IBM type drive.
- 34 line edge connector.
- 7404 HEX Inverter.
- 14 pin IC socket.
- IC board.
- Solder.
- 22 GA. stranded wire.
- Female IBM power, supply connector.
- IBM type drive power, supply.

Part No.	Cost
276-1802	.99
276-1999	.89
276-139A	1.49
276-1564	4.95

ATARI ST Drive B DIN-14 Connector

5 1/4" Drive STD BUS 34 PIN Connector
HEX INVERTER 1704
IBM DRIVE POWER SUPPLY

Pin No.	description	Pin No.	Pin No.	Pin No.
1	Read Data			30
2	Side B Select			32
3	Ground			All odd
4	Index			8
5	Drive Select	1		
		2	3	
	Drive Select	4		12
6	Not used for B			NC
7	Ground			All odd
8	Motor ON			16
9	Direction IN			18
10	STEP			20
11	Write Data			22
12	Write Gate			24
13	Track 00			26
14	Write Protect			28
		7		2i -5v
		14		4j +5v

Note: Some drives require a program like SIXMS.PRG to slow down the seek rate. Hex Inverter is Radio Shack Part Number 276-1802, TTL INTEGRATED CIRCUIT Hex Inverter pin numbers not shown are NOT connected.

R.R. Weldin Newark, DE
Credits!
D. Worley, Consultant

STAG (ST Atari User Group)
ST BBS Delaware (302) 378-2277
1200-9600 baud, 24 Hours a day



MegaByte Computers

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(Reprinted from the November Issue of THE ACORN KERNEL)

The Club Room - Financial Planning

by John Nagy

*(Each month, Z*Net looks at ways and means of keeping our Atari Clubs thriving. If your club does something unusual that other clubs could learn from, PLEASE send it to us for our next CLUB ROOM!)*

Do clubs go under because they go broke, or do they go broke because they are going under? And how important is money in operating a successful club? These questions are not a circular as they sound. Financial management can and does make or break clubs, and like in "real life", money in the bank may not buy happiness, but it can sure help satisfy members.

DUES

Some clubs try to keep their yearly dues very low in hopes of being attractive. Dues as low as \$5 a year may sound good, but if they cripple the activities that the club can muster, the member may not even get what he pays for and will disappear anyway. Without sufficient income, it is very hard to put out a satisfactory newsletter, support a BBS, or even to buy disks for a club library. It can be done, however, if the group is small and the newsletter can be run off for free at someone's business. Still, it may be hard to be taken seriously by members or potential members if the dues are trivial. People perform and expect performance in proportion to what they pay.

Other groups have dues of \$20, \$25, or even more per year. While the high membership fee may indeed keep potential members scared off, some of these clubs have done quite well by providing services above and beyond the usual. An eye must be kept out for what the membership perceives at their return on their investment.

Most clubs today charge from \$12 to \$18 a year, which provides adequate operating capital without being much of a disincentive.

When does your group charge dues? Some have an annual dues date, when every member pays for the entire year ahead. This may seem like a natural event at first, since all the founding members pay at the start of formal operation. Then, as more members are added, they pay pro-rated against the rest of the year, to catch up on the next annual dues date. This kind of dues structure can be catastrophic to a club! If costs go up or unforeseen expenses occur, even the most careful treasurer can't stretch the "bundled" income to make it to the next anniversary. Then, after perhaps several months without club publications or activities, many members may think it unwise to chance it on another year. So, the club goes quickly from out of money to out of members. Even if the money does last until the anniversary, the club's hands are tied if proposals for new projects arise. Finally, it creates a really strange attitude to tell a prospective member "Dues are \$8 this month, but if you join next month, it'll be \$6.75."

A more stable approach is to charge the same amount no matter when a member joins, and charge them again when they renew. After a year or two, the money starts coming in quite evenly through the year, making budgeting easier. Also, if a need arises to raise dues, it can be done at any time. It can even become an incentive: "Join before January and save \$5!" The accounting and membership information is really not much different in either system, and the magazine-subscription style revolving membership creates a more stable club... there is no logical annual "drop dead date".

LIBRARIES

A major source of income for many clubs are their disk libraries. Properly organized public domain disk sales can provide support for expanding the library services and even for club subscriptions to magazines and online services. The prices for disks can be low and still attractive. With bulk disks well under a dollar for ST and 8-bit both, library prices of \$5 and less are typical and provide the buyer with excellent value

for the service. Prices below \$2 are possible, but may not provide the club enough return to keep up the expenses of running the library. "Borrowing" a disk drive from the librarian for making copies may be fine... until that drive needs repair!

Some clubs maintain a disk library and allow free copies to be made at meetings. While this may benefit the copiers, it does little to help the financial stability of the club. Others engage in a risky business of actually lending out the library disks. Damage, loss, and viruses soon reduce these libraries to less than a selling point for membership. To charge enough in dues to allow for these kinds of service may seriously disadvantage potential members who cannot or choose not to come to meetings... but who wish to use the other services. Be sure your library supports itself... and more.

PUBLICATIONS

The first thing to go when money is tight in a club seems to be the newsletter. It is a natural choice, since it is a monthly expense of significant size. However, for members who are not in the mainstream of the club activities, the newsletter is the main "product" that the club offers them each month. When reading the newsletter, a member may choose not to involve himself in particular meetings or shows, but knowing they are going on and that he could at any time take advantage of them may be all he needs to know that his membership is worthwhile. Take away the monthly information, and to half of your membership, it is just as though you closed the club altogether. Don't expect too many renewals if your club has a sporadic or "missing" newsletter! On the other hand, a really good newsletter can create and hold membership all by itself.

SIZE

How big does a club need to be to be stable? Well, that varies widely, but meetings are best when at least 30 people attend, and get better with more. That means a membership of about 60-100 will sustain good meetings. They will also provide sufficient capital to pay for the ongoing expenses of an active club and a satisfactory newsletter. Smaller groups may be able to find ways to economize. Larger groups may be able to take advantage of bulk mail rates (200 pieces per mailing) and reduce their postage costs to 1/5 the first class rates! This is a significant reason to consider "sharing" a larger newsletter with one or two other clubs. (Z*Net rebates kick in after 100 issues as well!)

OTHER INCOME

Clubs have opportunities to earn additional money at shows and Atarifests through more sales from their PD libraries. At recent shows, a neighboring club averaged near \$1,000 in sales! Our own club (CHAOS in Lansing, Michigan) arranged to show and sell a new product, the VIDI-ST, and earned hundreds of dollars for the club.

With more money in a treasury, a club can take advantage of special deals when they become available. Our club found a terrific sale on memory chips a few years ago and bought enough to pass savings on to our members for over a year... at a slight profit! We also provide club owned systems for our librarians... a real incentive for the effort it takes to keep up. Our club owns the entire BBS system and pays the phone bill and upkeep. We pay for GEnie and Compuserve time, and subscribe to several magazines for our publication library. We do it all with under 150 members... most of whom will renew again and again because of the service they have available from their club.

While a club does not rotate around money, money can indeed keep things spinning. Take some time to plan your club's financial future, and it will be healthier for it! ●

JANUARY MEETING

By Sandra Hanna

For all of you who missed a most informative, informal meeting, we had around 20 members present to hear Billy McLean from ALIEN ENTERPRISES showing off his brand new BBS, called Alien Express. He's being a real pal and presenting us with 45 minutes of instant access to his BBS for logging on in the immediate future (later comers will be limited to 20 min.). It has both 8 bit and ST sections, with all the usual subdivisions. The number is (214)285-3806. All members are welcome.

After his talk on the BBS, Billy demoed his home-made hard drive system for the Atari 8 bit computer (800XL or 130XE). A very slick device, it cost him about \$400.00 to put together, and contains two 20 meg hard drives. His explanation was easy to follow, and he promises help for those of us who have visions of putting everything on ONE disk (a system like this holds the equivalent of more than 450 single density disks). If you are interested and need more information, call him up on his BBS and leave him a message. He has already done all the leg work on finding just what will work with which, so don't re-invent the wheel; use the resources provided by the club!

Those at the Jan 13th meeting seemed to really enjoy the informality, and it was brought up that perhaps future meetings should be similarly unstructured. Please let us know how you feel about it. Your opinions are important to the club.

Next month, at the Feb 10th meeting, we will be having a MIDI demo, with TWO keyboards (deuling?) and some possible game play. We are looking for games or applications to demo. Come on guys, dig down in the old (or new) stacks and come up with something to demo. Someone out there will never have

seen it, count on it, and talk to us at the next meeting. Also, if you don't come, you have no comeback if you don't like the way things are going!

Karateka

By Bill Rayl

(Reprinted from the November 1989 issue of Mile High Magazine)

Over a year ago, Broderbund announced they would be transporting Karateka, an action-oriented karate game, to the ST. The game has been eagerly awaited by many ST owners who punched and kicked their way through the 8-bit version. Now, Karateka is here for the ST.

In the game, the Princess Mariko has been kidnapped by the evil Lord Akuma and is held captive in his palace. You are a karateka, one trained in the art of karate. It is up to you to save the princess. To accomplish your mission, you'll need to defeat a dozen or so opponents in battles to the death, beat off an attack by Lord Akuma's pet hawk and, finally, face Lord Akuma himself.

One of the features that sets Karateka apart from the other games of this type is the almost cinematic way the game unfolds. The storyline is presented to you onscreen, as a parchment scrolls up your monitor. Then, the game begins as you reach the top of the cliff on which Lord Akuma's palace stands. Here, you meet your first opponent.

Once you have defeated the guard that is stationed at the cliff, the scene shifts to inside the palace. There, you see Lord Akuma ordering one of his men to take care of the disturbance on the cliff. The man bows to lord Akuma and then leaves. The scene now switches back and forth between you and Lord Akuma until you close for the fight.

The technique is very effective, and you are soon engrossed in the game. As you get closer and closer to accomplishing your mission, the cinematic feel of Karateka adds to the tension. When you first

enter the palace, the scene shifts to Princess Mariko in her cell. She hears the disturbance you've caused and she raises her head to listen. Later, as you descend to the next level of the palace, the princess stands up in expectation of being freed.

But setting the princess free is no easy task. As you progress in the game, Lord Akuma's minions get harder to beat, and their strength increases. You, on the other hand, grow fatigued and your strength decreases.

Each opponent you face must be defeated using only fist and foot. You can punch or kick in high, medium or low zone, using joystick or keyboard to control your movements. In Karateka, there are no fancy weapons, jump-spin-kick moves or back flips.

It is this simplicity of control that makes Karateka seem much more playable than many of the other karate/streetfight games. Instead of trying to remember some convoluted sequence used to accomplish a rolling somersault, you're busy kicking the butts of Akuma's minions.

Once you've defeated all the men Akuma sends against you, the game really gets tough. Now, you must defend yourself against the beak and talons of Lord Akuma's trained hawk. Each time you don't succeed in punching or kicking the hawk, the bird will score a hit on you. A few hits and you're dead. If you're good enough and you defeat the bird, then Akuma awaits in the next room.

Lord Akuma is, by far, the toughest opponent you face in the game. Aggressive and quick, he will take the initiative. If you defeat Akuma, Princess Mariko is yours; if you fail, there's always tomorrow...once your hand and joystick recover from today's battles!

The graphics and sound effects in Karateka are quite good and compliment the game very well. But Karateka is probably not a game you will boot up to inspire awe and praise from your friends. On the other hand, Karateka probably won't end up on the shelf with the "awesome" games that look great but just aren't playable.



Atari Rainbow TOS Addendum

Contributed by Lloyd Pulley, Vice President PHAST

This is Atari's user documentation for Rainbow TOS (TOS 1.4) that accompanies the TOS 1.4 ROMs currently being shipped to Atari service centers. The four-page addendum is duplicated here with permission from Atari Corporation and may be freely distributed so long as the text is not altered in any way. All copyright and trademark notices must accompany any reprinting of this addendum.

ATARI RAINBOW TOS ADDENDUM

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NOTICE: Rainbow TOS must be installed by an authorized Atari dealer. The new Rainbow TOS provides many improvements to your computer's GEM Desktop operating speed and make your computer easier to use. To make sure you have Rainbow TOS installed in your computer, select the Desktop Info option from the Desk menu. This dialog box appears.

GEM, Graphic Environment Manager
TOS



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OK

File Selector (formerly Item Selector)-----

Two important changes affect this dialog box. One is the addition of the Drive Selector. The other is improved use of wildcard characters. The Drive Selector displays drive identifier letters A through P. Click on a letter to select that drive. Drive identifiers representing uninstalled drives appear in a light typeface and cannot be selected. Use of wildcard characters allows you to more easily control the Directory window display. Use wildcard characters to replace portions of the last section of a pathname on the Directory Line.

For example, if D:\SALES*.DOC appears on the Directory Line, only files with the .DOC extension will display in the Directory window. To display the entire contents of the subdirectory SALES delete .DOC and replace it with the asterisk wildcard character. Refer to your computer owner's manual for further instructions on using wildcard characters.

To display the new directory, press [Return].

Move Files-----

With Rainbow TOS you can move a file from one folder or drive to another in addition to copying the file.

First, select the file(s) you wish to move. Then hold down [Control] as you click on and drag the selected file(s) to a new location. During the move process, a Move File(s) dialog box displays the number of files being moved. As each file is moved, the Move File(s) dialog box displays the file's name and complete destination (disk or logical drive letter and folder name). When you copy or move files, Rainbow TOS does not change the date and time stamp of those files. File date and time information will only be updated when the file is changed.

Skip a Single File During Group Copying-----

The option to skip a single file during a group copy procedure becomes available when a file name conflict occurs. A file name conflict occurs when a file is copied from one location to another and a copy of the file already exists at the new location. The following three options are presented when a name conflict occurs:

Copy Rainbow TOS overwrites the existing file and the copy operation continues.

Skip Rainbow TOS does not overwrite the file. Continues with the copy operation.

Quit Rainbow TOS does not overwrite the file. Ends the copy operation.

Abort Group Copy, Move, and Delete Operations

You can abort the copy, move, and delete operations performed by Rainbow TOS. Press and hold down [Undo]. A dialog box displays, giving you the choice of continuing or ending the operation.

MS-DOS Compatible Floppy Disk Formatting--

Disks formatted with Rainbow TOS are fully MS-DOS compatible.

Auto-Boot Applications-----

The Install Application option of the Options menu allows you to assign an auto-boot feature to any GEM based application programs. An installed application automatically opens when you boot the system. You can select applications with .PRG, .APP, or .TOS extensions.



(Cont....)

Atari Rainbow TOS Addendum cont....



Follow these instructions to start an application from a data file or autoboot an application.

1. Select a program file (.TOS, .APP, .PRG) from a directory window. Select Install Application from the Options menu. The Install Application dialog box appears, listing the application program file you selected from the desktop. 2. To install the application to run from a data file, type the correct data file extension in the Document Type field. This is the common extension of the files that use that application.

(Consult the manual supplied with the application for the most common file extension.) If you install an application to autoboot, you may leave the Document Type field blank.

Note: Some applications can open from a desktop data file only if the data file resides in the same folder as the application program files. Check the documentation supplied with the application for more information. 3. Select boot status: Auto to autoboot an application, or Normal to start an application from the desktop. 4. Select an application type. Your choices are GEM, TOS, and TOS-takes-parameters. Most programs that run from the desktop have the extension .PRG or .APP. Both of these extensions indicate a GEM application. However, some applications have the extension .TOS or .TTP. The extension .TOS indicates a TOS application. The extension .TTP indicates a TOS-takes-parameters application. Note: To use a .TTP application, first select the application, then enter the required parameters when the dialog box appears. 5. Select OK to finish. 6. To save the application's installation, select Save Desktop from the Options menu.

Disk Copy/Format Dialog Box-----

Rainbow TOS uses a combined dialog box for copy and format operations. This box displays when you select either the Format option from the File menu, or drag a disk drive icon on top of another disk drive icon. Select Copy or Format from the Copy and Format dialog box. Select from the available options and click on OK. The bar graphs in the lower half of the screen graphically detail the copying or formatting that occurs.

Changing a Folder's Name-----

With Rainbow TOS you can change the name of a folder. Click on a folder and select the Show Info option from the File menu. The Folder Information dialog box displays. You can now type in a new name for that folder.

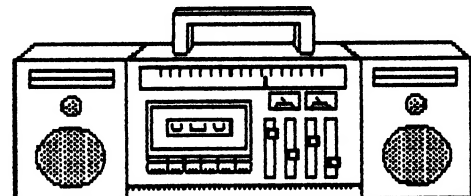
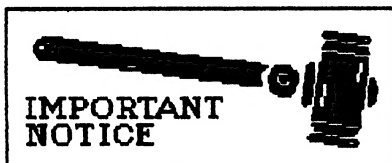
Keyboard Reset-----

You can now reset your computer from the keyboard. Hold down [Control] and [Alternate], then press [Delete]. This key combination is exactly the same as pressing the Reset button.

Pressing [Control] [Alternate] [Right Shift] [Delete] causes a VERY cold boot. It clears all of RAM (except about 64 bytes at the bottom) and then jumps to the ROMs. This cold boot clears all reset-proof RAMdisks and other data and variables that are cleared by a cold boot but not a warm boot.

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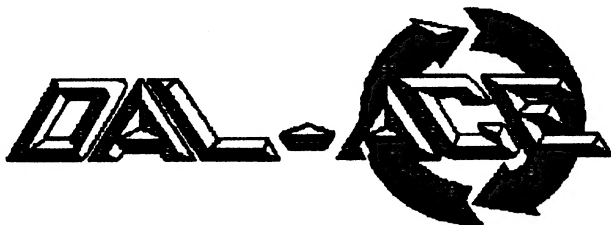


Tell your friends!

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 call from 5 to 10 p.m.
8-bit hardware
- John Saunders (817)566-0318
C and Assembler languages
- Ralph Tenny 235-4035 call from 7 to 10 p.m.
ST general knowledge and hardware
- Rene Tucker 223-6176
8-bit general knowledge
- Michael Duke _ 689-2215 _ call M-F from 8:30AM to 5:30PM
ST and 8-bit 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 Dal-ACE editorial staff reserves the right to edit your submission for spelling, punctuation, grammar, clarity, and for reasons of space limitations.

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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 disk or hard copy to the editor.

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Meeting Information

10:00 - 11:00 8-bit SIG

11:00 - 11:30Disk Sales

11:30 - 12:00Main Meeting

12:00 - 12:30New users SIG

.....Newsletter Exchange SIG

12:30 - 2:00.....ST SIG

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Dallas Atari Computer Enthusiasts

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