

# FUJI FACTS

Newsletter of

## The Atari Computer Enthusiasts of Columbus

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Vol 6, No 2

February, 1988

Price: \$1.50

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### The Editor's Column

*by Warren Lieuallen*

As promised last month, due to some very good discussions on our Atari bulletin board systems concerning some of my more controversial editorials, this month's issue features the responses in a special "ACEC Speaks Out" issue!

This local response is just the sort of thing these editorials of mine were intended to generate. As I have always said, I know you people have opinions and ideas of your very own; I'd like to hear them! The strength of our organization rests on its diversity. Everyone has different experiences and outlooks, and by pooling our resources and keeping each other informed, we can all benefit.

There are also several articles from our newly crowned "monthly columnist", Jeff Moore. The review of the new Star Trek game for the ST machines is especially timely, as this was one of the reviews at last month's meeting. The other article is a very informative comparison of many of the genealogy and family tree charting programs which are available for the eight-bit Ataris.

Your input is always welcome, both here in Fuji Facts, and at the main meetings as well. As I said, our strength is in numbers. Let others

learn from your "mistakes"; keep us all informed of those really terrific programs or bargains you've found, and all those elegant solutions you've devised to those all too common problems that crop up. We can always use suggestions (and dare I say it, volunteers!) for the monthly demos. I'd be more than happy to put exactly the kind of material into this newsletter that you'd like to see; just let me know what it is!

On a more serious note, as discussed at last month's meeting, as the cost of this newsletter is relatively expensive (between printing and mailing, all of your yearly dues are spent on Fuji Facts): Whether or not it's really worth it is not the issue. As our membership remains fairly constant, our expenses must decrease if we are to build up a respectable balance in our treasury. So, effective next month, we will now be publishing Fuji Facts on a bimonthly basis. This should allow the quality to increase, as it gives you two months to finish up those fabulous articles you're working on (you are working on some fabulous articles for me, aren't you?!), and will hopefully allow some increase in size as well.

So, with all that out of the way, it's on with the show!

## Atari Computer Enthusiasts of Columbus

This newsletter is written and published monthly (except December) by the Atari Computer Enthusiasts of Columbus (ACEC). ACEC is an independent, non-profit organization interested in exchanging information about any and all Atari Home Computer Systems.

Our main meetings are held on the second Monday of each month at 7:15 p.m., at DeSales High School (on Karl Road, just south of Morse Rd.), and are open to the public. Other Special Interest meetings are held as announced at the main meeting.

Dues are \$12.00 per year, and entitle members to all club benefits (Newsletter, Disk of the Month, Publications Library, SIG meetings, group discounts at selected area merchants, etc.).

Fuji Facts welcomes contributions of articles, reviews, editorials and any other material relating to the Atari computers, or compatible hardware devices and software packages.

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The masthead of this month's newsletter was printed with a Star SG-10 dot matrix printer, using TypeSetter 130. The newsletter itself was printed with a Hewlett Packard LaserJet series II laser printer in Times Roman 12 point, using Word Perfect 4.2 on a 1 meg IBM Model 80.

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## ACEC Rebuttal

from the ACEC and Pandora BBS

Msg #341 At 12/07/87  
From Loren Sims  
To Warren Lieuallen  
Subj 8 bit ATARI is DEAD!

Warren, I've got to respond to your "Call to Arms" editorial in the November issue of Fuji Facts.

You start out describing the apparent 'stagnation' of the ACEC users' group, and then give the best explanation I can think of for this stagnation. You claim in your third paragraph, "In summary, let's just come right out and admit it, the eight-bit Atari system is dead! That's not bad; it's just the way it is. Face it, if you were a software or hardware manufacturer, would you gamble on the old Atari eight-bits? I wouldn't. The 6502 chip is nearly fifteen years old; faster, larger, more versatile computers are now available for a fraction of what the original Atari 400 sold for. That's 'Progress'..."

For a call to arms, this sounds like 'OK, I know the war is lost, and there really is no way we're going to get out of this with our skins, but hey, c'mon guys, let's show some spirit!'

Are you for real?

To say the Atari 400/800/XL/XE line is 'DEAD' is fully as irresponsible as saying that the Apple ][ or Commodore-64 is dead. Hey, by your criteria, the IBM-PC could be considered dead (*the industry position is that they are - Ed.*). You talk about the 'old' eight-bits, while brand spanking new eight-bits wait on our favorite dealers shelves. The Coleco Adam is dead. The Timex/Sinclair is dead. The Texas Instruments 99/2 &

99/4 are dead, as are the Exidy Sorcerer and Vic-20.

As for software & hardware manufacturers 'gambling' on us, I would point to OSS, ICD, Kyan Software, and to products like Lightspeed C, the Synapse series, etc.

Your suggestion that the 6502 is an archaic mechanism doesn't jibe with the fact that it is also one of the most popular and most updated chips around. The brand-new Apple ][GS runs on one, as does the Commodore-128 (when it's not leaning on its Z-80 chip, and how old is that hunk of silicon?) The 8088 is an amazingly direct descendent of the original 8008 chip which ushered in microprocessors originally. The chip we (most of us, anyway) are running right now is not a base 6502, which you describe, but an upgraded version which runs faster. "...faster, larger, more versatile computers are now available for a fraction of what the original Atari 400 sold for." Yeah? The only ones I can think of are the ST, the Commodore-64 and -128 and the good 'old' Atari 130XE. And except for the C64 and the 130XE, we're talking sizable fraction, like 5/6th or some such. The highest price I remember seeing for a 400 is \$699. Go see what you can buy for \$699. Have you priced an Apple, or a PC, or an Amiga lately? OK, if you leave off the monitor, you could get an Amiga 500 (if you can find one), but when you can get a 130XE for around \$130, why look farther. You should be comparing to the current machines. I can get an original 400 for \$20. Match THAT power/price value anywhere! Only the Amiga can give you more in graphics (well, the Apple ][GS, too), and with a \$15 memory upgrade, you can run a vast array of

software, with more coming out every day.

You've been buying the hype, guy. The software houses have abandoned the Atari, because it is very difficult to copy-protect software on the Atari because of the easy-to-use, user-proof operating system. Atari users have gotten an unfair reputation for pirating software (check out an Apple users group meeting sometime if you want your eyes opened), and some of the game publishers decided to make an example of us. Figured our business wasn't worth worrying about. I should have written, but I don't buy games anyway.

I've been hearing this "Atari is Dead" stuff since 1981! It's like saying the theatre is dead... something people have been saying for a long time and will continue to say for a long time. But, since you've gone on to supposedly bigger and better things, well...

Your suggestions that the Atari is dead in the middle of an article bemoaning stagnation and calling for more enthusiasm REEKS of oxymoronism! Hey, aren't we getting a new 80-column adapter and disk drive?

The newest machine on the block is the XE Game System. Think of the expanded user base! I know Atari is.

'Dead'...Sheesh!

Msg #344 At 12/07/87  
From Loren Sims  
To Warren Lieuallen  
Subj ACEC 'stagnation'

As to the club, well, I've never been to a meeting since you insist on holding them on weeknights I work. I have been to meetings of the Central Ohio ST Users Group (CoSTAR is just

the name of their newsletter!) when they used to hold them on Saturday mornings.

It seems to me that without a good mix of features, attendance will be erratic at best. People who are interested in demos will come on demo night, those who want to swap/buy disks will show up on disk night, and many people will therefore miss announcements of upcoming events.

I don't know how your "business" part goes, but unless it is interesting and moves fast, fifteen minutes is a good max.

I like the way the ST group ran things, for the most part anyway. They had a new-users session for half an hour before the meeting to demo features familiar to the regular members, and to answer any questions or problems that anyone who just got their machine might have.

The regular meeting started with a little 'business' of introducing the officers, telling how the meeting was going to go, who was going to demo what, then DOM sales, then open questions to the group. There would be reports from some officers only if necessary (How's the BBS doing? We need someone to demo Flash for next week, and someone to demo anything the next, news of upcoming events like SIG meetings, computer shows, etc.). Everything went real quick.

But, have a little of everything each night to show new people what we have here, and to keep everyone interested. I would like to see SIGs meet right after the main meeting to avoid scheduling problems, but it would make it difficult to be in more than one SIG at a time.

I would like to suggest that ST demos and features are a waste of

time if, as you say: "More than 85% of our members own eight-bit Atari systems. Most of the ST owners have left us for CoSTAR..." "...nearly all of our 'active' members don't have or even want an ST..."

I see no problem being eight-bit specific, otherwise you're spreading yourselves too thin and to treat both machines fairly would take more time and effort than I think you have. If they want to learn about the ST, 'let them eat cake' and attend the Central Ohio ST Users Group meetings. Just don't schedule our meetings at the same time as theirs, to be fair. You did your part by introducing and demo'ing the ST when it first came out... now let COSTUG do the work, since they're already doing it(!), and they're better equipped to.

Later, Loren

Msg #348 At 12/08/87  
From Noni Dupriest  
To ALL  
Subj 8-Bits

Eight-bits dead? Not really, but I do know what Warren meant in his article. You now have computers that can have a thesaurus and real-time spelling checker. Machines that can compile and run high level languages, like C, at the speed it takes the 8-bit to initialize and run a BASIC game.

However, the 8-bits are still far less expensive. If my interest is games, word processing, and programming do I need to spend \$2,000- \$5,000 dollars when I can get the job done for \$400 \$500? Even the software is more expensive for the "high-powered" machines.

In my opinion there is still a market for the old 8-bits. The new Atari game machine with the gun could start a revival. It's capabilities

sure put Nintendo and Sega to shame.

But, Atari, beware the Laser 128 and the Tandy 1000.

Noni

Msg #349 At 12/08/87  
From "Thing" (*whoever that is!* - Ed.)  
To Loren Sims  
Subj I agree

I do agree with some parts of your message. I use my system just for games. I have no other use for it but maybe sometimes I'll use it as a word processor. A friend of mine would love to use it for school but she can't because the 8-bit doesn't support the engineering programs so if this person wanted to use a computer for that she'd have to go out and buy an IBM.

I'm not knocking the 8-bit; it is a very nice computer, but it won't do much else but play games. And these new games are becoming fewer and fewer since the software companies are not supporting the line. And don't tell me to program because I have no use for it. Too bad Atari just doesn't have the support it could have been a very good system for the price.

Thing

Msg #10 At 12/10/87  
From Loren Sims  
To Warren Lieuallen  
Subj Sorry...

Didn't mean to sound as you say: "critical and insulting" (perhaps I'd better reread my own message!). Just looking for some response; that's what I meant by asking if people thought I was right or if you were. I guess I was suggesting that we were on opposite sides of the issue and wanted to know where everyone else stood.

Am I the only one who believes there's life in these old boxes yet (me and Atari, that is)?

I was just shocked to read such suggestions as yours in an Atari newsletter (this was not comparable to the 'Wither Atari' articles in ANALOG! This was a flat-out pronouncement!). Concerning my "attack" on the name "Fuji Facts", the reason I didn't get my suggestion for a name in is that I didn't see the newsletter on the stands (that's the only way I get it) until after the contest results were in. My first issue announces the results. I Really didn't mean THAT comment to come across as harshly as I'm sure it did, (I was only muttering under my breath) I've just HATED people calling the noble and venerable Atari logo a Fuji ever since Antic came up with the idea years ago (besides, I think it only encourages the mistaken notion that Atari has ANYTHING to do with the Japanese!). Add to that the term 'Facts' (which is really what bothered me being associated with the suggestion of the eight-bit Ataris' "DEATH") when so much is of a somewhat less than factual nature, i.e. "HOT NEW BULLETIN BOARD NUMBERS!" by Capt. C.T. Pike, Jr.

You really had me excited there for a moment. It was a cute article, but I think two and a half pages was a lot of space to waste on it.

Msg #11 At 12/10/87  
From Loren Sims  
To Warren Lieuallen  
Subj Sorry... (cont)

I know, I know, maybe I should submit something better to waste two and a half pages on. I mean you've got to put SOMETHING in there don't you!

No, enough about the name; if I had a better idea, I'd have told it to you by now). As I said, it's not important, just a pet peeve about the term Fuji.

No, really, I think you do a terrific job with the newsletter, ESPECIALLY considering the vast amount of submissions you don't get each month. I'd like to think I speak for everyone here when I say I (we?) REALLY do appreciate the work you do here (there, well, everywhere!)

You just hit me too close to home from a direction I really wasn't expecting it (this is how you drum up enthusiasm? This is how I drum up activity in the message bases!).

That's all it was supposed to be anyway; a request for more opinions. Is the Atari DEAD or not?

-Loren-

Msg #12 At 12/10/87  
From Frank Seipel  
To Loren Sims  
Subj Hot New BBS numbers

Personally, I thought that to be one of the best articles ever in the newsletter. I couldn't stop laughing! As to death of the Atari.... Well, I use a Macintosh Plus for any serious word processing and I do a lot for different people. The Atari simply can't compare to what the Mac offers. The machine is 10 years old. It goes at around 2 mhz, the Mac goes at 8! But I like the machine for telecommunications, and there are a lot of good public domain programs for it. I enjoy running the boards and have a lot of money invested in hardware. When I am saying it is dead, I mean most development for it has ceased. I'm still interested personally in testing its limits, however.

# STAR TREK-THE REBEL UNIVERSE

*by Firebird software  
for the ATARI ST  
review by Jeff Moore*

When started, this game plays a realistic STAR TREK theme song. After the song the main screen is displayed, consisting of a large picture and seven smaller ones form the right and bottom sides. You use the mouse to point then click at each respective picture to display it as the main picture. You start with a picture of the STAR TREK crew on the bridge of the ENTERPRISE. Pointing to any crew member and clicking brings him/her up with a report or their control panel. Point and click on respective controls or screens to bring up ship functions.

Captain Kirk has the star date clock, transporter control, storage area control. Spock gives scientific information such as planetary system control or individual planet use. Uhura gives communications report. Sulu is helmsman and has control of the navigation control panel. Chekhov controls weapons, phasers and photon torpedoes. Scott warns you of engine trouble and has a display of engine efficiency. Dr. McCoy controls sick bay and shows you the current health status of the crew members.

When some one or something is 'clicked' it is shown in the middle and what it replaces is in one of the smaller pictures. Not all pictures (or controls) are displayed all the time so you must go through several 'clicks' to get to the one you want.

You go to Sulu to go to navigation, find the star charts and point to a star. The star system name is displayed with the distance to it. You can either look up the name in the book provided or click to Spock for the information and who

(Federation, Klingons, Romulan) is in control. Back on the star chart you 'set the course' then back to Sulu to find the star drive (engine) controls and select which warp speed you want (engine condition may limit you).

Go to Captain Kirk and see the time click off on his clock. Scott will verbally warn you if your going to fast and you will be told when you arrive at the system. Back to Sulu to see the planetary system. Click each respective planet then click to Spock to see what is on each of them then return to click another planet. Some planets are for dilithium mining, communication beacons, repair drones, life supporting, etc. Let's go to the life supporting planet.

Set the course and hit confirm on Sulu's board then go back to the engine controls and select the impulse speed you want. You're now on you way. Go to Sulu's planetary system display and watch your progress. You will be informed upon arrival. Click to Captain Kirk to get to the transporter screen. Select who you want to go planetside and hit 'T' to transport.

Once on the planet you click each crew member to find out their opinions on what to do, be it opening a door or working a control.

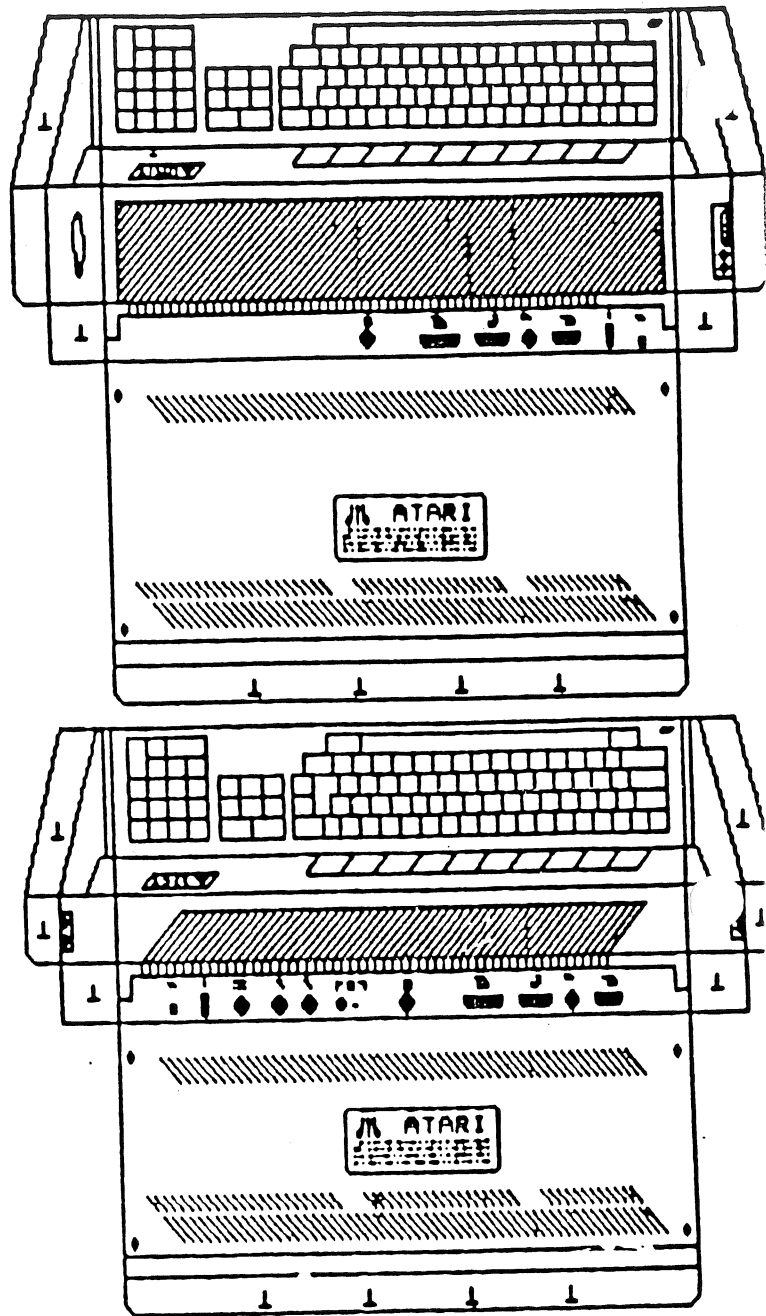
You decide who to trust and implement their decision. It may not work, someone may be injured or you may hit a dead end. Things found may be picked up and transported back with you. (These are stored in ships stores until needed)

# The Mini ST

In planetary systems you are frequently attacked by your enemies. 'Red alert' sounds, click to Chekhov for weapon control and charge up phasers or load photon torpedoes. Click to tactical and rotate the display to find the closest enemy ship. Lock on the automatic weapons control at the enemy ship and fire until he is destroyed or your weapons are 'down'(back to change weapons) or you are defeated.

Once the enemies are eliminated repairs need done and energy replenished. Repair is slow on board ship so you must travel to other system for repair drones, dilithium, weapons, etc.

You can save up to five games in progress. I've played 2 or 3 games and am usually quickly defeated. I do wish this ENTERPRISE had 'screen' protection. It's a very nice game with very good graphics, music and realistic voices of the crew, but I seem to get bored with it after a while, clicking from screen to screen to screen.... But, with all things considered it is one of the better STAR TREK games I've seen!



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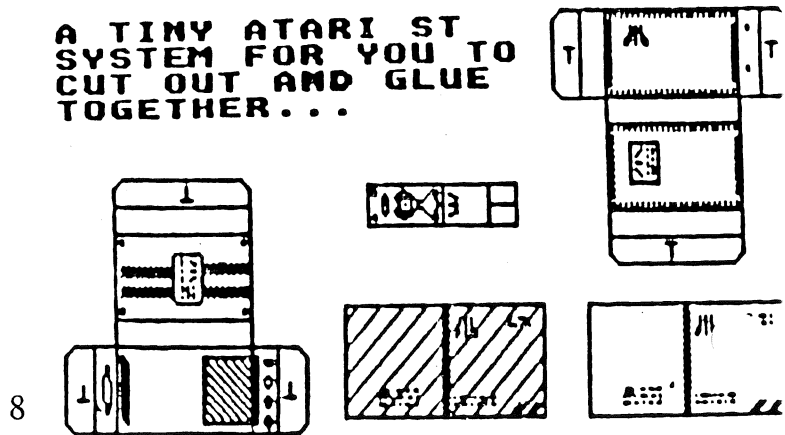


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# A Comparison of Five Different Genealogy Programs

by Jeff Moore

Family Tree - by Antic Publishing (\$19.99)

Fill out the branches of your family tree. Joystick control to choose the branch you want and keyboard (memorize codes) to enter, change or view your information. You enter very limited information; birth, marriage, death and limited history. You can also print a pedigree chart for five generations on one sheet of paper that looks very nice. 40K/BASIC/printer/one disk drive/24 generations per disk.

Compute Your Roots - by Wasatch Genealogical Software/West Jordan, Utah (\$39.95)

Enter fairly complete family information or write family history with 'history writer'. Prints nice five generation chart and family group sheet on a 15" paper (regular 8 x 11 paper printout requires two pages you must tape together). Also, it is in the LDS format (christening, etc.). This is a two sided disk; one side for the pedigree chart, the other for family group sheets. The family group sheet is divided into 3 sections (4 with history writer). Part one is for the parents and information, part two for the children, part three for LDS information. Has a nice search function for names, dates, etc. This program is menu driven. The pedigree chart is printed from the first person only. The program is extremely slow in loading and if you have any questions, don't expect a decent answer from the publisher! 48K/BASIC/printer (must print in condensed)/one disk drive.

Genealogy Database and Family Tree Organizer - by Caledonia Enterprises Sumter, SC (shareware, \$29.99 to register and receive new listable programs)

One sided disk. Program starts with ancestor and links to children, then the parent. Wife appears as mother to children, thus allowing for many wives. The main information on the father and mother are limited to five lines, but you can enter in whatever format you want. All this information is even printed on the pedigree chart. Childrens' info is limited to birth date and mother. The pedigree chart is nice and can be printed on a single 8 x 11 paper. Family group sheet has the ancestor, his parents, information you've entered and children with mother. At the bottom is a lengthy space for personal history, proofs or what ever you want. You can also printout a descendant chart and directory of person codes the program has access to. The program generates a code for each file entered in the following format, FIRST 4 LETTERS OF LAST NAME/YEAR BORN/FIRST 3 LETTERS OF FIRST NAME. The pedigree chart can start with anyone! 48K/BASIC/Star-Micronics printer/one drive/64 family files per disk but can track 500 files. This was on one of the Disks of the Month but could not be altered or printer codes changed. When registered you receive a new copy plus word processor program and misc. utilities (a total of 5 disks).

Branches (\$35) & Twigs (\$20) - by Sysco Software/Boulder, Colo.


Branches forms individual and family worksheets and a five generation pedigree chart. It features

a historical timeline which compares your ancestor dates with historical dates.

Twigs is a worksheet for cousins, nieces, nephews, etc. and has to used with Branches. Although I don't have this program, I've read that it is very nice but you sometimes must search both the individual and family worksheets to find all the information you may be looking for, and it only prints a pedigree chart form the first person only. 40K/BASIC/Epson compatible printer/one or two drives/up to five generations per disk.


Family History - by Direct Lines Software/Fair Oaks, Ca. (\$39.95)

This program prints a five generation pedigree chart, index sorted by ID numbers or names, family group chart, family group file information. The records are kept by identification number that can be computer generated or use your own. The pedigree chart is limited to the birth and death dates ONLY. The family group chart is very nice with any information you could use on your ancestor and spouse, but the children list only birth and death. The family group file is for the ancestor only with his personal information, wife and children by ID number only. This is a very fast program because it uses compiled BASIC. 48K/letter quality printer/one or two disk drives/350 individual records per disk, but can track unlimited records with more data disks.

  
**WHAT'S IN NEXT  
MONTH'S FUJI  
FACTS ?**

**ONLY YOU KNOW!**

**YOU ARE WRITING  
AN ARTICLE,  
AREN'T YOU?**

due to popular   
demand, the next  
issue will contain a  
complete index of  
all disks and  
newsletter articles

# **XE GAME EXPANSION**

*from Z-Mag via ACEC BBS  
(c) 1987 The Computer Cache*

## **128K 130XE-COMPATIBLE RAM EXPANSION FOR THE XE-GAME SYSTEM**

by Ray McGoldrick

I have tested this expansion and found it to be fully compatible with the 128K Atari 130XE, HOWEVER I can assume no responsibility for how this expansion is installed. The procedure requires soldering directly to IC chips in the XE-GAME System and should be preformed by an Atari service center or someone experienced with this type of procedure.

I've made up a 'kit' with all the required parts for \$25.00. To receive the kit send check or money order to: The Computer Cache, Service Dept., 700 E. Benson, Anchorage, Alaska 99503 or call (907)-272-9941.

Visa, Mastercard, AMEX & Discover cards excepted. We can also make arrangements to install this upgrade for you.

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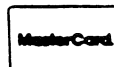
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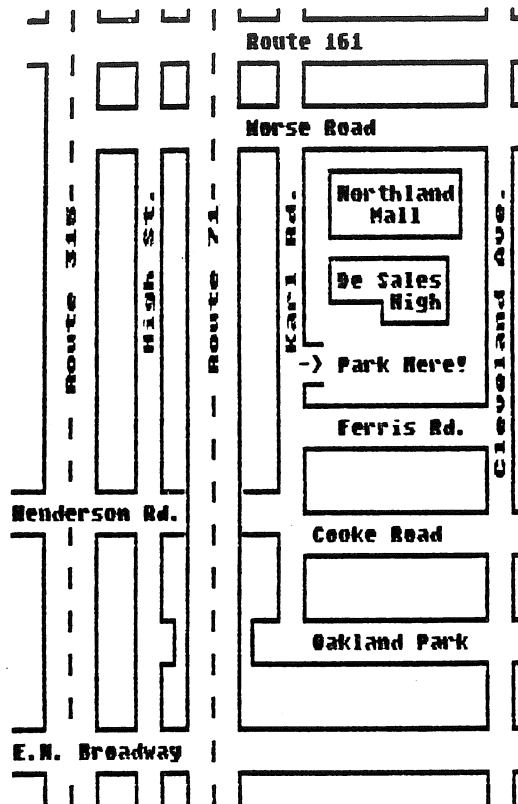


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(not to scale)



An official Users' Group, the Atari Computer Enthusiasts of Columbus meets on the SECOND MONDAY of each month. The meetings are held at 7:15 p.m., at De Sales High School on Karl Road. Meetings are open to the public, and consist of demonstrations and short tutorials of products for the Atari Home Computer Systems. Dues for ACEC are \$12.00 per year, and include a subscription to Fuji Facts, and more!

MGL '87

Fuji Facts Newsletter  
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TO:

MEETING: Feb. 8th, 7:15 pm