

FUJI FACTS

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The Editor's Column

by: Warren Lieuallen

This month's issue brings you quite a bit of informative, if not fantastically exciting material (how's that for an enthusiastic lead-in?!). However, as I was surprised by the interest expressed by the members present at our January meeting in a listing of the contents of our Disk Library, I decided to "go all the way", and give you a complete Table of Contents for both the Disks of the Month and our newsletter.

Despite its success and acceptance, I've departed from our now standard "booklet" style of printing. This is because this issue was photocopied, rather than offset printed as we've done in the past. You will also notice (or have already noticed, depending on whether you read this editorial first or last {if at all!}) the many different print styles present in the issue of Fuji Facts. There is a method to my madness. Trust me, you need to see all these different kinds of type, printing and layout.

ACEC needs to re-structure Fuji Facts, for a number of different reasons as discussed at the last few meetings (and if you'd come, you'd know what I was talking about!). As a part of this re-structuring, I've included a *very important* User Survey towards the back of this issue. Please (**PLEASE!!**), remove this page, take a few minutes to fill it out, and return it to me. There are going to be some changes made; if you'd like to have some influence in these changes, please help me by letting me know what you think. Thanks.

One of the minor changes that I'd like to announce right now has to do both with the method that I use to print Fuji Facts, as well as the material you read in it. After toying around with a number of different programs on several different computers (the Atari XL, Atari ST and IBM), I've decided to take a crack at

designing my *own* desktop publishing system! I'm planning on including an on-screen (software-driven) eighty column display, dynamic double column editing, and a "WYSIWYG" GEM-like environment. Don't get too excited, though — I'm planning on writing it in Action!, for the Atari 8-bits, and will structure it specifically for formatting and printing Fuji Facts (It's not going to be a Publishing Partner clone or anything even close, for heaven's sake! I've probably bitten off more than I can chew.). If there is any interest, I would be happy to run a monthly column dealing with the program's development and and explanation of Action! programming along the way. Any takers?

The next few ACEC meetings are really going to be something special. This upcoming meeting (March 14th) will be devoted to a demonstration of Publishing Partner by Larry Mendel. Anyone with any interest in graphics, the ST or desktop publishing won't want to miss this one! Then, next month's meeting (April 11th) has been scheduled as a "Do Your Own Thing" meeting, where we will feature demonstrations of programs written by our very own members! Plan on coming out and seeing all of our hidden talent! Or better yet, bring some of your programs and show off *your* hidden talent!

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Atari Computer Enthusiasts of Columbus

since 1982

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 and Ventura Publisher on a 1 meg IBM Model 80.

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DAISY DOT II

PUBLIC DOMAIN SOFTWARE NEAR LETTER QUALITY EMULATOR

by Roy Goldman
reviewed by Dr. Warren Lieullen

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 form and 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 pre-formatted 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 allowed by 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 (Which he unfortunately chose to originally title "Daisy Dot II". This program has since been renamed "Dot Magic"), incorporating a few additional features. 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 re-written in C (the original was in compiled Turbo BASIC), the user interface has been upgraded, and many new commands have been added. 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 contain 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 14 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 both the precise syntax to include in your file, as well as a print-out 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 output of Daisy Dot II, this review was printed on my Star SG-10 printer, using the Roman font. In my own set-up, I have accumulated 21 different fonts, and have designed several myself. I use TextPro as the word processor, running from the 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 (multiple sizes) in a text file
- "chain" multiple files together, to allow "unlimited" text size
- AND MORE!

All of these commands are accessed from within the text file itself by preceding 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.

The usage of Daisy Dot II could not be simpler. Once you have created an ASCII with your favorite word processor, you simply boot Daisy Dot II and follow the prompts. You'll be asked for which font you'd like to use, and which file to print. A menu of global commands is then presented, which includes, margins, justification, pages to print, spacing and density, etc. You may alter any of these from the menu, if you like. Press START, and your document is printed!

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!

SCRNPRNT.BAS 064 | LABELS .BAS 031
048 FREE SECTORS

DOM 18A1

DOS .SYS 039 | LUMB JACK.BAS 001
SHOTSTAR.BIN 011 | BRICKLAY.BIN 016
MAGICTRK.BAS 020 | DUMDRAGI.BAS 139
DUMDRAGII.BAS 177 | DICE .BAS 072
SUBATAACK.BAS 065 | TRIANGLE.BAS 004
083 FREE SECTORS

DOM 18A2

DOS .SYS 039 | DUP .SYS 042
BOXMAKER.RUN 002 | GBOX0 .OBJ 006
GBOX1 .OBJ 007 | GBOX2 .OBJ 007
BOXMAKER.BAS 079 | CLOCK .BAS 036
CCHECK .BAS 014 | DCHECK2 .BAS 024
BUDGET .BAS 147 | KILOWATT.BAS 086
THERMONT.BAS 093 | SOLIDS .BAS 066
SOLIDS .DAT 007 | SOUNDDEM0.BAS 012
040 FREE SECTORS

DOM 18B1

SCOPY .SYS --- | autobooting disk

DOM 18B2

MANIAC .BIN 032 | MYRIPED0.BIN 107
FROGGIE .BIN 040 | PACMAN2 .BIN 103
FILLERUP .BIN 026 | LIVEMIRE.BIN 037
RETROFIR .BIN 042 | HARVEY .BIN 013
SHOOT .BIN 010 | 293 FREE SECTORS

DOM 19A1

DOS .SYS 039 | DUP .SYS 076
CANUCK .BIN 242 | CREDITS .DOC 003
GALAXIAN.BIN 061 | SMUSH .BIN 067
SHERLOCK.BAS 101 | BASEBALL.BAS 082
SNOWFLAKE.BAS 030 | 006 FREE SECTORS

DOM 19A2 -- DOS 3.0 disk

FMS .SYS 004 | KCP .SYS 001
KCPOVER .SYS 005 | COPY .UTL 005
DUPIISK .UTL 004 | INIT .UTL 006
CONVERT .UTL 005 | HELP .UTL 002
HELP .TXT 012 | HANDLERS.SYS 001
MUSICSYN.BIN 003 | STARMARZ.MUS 002
MUSICBOX.MUS 003 | BOJANGLE.MUS 002
STYALIVE.MUS 004 | DALLAS .MUS 002
ROUND .MUS 001 | EVERGRN .MUS 004
STING .MUS 001 | MASH .MUS 002
YELLOW .MUS 001 | RAPSOBY .MUS 002
UPUP .MUS 001 | ENTERRM .MUS 001
GREENSLV.MUS 001 | SOLACE .MUS 002
POMP2 .MUS 001 | OBLADE .MUS 001
SIXTY .MUS 002 | BOUREE .MUS 001
DREAMER .MUS 001 | ROW .MUS 001
LUCY .MUS 002 | 000 FREE SECTORS

DOM 20A1

DOS .SYS 039 | DUP .SYS 042
PLANET .BIN 029 | MUNCHIN .BAS 063
MONOPOLY.BAS 089 | CRASHDIV.BIN 056
ABCTRAIN.BAS 069 | WORMSQRM.BAS 043
SMIRL .BAS 017 | AURABALL.BIN 242
TARTAN .BAS 004 | 014 FREE SECTORS

DOM 20A2

DOS .SYS 034 | DUP .SYS 070
DEFAULT .031 | RK232 .ARX 001
ARCREATE.BAS 016 | MAILIST .TS 004
TSOPE .BIN 087 | TSCOPE .DOC 073
AMDRIIVER.BIN 004 | AMDRIIVER.DOC 068
PAINT .BIN 051 | PAINT .DOC 039
MAILIST1.BAS 008 | MAILIST2.BAS 010
MAILIST3.BAS 088 | GRAPHIT .BAS 017
POLARGRF.BAS 016 | TRENDS .BAS 054

GREYHOLE.BAS 004 | 032 FREE SECTORS

DOM 20B1 -- FORTH programming

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 123 | SYSTEM .4TH 099
NOISES .4TH 082 | FLAKES .4TH 082
FLAKES .BAS 037 | DOODLE .4TH 042
161 FREE SECTORS

DOM 20B2 -- FORTH programming

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 002 | INTRFACE.IN0 001
W800 .IN1 006 | FORTH01B.IN2 119
FORTH01 .INZ 061 | DOS .4TH 013
DISK .4TH 041 | BOOTEDIT.4TH 013
EDITOR .4TH 095 | FORMAT .4TH 050
SEARCH .4TH 041 | SYSTEM .4TH 099
TURNKEY .4TH 009 | UTILITY .4TH 025
DISK .CAT 001 | 050 FREE SECTORS

DOM 21A1

DOS .SYS 039 | EPSILON .BAS 101
RESCUE .BAS 080 | ARENA .BAS 062
CENTUR .BAS 098 | ESCMAZE .BAS 053
GANTLET .BAS 106 | GLOOP1 .BAS 003
GLOOP .BAS 061 | SNOWBIRD.BAS 042
CIRCLE .BAS 005 | 057 FREE SECTORS

DOM 21A2

DOS .SYS 039 | DUP .SYS 042
KALSCOPE.BIN 047 | DISKVIEW.BAS 023
NEWDISK .BIN 062 | LI .062
L2 .008 | SCRNSAVE.BAS 005
SCRNLOAD.BAS 005 | CIOSAVE .LST 003
CILOAD .LST 003 | BENCHMRK.BAS 008
RUNAUTO .BAS 005 | MATHWIZ .BAS 073
PICPERF .BAS 060 | GR107 .BAS 055
SINE .BAS 014 | SINEPRNT.BAS 025
GRAPH .BAS 061 | NORAD .BAS 060
HAHAHANA.BAS 010 | 037 FREE SECTORS

DOM 21B1

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 002 | AMSPLAY .032
CANTINA .AMS 104 | YAKSAX .AMS 047
LITFIRE .AMS 045 | RYAN .AMS 088
PINETOP .AMS 053 | JUMP .AMS 112
063 FREE SECTORS

DOM 21B2

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 002 | AMSPLAY .032
BACH .AMS 164 | BETHOVEN.AMS 047
STAIRWAY .AMS 110 | RONDO .AMS 058
ARTHUR .AMS 069 | RED99BAL.AMS 089
VOLARE .AMS 034 | 021 FREE SECTORS

DOM 21C1

HOMEINV .PRG 193 | DOS .SYS 039
DUP .SYS 042 | HOMEINV .SCR 005
AUTORUM .SYS 001 | ANDER .NET 071
SORT .BAS 041 | HOMEINV .R01 102
HOMEINV .P01 111 | HOMEINV .F01 003
MENU .015 | HOMEINV .I01 001
083 FREE SECTORS

DOM 22A1

DOS .SYS 039 | SPYRO .BAS 007
AXISASS .BIN 053 | TRIKTRAX.BIN 108
GAMBLER .BAS 162 | BIGJOKE .BIN 088
BACTERIA .BIN 040 | CHOPPER .BIN 022
POKERSOL .BIN 131 | 056 FREE SECTORS

DOM 22A2

DOS .SYS 039 | DUP .SYS 042

AUTORUM .SYS 032 | SECT720 .BAS 012
EXTBASIC.DOC 092 | EXTBASIC.BAS 083
CALCULAT.DOC 013 | CALCULAT.BAS 066
EDFONT .BAS 077 | DOSMIZ .DOC 120
DOSMIZ .BIN 112 | BOXES .BAS 006
005 FREE SECTORS

DOM 22B1

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 032 | BILLIJ .AMS 165
MANIAC .AMS 123 | LETITBE .AMS 072
HMANTUCH.AMS 097 | LONGER .AMS 045
OPENARMS.AMS 047 | IMPMARCH.AMS 043
002 FREE SECTORS

DOM 22B2

DOS .SYS 039 | DUP .SYS 042
AUTORUM .SYS 032 | DOMMUNDR.AMS 162
SOUTHMIT.AMS 100 | PROUDMAR.AMS 046
ISLANDS .AMS 074 | LEADBAND.AMS 075
RHAPBLUE.AMS 027 | RHYTHM .AMS 043
TAKEAWAY.AMS 036 | AMERICA .AMS 011
020 FREE SECTORS

DOM 23A1

DOS .SYS 039 | AUTORUM .SYS 006
SPYPLANE.BAS 138 | BRING .EXE 028
HYPNOSIS.EXE 040 | AVALANCH.EXE 042
CLOSEOUT.EXE 072 | BUNNYHOP.BAS 040
MIKEBALL.EXE 242 | LACE .BAS 006
054 FREE SECTORS

DOM 23A2

DOS .SYS 039 | BEDSTICK.BAS 166
MULE .BAS 150 | NITEBRIU.BAS 117
HORSPLAY.BAS 104 | STARSECT.BAS 093
038 FREE SECTORS

DOM 23B1

DOS .SYS 039 | DSK .CAT 001
DIR .PRT 013 | GR100BJS.BAS 101
LOADFILE.OBJ 002 | SCRMMOVE.OBJ 001
JOYSOUND.BAS 070 | FASTKEY .BIN 001
RAMDISK .DOC 023 | RAMDISK .BIN 003
WEDGE .DOC 010 | WEDGE .AUT 011
NUM .DOC 003 | NUM .BIN 002
LOADBIN .BAS 004 | HNL0K2 .BAS 023
REPAIR .BIN 154 | CLOWE .BAS 018
POLYCOPY.BAS 030 | CATALOG .BAS 099
COMPRESS .002 | CATALOG .A 001
CATALOG .B 001 | CATALOG .C 001
CATALOG .D 001 | CATALOG .E 001
CATALOG .F 001 | CATALOG .G 001
CATALOG .H 001 | CATALOG .I 001
CATALOG .J 001 | CATALOG .K 001
CATALOG .L 001 | CATALOG .M 001
CATALOG .N 001 | CATALOG .O 001
CATALOG .P 001 | CATALOG .Q 001
CATALOG .R 001 | CATALOG .S 001
CATALOG .T 001 | CATALOG .H 001
CATALOG .V 001 | CATALOG .M 001
CATALOG .X 001 | CATALOG .Y 001
CATALOG .Z 001 | LOTTO .BAS 017
054 FREE SECTORS

DOM 23B2

DOS .SYS 039 | AUTORUM .SYS 002
PRNTUTL .DO 001 | AMODEM .DOC 029
AMODEM .AUT 003 | AMODEM .BAS 129
AUTODIAL.BAS 054 | AUTODIAL.NUM 001
TERML030.DOC 047 | TERML030.AUT 017
TERML030.BAS 091 | SUPRTERM.DOC 033
SUPRTERM.AUT 017 | SUPRTERM.BAS 083
TS0DIAL .DOC 033 | RWFILE .DOC 007
READFILE.BAS 005 | WRITEFIL.BAS 008
DISKTRAN.BAS 050 | BOOT850 .BAS 005
045 FREE SECTORS

DOM 23C1

BOS	.SYS	039	AUTORUM	.SYS	002
KOALA	.BAS	023	KOALA12	.DOC	017
KOALA1	.BAS	025	KOALA2	.BAS	013
KOALA3	.BAS	031	SAGE	.DOC	004
SMARS	.PIC	028	APOLLO	.PIC	030
NIGHT	.PIC	044	USTODA	.PIC	033
VENO	.PIC	024	VOYAGE	.PIC	045
PORTRAIT	.PIC	027	TEDDY	.PIC	044
BAUD	.PIC	013	PLANET	.PIC	010
BALLET	.PIC	055	DANCE	.PIC	056
MCOYOTE	.PIC	019	MONSTER	.PIC	016
MANSION	.PIC	048	TRON	.PIC	015
DUP	.SYS	042	STORY2	.BAS	004
000 FREE SECTORS					

DOM 23C2

DOS	.SYS	039	AUTORUM	.SYS	002
KOALA	.BAS	023	SATURN	.PIC	014
SHUTTLE	.PIC	031	FIREWORK	.PIC	027
SUPERMAN	.PIC	033	BKING	.PIC	020
LITHOUSE	.PIC	051	CARDNALL	.PIC	028
THEBASS	.PIC	023	DNKYKONG	.PIC	019
GGBRIDGE	.PIC	028	TWEETY	.PIC	008
PORKYPIG	.PIC	020	HENERY	.PIC	014
SPACE	.PIC	014	ZIGGY	.PIC	016
KOALA	.PIC	041	OSCAR	.PIC	032
SNOWMAN	.PIC	040	DESERT	.PIC	017
LOCKUP	.PIC	021	MOONSET	.PIC	034
DINO	.PIC	018	DUP	.SYS	042
BKING2	.PIC	021	031	FREE SECTORS	

DOM 23D1

DOS	.SYS	039	AUTORUM	.SYS	039
RAIDARK	.AMS	055	CHARIOTS	.AMS	036
BOSIE	.AMS	055	ELITE	.AMS	054
TAIL	.AMS	077	STILROCK	.AMS	111
GFUN	.AMS	072	UPTOWN	.AMS	056
MARCHES	.AMS	111	002 FREE SECTORS		

DOM 23D2

DOS	.SYS	039	AUTORUM	.SYS	039
CHOPIN66	.AMS	131	ELISE	.AMS	059
HAYDOP74	.AMS	017	PCANON	.AMS	070
CARMEN	.AMS	037	FLITEBEE	.AMS	061
CLAVIS	.AMS	068	BACHORAL	.AMS	012
NUTCRACKR	.AMS	125	049 FREE SECTORS		

DOM 24A1

DOS	.SYS	039	HIGHS	.TMP	001
AIRATAK	.BAS	080	MONEY	.BIN	024
MICROPUZ	.BAS	078	THECAVE	.BAS	162
SPELLSAM	.BAS	065	DASH	.BIN	028
REBOUND	.BAS	085	BEWER	.BAS	075
SPIRO	.BAS	014	056 FREE SECTORS		

DOM 24A2

DOS	.SYS	039	AUTORUM	.SYS	002
MATTEDIT	.BAT	002	LANTERN	.BAS	042
GOSTBUST	.PIC	015	SNOOPY	.PIC	014
OPUS	.PIC	019	GARFIELD	.PIC	021
GARFIEL2	.PIC	031	OBIE	.PIC	018
INDIANA	.PIC	042	GIZMO	.PIC	038
MICKEY	.PIC	021	BATLSHIP	.BAS	081
BBSLIST	.ATM	059	XLKEY	.BAS	010
TEST1027	.BAS	006	UNDELETE	.BAS	033
MLTRACER	.BAS	049	MATTEDIT	.BAS	110
PAINTER	.BIN	020	MAIN	.OBJ	003
MATTEDIT	.TXT	004	028 FREE SECTORS		

DOM 24B1

DOS	.SYS	039	AUTORUM	.SYS	039
CONCERT	.AMS	157	AMRFG	.AMS	079
CFUGUE	.AMS	032	TRUMPET	.AMS	044
FINALE	.AMS	063	BMINRF	.AMS	029
GAUOT1	.AMS	028	FANTMAJ	.AMS	075
WACHET	.AMS	045	JIG3	.AMS	064

SARAAMIN.AMS 013 | 000 FREE SECTORS

DOM 24B2

AGITATO	.AMS	212	FANTASIA	.AMS	064
AIRVARAT	.AMS	090	ECHO	.AMS	074
NILBLUES	.AMS	024	PEGGYSUE	.AMS	073
BUMBLEBG	.AMS	038	SGRBLUBG	.AMS	024
WALKLINE	.AMS	016	DOS	.SYS	037
DUP	.SYS	042	AUTORUM	.SYS	024
AMS2DOC	.BAS	019	273 FREE SECTORS		

DOM 25A1

DOS	.SYS	039	MOLE	.BAS	060
DARKHORS	.BAS	099	DIVER	.BAS	095
FIREBUG	.BIN	039	CLIMBER	.BAS	073
MOTOMAZE	.BIN	067	SLAVES	.BAS	170
057 FREE SECTORS					

DOM 25A2

DOS	.SYS	039	HYPNO	.2X3	009
HYPNO2	.2X3	009	AMOD25XL	.AUT	003
AMOD25XL	.BAS	149	MPPHAND	.AUT	047
MPPHAND	.DOC	035	AMODMPP	.BIN	117
ANIMATE	.BAS	015	ANTED	.BAS	154
MAKESETS	.BAS	012	HYPNO	.BAS	030
DEMO	.BAS	027	ROM	.SET	009
ANTED	.SET	009	HYPNO	.SET	009
CURSOR	.BAS	008	MOIRE	.BAS	008
018 FREE SECTORS					

DOM 25B1

DOS	.SYS	039	DUP	.SYS	042
AUTORUM	.OLD	002	LANTERN2	.BAS	045
LATESHOW	.PIC	016	BINKLEY	.PIC	029
REFLECT	.PIC	030	KRUGE	.PIC	037
COMODORE	.PIC	021	MODELS	.PIC	036
JOHNYOKO	.PIC	019	KAHN	.PIC	045
ANALOG1	.PIC	031	LUCIEN	.PIC	036
ANALOG2	.PIC	054	DUKE	.PIC	051
CDISK	.PIC	019	MARS	.PIC	035
SPIDEY	.PIC	016	VISION	.PIC	020
VIPER	.PIC	020	YODA	.PIC	029
GARFIEL3	.PIC	024	011 FREE SECTORS		

DOM 25B2

DOS	.SYS	039	DUP	.SYS	042
AUTORUM	.SYS	002	LANTERN3	.BAS	069
KIRK	.PIC	023	DOOM	.PIC	026
ARTIST	.PIC	035	STORM	.PIC	025
SPOCK2	.PIC	013	SPOCK1	.PIC	021
LBK	.PIC	025	KLINGON	.PIC	017
CASTLE	.PIC	016	LANDING	.PIC	029
ENTRPRIZ	.PIC	014	LILSAL	.PIC	006
SHIP2	.PIC	018	SHIP1	.PIC	031
CIGAR	.PIC	012	BOZO	.PIC	027
BOZO0ISK	.PIC	010	WEIRD	.PIC	025
OBNOKO	.PIC	024	JTARI	.PIC	009
VADER	.PIC	029	DALLAS	.PIC	016
HORSE	.PIC	034	CITY	.PIC	022
CONVERT	.BAS	029	019 FREE SECTORS		

DOM 26A1

DOS	.SYS	039	BOPOTRON	.BAS	078
BOPCONST	.BAS	037	SPACRACE	.OBJ	033
CREEPCAV	.BAS	100	ENTERDOC	.TXT	128
ENTRPRIS	.BAS	235	057 FREE SECTORS		

DOM 26A2

DOS	.SYS	039	CIRCHAR	.SYS	002
VT10DOC	.TXT	069	AUTORUM	.SYS	076
RMAN1030	.AUT	023	TERM1030	.BAS	092
TERMDOC	.TXT	045	CIRCUIT1	.BAS	037
CIRCUIT2	.BAS	104	CIRCHAR	.AUT	010
FORMAT	.OBJ	053	LOADER	.AUT	017
LOADOC	.TXT	005	MEMUMAK2	.OBJ	026
SEODOS	.BAS	015	TRANSFIX	.BAS	020
TRANSFIX	.AUT	001	038 FREE SECTORS		

DOM 26B1

DOS	.SYS	039	AUTORUM	.SYS	011
ANSPLAY	.BAS	051	AMSKLDOC	.TXT	026
COMEDIAN	.AMS	064	MUPPET	.AMS	030
JIG3	.AMS	064	VIDEO	.BAS	085
JAZZ	.BAS	126	MUSICBOX	.BAS	098
MCCPLAY	.OBJ	018	BACHCOR	.MCC	006
BACHONE	.MCC	039	BACHTMO	.MCC	030
000 FREE SECTORS					

DOM 26B2

DOS	.SYS	039	AUTORUM	.SYS	002
LANTERN3	.BAS	069	ET	.PIC	027
PARROT	.PIC	052	KNIGHT	.PIC	022
NIXON	.PIC	020	GARFIELD	.PIC	020
EYEBALL	.PIC	020	FRANKSTN	.PIC	020
SKULL	.PIC	032	DRAGON1	.PIC	036
TWAIN	.PIC	015	JIMZ	.PIC	018
RACE	.PIC	040	STRIPE	.PIC	018
DRAGON52	.PIC	024	LINCOLN	.PIC	022
BOND	.PIC	016	SCOOPY	.PIC	010
LDK	.PIC	025	FMA	.BAS	018
TURBO	.FMA	071	SHDGIRL	.FMA	067
004 FREE SECTORS					

DOM 27A1

DOS	.SYS	039	DUP	.SYS	042
MDISK	.DIR	041	CARDS	.BAS	084
KMASSONG	.BAS	093	RECKLESS	.BAS	050
HOMEHTL	.BAS	169	HOOKEYB	.BAS	054
NOLYHITE	.BAS	047	TEXTEDIT	.BAS	045
043 FREE SECTORS					

DOM 27A2

DOS	.SYS	039	INFOBITS	.BAS	014
STING	.000		MALAGUEN	.150	
FLIGHT	.092		ELEPHANT	.069	
QUEST	.32K	185	TARGETS	.BAS	031
ENEMY	.BAS	017	INFOBITS	.TXT	010
MAIL	.BAS	013	007 FREE SECTORS		

DOM 28A1

DOS	.SYS	039	DUP	.SYS	076
WEATHER	.BAS	038	BIFFDROP	.BAS	086
KEYCLICK	.BAS	007	SAVER	.BAS	010
BASICKEY	.BAS	015	BASICKEY	.SRC	030
WINDOWS2	.SRC	037	WINDOWS2	.BAS	027
MINER	.BAS	039	BANNER	.BAS	029
ANDROTON	.LST	060	ANDROTON	.EXE	084
GEOQUIZ	.BAS	091	039 FREE SECTORS		

DOM 28A2

DOS	.SYS	039	DUP	.SYS	042
JTERM38	.BAS	068	AUTORUM	.SYS	001
PRUFREAD	.BAS	008	TYPO2	.BAS	009
BBSNUMB	.TXT	046	ASTRON	.BAS	136
ASTRON	.TXT	017	JTERM38	.TXT	015
TYPO	.TXT	007	CRAZY8	.BAS	110
NIM	.BAS	016	HAMURABI	.BAS	038
STATES	.BAS	060	HEARTS	.BAS	036
QUATRAIN	.BAS	057	002 FREE SECTORS		

DOM 29A1

DOS	.SYS	039	DUP	.SYS	076
CHESS	.DOC	017	QT	.BAS	097
POPCORN	.BAS	078	POPCORN	.BIN	029
CHESS	.BAS	081	ROBOT	.BAS	060
DARK	.BAS	085	KOOKQUST	.BAS	120
SPELLING	.BAS	014	011 FREE SECTORS		

DOM 29A2

DOS	.SYS	039	AUTORUM	.SYS	025
DISKIO	.BAS	064	SEARCHN	.LST	014
HOMELAN	.BAS	108	MUSFLASH	.BAS	044
PALETTE	.BAS	051	CMPID	.BAS	029

BLONDELL.BAS 095
VALENTIN.BAS 013
CRYPTO .BAS 055
BLONDGAN.DAT 004

DOM 30A1

DOS .SYS 039
ADVENTISL.BAS 194
CALORIES.BAS 043
ERRORMSG.BAS 029
MICRODOS.BAS 044

DUP .SYS 042
ADVENTKS.BAS 101
VANDADV .BAS 101
THIEF .BAS 070
044 FREE SECTORS

DOM 30A2

DOS .SYS 039
ATHFMT .SYS 002
CUSTOMMP.LST 008
JIGSAW .FNT 009
GREEK .FNT 009
HIERO .FNT 009
FANCY .FNT 009
NORTH .FNT 009
GOTH .FNT 009
ROMAN .FNT 009
OUTLINE .FNT 009
ADVENTUR.FNT 009
FLATFOOT.FNT 010
CURSIVE .FNT 009
FONTLOAD.LST 003
FONTMAKE.BAS 110
CURSIVE2.FNT 009
BLOCK2 .FNT 009
DISKPRT .003
CUSTOM .DOC 032
MICRODOS.OBJ 017
022 FREE SECTORS

DUP .SYS 042
CUSTOMGP.BAS 054
JERRY .FNT 009
COMPUTER.FNT 009
HEBREW .FNT 009
MATH .FNT 009
CHEMICAL.FNT 009
SOUTH .FNT 009
STOP .FNT 009
OLDE .FNT 009
RED .FNT 009
ARCHAIC .FNT 010
UNDERLIN.FNT 010
FONTD5PL.BAS 010
FONT .BAS 077
FONTFX80.LST 009
BLOCK1 .FNT 009
EPSTAN .FNT 009
DIGITAL .FNT 009
AMFMT .DOC 010
SEQDOS .BAS 015

DOM 31A1

DOS .SYS 039
INFOBITS.FIL 002
DRAGONLR.BAS 135
ZURK .BAS 069
INFOMOD .BAS 003
ELIZA .BAS 076
SECURITY.BAS 076

DUP .SYS 042
INFOBITS.BAS 027
MAXICOPY.BIN 009
ACROBAT .BAS 103
INFOBITS.TXT 018
HONEYMAT.BAS 062
046 FREE SECTORS

DOM 31A2

DOS .SYS 039
AUTORUM .SYS 002
MENU .019
CHECKBOO .096
CHECKBAL .058
DATEDOC .BAS 017
MAILLIST.BAS 088

GRAPH .BAS 116
START .010
UTILITY .064
CHECKPRT .067
DATEBOOK.BAS 084
CALENDAR.BAS 031
016 FREE SECTORS

DOM 31B1

DOS .SYS 039
MR5SCRAM.BXL 097
ADDRESS1 .051
BG1985 .015
BACH .BAS 044
BANNER3 .PTR 025
042 FREE SECTORS

DUP .SYS 042
MR5SCRAM.DOC 044
BUDGET .BAS 051
BLAKJACK.BAS 073
MONSTER .BAS 139
COLOCOS .045

DOM 31B2

DOS .SYS 039
START .010
UTILITY .064
CHECKPRT .067
352 FREE SECTORS

AUTORUM .SYS 002
MENU .019
CHECKBOO .096
CHECKBAL .058

DOM 32A1

DOS .SYS 074
RAMDISK .COM 009
AUTO850 .SYS 001
KERMIT .BIN 160
SETUP .COM 070
025 FREE SECTORS

DUP .SYS 042
DOS25 .DOC 165
KERMIT .DOC 037
COPY32 .COM 056
DISKFIX .COM 060

DOM 32A2

DOS .SYS 037
SPSCRIPT.TXT 005
SPSCRIPT.BIN 067
HIGHLOW .BAS 036
BOULDER .BAS 053
BURGER .BAS 062
BURGER .BIN 009
RUMAUTO .BAS 017
038 FREE SECTORS

DUP .SYS 042
CLUE .BAS 070
DODGER .BAS 048
ATARIBBS.TXT 049
ARENA .BAS 056
MHD .ML 009
PREPBURG.BAS 072
PULSE .BIN 037

DOM 33A1

DOS .SYS 037
COPY32 .COM 056
DISKFIX .COM 060
DISKIO .DOS 025
ROUNDUP .BAS 081
COSMIC .BAS 027
022 FREE SECTORS

DUP .SYS 042
SETUP .COM 070
RAMDISK .COM 009
CALENDAR.BAS 096
LUNAR .BAS 115
WEBSTER .BAS 067

DOM 33A2

AUTORUM .SYS 025
XIO41 .BIN 007
V .BAS 012
TSCOPE .DOC 073
AMODFIX .LST 004
PROBJ .DOC 096
V .OBJ 002

DOS .SYS 039
XIO41 .DOC 014
MSCOPE .BIN 005
ROTO .BIN 091
PROBJ .BIN 067
DRDADUM .BIN 004
108 FREE SECTORS

DOM 34A1

DOS .SYS 037
RAMDISK .SYS 009
AUTORUM .SYS 004
AUTORUM .BXL 055
SENTENCE.DAT 002
MAKLOCK.BAS 023
BLINE .BIN 005
LOANSHRK.BAS 042
COLOR256.BAS 024
107 FREE SECTORS

DUP .SYS 042
LAZERTYP.BIN 039
AUTOMORD.SYS 109
WORDLIST.DAT 001
MUSICIAN.BAS 125
SETCLOCK.BAS 010
REVIVE .BIN 002
ZPLOTTER.BAS 048
HORSE .BAS 023

DOM 34A2

DOS .SYS 039
DRAM .033
SAMPLE .006
TRIANGLE .010
COLOR .004
GRAPH .009
PLOT .LGO 019
DIR1020 .BAS 010
SOLIDS .BAS 078
CHIP .DAT 009
XMING .DAT 014
SOLIDMOD.BAS 067
VCMPL0 .BAS 035
BOLD .BAS 003
IMPOSSI .BLE 005
001 FREE SECTORS

DUP .SYS 042
SHOW .030
RANDOM .010
TRIANG2 .012
AUTODRAW.SY 003
SINES .BAS 006
ZPLOTTER.BAS 048
SOLIDS .DOC 067
BUTTRFLY.DAT 030
TIEFGT .DAT 013
ADJSTP .DAT 010
LBL1020 .BAS 017
PML020 .BAS 020
BANRDEMO.BAS 017
COLAPLTR.DOC 032

DOM 35A1

DOS .SYS 037
AUTORUM .SYS 002
BACKTRAK.BIN 116
VALIANT .BAS 074
DINOSAUR.BAS 088
BUGFIX .BAS 021
C .COM 007
023 FREE SECTORS

DUP .SYS 042
DIRECT .035
MANEUVER.BAS 088
DINO .FNT 010
BASIC .BIN 068
HACKERS .AID 059
DATALINE.BAS 037

DOM 36A2

DOS .SYS 037
RAMDISK .SYS 009
AMODEM70.BAS 191
BBSNUMB .DAT 044
PROTERM .BAS 154
SECRET .BAS 060

DUP .SYS 042
AUTODIAL.NUM 003
AM070 .AUT 003
PROTERM .AUT 030
SPACECAV.BAS 087
ATARIBBS.ADM 003

036 FREE SECTORS

DOM 36A1

DOS .SYS 037
ALLEYCAT.AMS 020
READMIND.AMS 017
ICECSTLE.AMS 029
PRNTSHOP.BIN 105
MUSICPLY.BIN 039
CRICKETS.BAS 093
SLATE .PSF 005
PHONE .PSF 005
ATARI800.PSF 005
GARFLD .PSF 005
LUVBRD .PSF 006
CHIP .PSF 005

DUP .SYS 042
ALBMLEAF.AMS 032
OVRRNOM.AMS 048
SYNCPAT.AMS 048
COPY130 .BIN 011
PRNTDRVR.BAS 073
SMJRF .PSF 006
UNICORN .PSF 006
COM .PSF 005
COOKIE .PSF 005
BIKE .PSF 006
MICKEY .PSF 006
048 FREE SECTORS

DOM 36A2

DOS .SYS 037
T1030V42.RUN 140
RHAND2 .AUT 023
INDIANA .PIC 042
BISMARCK.PIC 037
LIFTOFF .PIC 034
WOMAN .PIC 019
006 FREE SECTORS

DUP .SYS 042
T10V4DOC.TXT 113
KOLDUMP .BAS 064
BIKINI .PIC 032
SHAMPDMN.PIC 051
JT .PIC 024
WINDOCAT.PIC 043

DOM 37A1

DOS .SYS 037
DRAGON .BAS 100
MARRIOR .BIN 017
MUSORQA .BAS 036
AUTORUM .SYS 023
NDUPBA .BAS 020
CV3T02 .DOC 013
AMODEM70.BAS 191
GLOBE .BAS 015
010 FREE SECTORS

DUP .SYS 042
ELEVATOR.BIN 018
CATCH .BAS 065
STYPO2 .BAS 013
CV3T02 .BAS 027
NDUPBA .DOC 014
RHAND2 .BIN 023
CIRCLES .BAS 020
GLOBEMOV.BAS 015

DOM 37A2

DOS .SYS 039
PROTERM .AUT 030
HANGQUOT.BAS 064
AUTORUM .SYS 002
GUITAR .BAS 071
005 FREE SECTORS

DUP .SYS 042
COMBAT .BAS 217
SPEDREAD.BAS 043
DIRECT .035
VOLEYBAL .BAS 079

DOM 38A1

DOS .SYS 037
AUTORUM .SYS 030
RHAND3 .BIN 022
NIGHT5H .BAS 101
ASYLUM .BAS 041
SKYSCAPE.BAS 112
034 FREE SECTORS

DUP .SYS 042
DISKIO .BAS 105
RAFFERTY.BAS 073
LEMONADE.BAS 042
MITCHING.BAS 055
KEYMAC .BAS 013

DOM 38A2

DOS .SYS 037
EXPRESS .BIN 230
HIDESEEK.BAS 069
TURTLE .BAS 059
DIRECT .035

DUP .SYS 042
EXPRESS .DOC 144
BOMK .BIN 029
AUTORUM .SYS 002
060 FREE SECTORS

DOM 39A1

DOS .SYS 037
AUTORUM .SYS 030
MASTER .DR1 054
LASER .BIN 020
RENUMBER.BIN 009
05A56502.BIN 077
LOGOPAK .026
YOGA .BAS 035
036 FREE SECTORS

DUP .SYS 042
CREATOR .DIR 009
MASTER .DR2 065
LOADL5R .BAS 004
05A56502.TXT 043
INCOMI .BIN 095
BANJO .BAS 035
VAMPIRE .BAS 054

DOM 39A2

DUP .SYS 042
 DIRECT . 035
 WIZARD .XMO 189 WIZINT .XMO 023
 PUZZLER .XMO 043 BALOON .XMO 055
 SPDSKY .XMO 030 CMATE1 .BIN 018
 TIMADV .BAS 215 018 FREE SECTORS

DOM 39B1

DUP .SYS 042
 MYRIAPED .BIN 107
 SPECPLIV .BIN 201
 RMD5K2 .DOC 043
 BUZZZAP .BAS 042 LIVEHIRE .BIN 037
 CARDFILE .BAS 034 RAMDISK .SYS 009
 TEST . 008 016 FREE SECTORS

DOM 39B2

DUP .SYS 042
 HOLYNGHT .AMS 024
 JOYWORLD .AMS 010
 LITTLETON .AMS 010
 GODRSTYE .AMS 012
 ANGLONNH .AMS 011
 MIDNIGHT .AMS 010
 CMFTHFUL .AMS 010
 NEEDKMAS .AMS 036
 ONTBLATE .AMS 033
 SLNTNGHT .AMS 008
 CMFTHFUL .AMS 010
 NIB4XMAS .AMS 010
 DAYS DONE .AMS 036
 LTITSNOW .AMS 041
 DECKHALL .AMS 010
 FRSTNOEL .AMS 010
 TOYLAND .AMS 012
 NGHT .AMS 024 001 FREE SECTORS

DOM 40A1

DUP .SYS 042
 REMOVER .LST 009
 TIME .BIN 002
 SNEAK .ACT 117
 CODEWRIT .BAS 031
 BOXIN .BAS 028
 HIDESEEK .BAS 070
 083 FREE SECTORS

DOM 40A2

DUP .SYS 042
 SOUNDS .BAS 036
 ERANDISK .DOC 069
 ERANDSK1 .BIN 009
 CESDEMO .BIN 151
 PACINU .BAS 045
 WORDS .DAT 004
 067 FREE SECTORS

DOM 41A1

DUP .SYS 042
 EXPRES21 .DOC 033
 RAMDISK .COM 009
 DISKFIX .COM 057
 CONFIG .EXP 001
 FRACTALS .BAS 010
 PHONE .LST 002
 041 FREE SECTORS

DOM 41A2

DUP .SYS 042
 MAZEMAR .BAS 113
 LOADIT .BAS 055
 BOOKKEPR .BAS 007
 FUJIBNCE .BIN 163
 LABELS .BAS 031
 000 FREE SECTORS

DOM 42A1

DUP .SYS 042
 DIRECT . 035
 SUPRPONG .BIN 020
 SPEDCALC .BIN 070
 CLASH .BIN 043
 IRA .BAS 036
 PLOTDATA .BAS 008
 SOFTKEY .BAS 028
 109 FREE SECTORS

DOM 42A2 -- D05 4.0

COMFIC .SYS 012
 DISKUTIL .COM 066
 GOBASIC .COM 018
 READD053 .COM 018
 SETPARAM .COM 030
 QDOSEQU . 018
 024 FREE SECTORS

DOM 43A1

DUP .SYS 042
 BARBOZ .BAS 168
 MESTER .MSB 019
 SCRUMCH .BIN 036
 RAMDISK .COM 009
 SETUP .COM 070
 036 FREE SECTORS

DOM 43A2

DUP .SYS 042
 AUTORUM .SYS 042
 EXPRS850 .DOC 181
 015 FREE SECTORS

DOM 44A1

DUP .SYS 042
 HICKRY .BAS 031
 MLEDIT .BAS 024
 CALENDAR .BAS 051
 POSTRMKR .BAS 029
 DICE .BAS 032
 BSMTCH .BIN 004
 CHARDISP .INT 012
 MACASSEM .DOC 044
 076 FREE SECTORS

DOM 44A2

AUTORUM .SYS 023
 BRAND6M3 .AMS 154
 INVENT4 .AMS 020
 BRAND1M3 .AMS 124
 008 FREE SECTORS

DOM 45A1

DUP .SYS 042
 DIRECT . 035
 INUTRY .BAS 150
 PASSWORD .AUT 001
 AUTOXDOC . 015
 AUTOD .BIN 011
 SHOPPER .BAS 000
 GPRINT .BAS 029
 TESTER .BAS 038
 010 FREE SECTORS

DOM 45A2

DUP .SYS 042
 AUTORUM .SYS 002
 PERFINAM .BAS 181
 MORTGAGE .BAS 030
 DARKHORS .BAS 059
 026 FREE SECTORS

DOM 46A1

DUP .SYS 042
 LAZYLOAD .BAS 030
 DESERT .BAS 067
 MPTR2RLE .BAS 032
 JULIAN .BAS 053
 RECIPE .BAS 166
 052 FREE SECTORS

DOM 46A2

WEATHER .BAS 066
 MPPEXP .BIN 271
 MATHART1 .BAS 040
 041 FREE SECTORS

DOM 47A1

DUP .SYS 042
 DIRECT . 035
 TROLL .BIN 023
 TITANIC .BAS 182
 DECIDE .BAS 079
 RAMCOPY .BAS 022
 005 FREE SECTORS

DOM 47A2

DUP .SYS 042
 VT10XL .BIN 002
 VT10XLD .TXT 069
 MASRENUM .DOC 050
 KOALAPLT .BAS 051
 RAQUEL .PTR 072
 039 FREE SECTORS

DOM 48A1

DUP .SYS 042
 DIRECT . 035
 LAUNCH .BAS 075
 GNECKRS .BIN 058
 CRC1980 .AMS 103
 025 FREE SECTORS

DOM 48A2

DUP .SYS 042
 WHEEL .DAT 062
 PUZZLE .1 029
 PUZZLE .2 030
 PUZZLE .4 031
 PUZZLE .6 030
 PUZZLE .8 032
 074 FREE SECTORS

DOM 49A1

DUP .SYS 042
 DIRECT . 035
 MOONLORD .FMT 009
 DZONE .BIN 059
 MODESEL .BAS 059
 MODESEL .INT 012
 PCODES .TXT 067
 RAMD256 .DOC 027
 EXPCON85 .BIN 032
 036 FREE SECTORS

DOM 49A2

DUP .SYS 042
 EXP53 .DOC 152
 SPELLER .OBJ 037
 DATABASE .BIN 065
 DISKFILE .OBJ 009
 011 FREE SECTORS

DOM 50A1 -- TextPro & C Programming

DUP .SYS 042
 TEXTPRO .COM 009
 TEXTEDT1 .HLP 005
 TEXTEDT2 .HLP 004
 TEXTEDT3 .HLP 004
 TEXTMENU .HLP 004

TEXTprt1.HLP 005 | TEXTprt2.HLP 005
 TEXTSPE .HLP 005 | TEXTPRO .MAC 006
 ASM .TXT 015 | BLUE .TXT 013
 CFORMAT .TXT 016 | FASTC .TXT 005
 FLOAT .TXT 010 | PRINTF .TXT 014
 READTHIS.TXT 075 | RAM05KHL.BIN 002
 AP5DOS .BAS 045 | SPEDCALC.BIN 070
 PCPATCH .BAS 007 | AUTORUM .SYS 002
 BIRECT . 035 | 100 FREE SECTORS

DOM 50A2 -- C Programming

DOS .SYS 037 | DUP .SYS 042
 ACEC .COM 121 | CFORMAT .COM 023
 CONFIG .COM 006 | EOLSTRIP.COM 033
 FASTC .COM 033 | LINK .COM 035
 RD .COM 012 | SCOPY .COM 029
 TDLINE .COM 012 | ENGINE .OBJ 040
 ACECIO .C 058 | CFORMAT .C 058
 COMPACT .C 011 | FILECMP .C 009
 GRAPHICS.C 034 | PMDEMO .C 018
 PRIME .C 006 | ACECIO .CCC 011
 GRAPHICS.CCC 015 | ENGL0AD .OBJ 002
 062 FREE SECTORS

DOM 51A1 -- Turbo BASIC programming

DOS .SYS 037 | DUP .SYS 042
 AUTORUM .SYS 145 | COMPILER.COM 080
 RUNTIME .COM 008 | TIDIER .TUR 038
 MAGIC .TUR 125 | SPIELE .TUR 022
 PUTGET .TUR 009 | PMMOVE .TUR 018
 TURBOIO .BAS 010 | DIGILOO .BAS 043
 MAGIC .OBJ 008 | MINDOMS .COM 006
 RAMDISK .COM 009 | DEMO . 010
 017 FREE SECTORS

DOM 51A2 -- Turbo BASIC Compiler

DOS .SYS 037 | AUTORUM .SYS 066
 HELP .TXT 008 | TCOMPILR.TXT 039
 TIDIER .TXT 041 | ULTRAFIX.TXT 038
 ULTRAFIX.COM 095 | TACCHR .FNT 009
 TACMAR .COM 109 | AUTORUM .BXL 170
 ENERGY .BAS 081 | HIGHREZ .COM 013
 001 FREE SECTORS

DOM 52A1 -- Print Shop Utilities

DOS .SYS 037 | DUP .SYS 042
 SHOOTOOL.COM 104 | PACKTOOL.COM 048
 PSFCONV .BAS 036 | PSFLOAD .BAS 006
 PSFCONV .DOC 030 | ACAOC .PSF 005
 ACTION .PSF 005 | APPLE .PSF 005
 ALOHA .PSF 006 | DIRECT . 035
 ATARI .PSF 005 | ATRI000 .PSF 006
 ATARIBAG.PSF 005 | ATARIL0G.PSF 005
 ATARIST .PSF 005 | ATARIXL .PSF 006
 BALCHAIN.PSF 005 | BASICXL .PSF 005
 BEETLES .PSF 005 | BEEHIVE .PSF 005
 BIGBIRD .PSF 005 | BIKINI .PSF 005
 BIPLANE .PSF 005 | BOQUET .PSF 006
 BOXCAR .PSF 005 | BUILDING.PSF 005
 BUTTERFLY.PSF 005 | FELIX .PSF 005
 FEMALE .PSF 005 | FISH .PSF 005
 FLAG .PSF 005 | FLATWARR.PSF 005
 FLOWER2 .PSF 005 | FOOTPRIN.PSF 005
 FRED .PSF 005 | GARFIELD.PSF 005
 GARFILD2.PSF 005 | GEMINI2 .PSF 005
 GHOSBUST.PSF 005 | GLOBE .PSF 005
 GOLF .PSF 005 | GOODAY .PSF 005
 HARE .PSF 005 | HARP .PSF 005
 HEART .PSF 005 | HELLO .PSF 005
 HITCHKR .PSF 005 | HORSE .PSF 005
 HOTAIR .PSF 005 | KNIGHT .PSF 005
 SHERLOCK.BAS 102 | FORMATER.BAS 013
 PMLUBI .BAS 027 | 306 FREE SECTORS

DOM 52A2

KOALAPRT.PRG 058 | PICSHOW .PRG 070
 GUMBY .PIC 016 | RAMBOBOO.PIC 017
 KLINGON .PIC 017 | PLANETS .PIC 025
 PMCREATE.DOC 066 | PHTRANS .BAS 033

PMCREATE.BAS 147 | WILLOW .AMS 087
 AXELF .AMS 070 | RAT .COM 095
 BRASS .BAS 004 | 002 FREE SECTORS

DOM 53A1 -- Complete TextPro System

DOS .SYS 037 | DUP .SYS 042
 AUTORUM .SYS 096 | RAMDISK .COM 009
 TEXTPRO .HLP 005 | TEXTMENU.HLP 004
 SNAP .MAC 012 | TEXTPRO .MAC 017
 TEXTPRO .CNF 001 | TEXTEDT1.HLP 005
 TEXTEDT2.HLP 004 | TEXTEDT3.HLP 004
 TEXTMAC .HLP 006 | TEXTSPE .HLP 005
 TEXTEDT4.HLP 005 | MACRO .HLP 006
 TEXTprt1.HLP 005 | TEXTprt2.HLP 005
 GREEK .FNT 010 | BACKTALK.FNT 009
 SUPPORT .23D 066 | TPHELP .MM 005
 TPHELP .1 005 | TPHELP .2 005
 TPHELP .3 005 | TPHELP .4 005
 TPHELP .5 005 | TPHELP .6 006
 TPHELP .7 005 | TPHELP .8 005
 TPHELP .9 006 | TPHELP .0 005
 TPHELP .11 005 | TPHELP .12 006
 STYLE10 .HLP 006 | SQUARE .FNT 010
 ROMAN .FNT 009 | BUFFER .EXT 002
 TEXTPRO .EXT 002 | TPBLOAD .EXT 002
 XDIR .EXT 003 | TPBASIC .EXT 002
 STYLE10 .MAC 013 | SEGMENT .MAC 004
 SUPPORT .025 080 | SHADOW .FNT 011
 CURSIVE .FNT 010 | ARCHAIC .FNT 010
 CHEMICAL.FNT 010 | TEXTPRO .FNT 010
 TPFOOT .MAC 039 | TPNUM .MAC 007
 SEGMENT .HLP 005 | HELP . 022
 029 FREE SECTORS

DOM 53A2

TXPR2SR .DOC 209 | XTEND .DOC 027
 TEXTPRO .DOC 131 | TEXTPRO2.DOC 186
 MACRO1 .DOC 147 | 007 FREE SECTORS

DOM 53B1

A GENEALOGY
 DATABASE
 AND
 FAMILY
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(c) 1985 by
 CALEDONIA
 ENTERPRISES

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GRIP . 000 | GRIP ASSEMBLER
 GRIP .TXT 148 | (c) 1986 by
 Bruce Henry
 302 FREE SECTORS

DOM 54A2

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PACKTOOL	.COM	048	PSFCOPY	.DOC	029
ACAOC	.PSF	005	ALONA	.PSF	006
APLKILL	.PSF	005	APPLE	.PSF	005
ATARI	.PSF	005	ATARIBAG	.PSF	005
ATARILOG	.PSF	005	ATARIST	.PSF	005
ATARIKL	.PSF	006	BALCHAIN	.PSF	005
BASICXL	.PSF	005	BEATLES	.PSF	005
BEEHIVE	.PSF	005	BIGBIRD	.PSF	005
BIKINI	.PSF	005	BIPLANE	.PSF	005
BOQUET	.PSF	006	BOXCAR	.PSF	005
BUILDING	.PSF	005	BUTERFLY	.PSF	005
FELIX	.PSF	005	FEMALE	.PSF	005
FISH	.PSF	005	FLAG	.PSF	005
FLATHARE	.PSF	005	FLOWER2	.PSF	005
FOOTPRIN	.PSF	005	FRED	.PSF	005
GARFIELD	.PSF	005	GARFILD2	.PSF	005
GEMINIZ	.PSF	005	GHOXBUST	.PSF	005
GLOBE	.PSF	005	GOLF	.PSF	005
GOODAY	.PSF	005	HARE	.PSF	005
HARP	.PSF	005	HEART	.PSF	005
HELLO	.PSF	005	HITCHKR	.PSF	005
HORSE	.PSF	005	HOTAIR	.PSF	005
KNIGHT	.PSF	005	LETS	.PSF	005
LIBERTY	.PSF	005	LHOUSE	.PSF	005
LION	.PSF	005	LIT	.PSF	005
LOCKKEY	.PSF	005	LOGCAR	.PSF	005
MAGLAMP	.PSF	005	MAJOR	.PSF	005
MALE	.PSF	005	MILL	.PSF	005
AUTORUM	.SYS	104	ARX	.COM	090
006 FREE SECTORS					

DOM 57A2 -- More Print Shop icons

DOS	.SYS	039	DUP	.SYS	076
ABC	.BAS	166	SHOPTOOL	.EXE	104
CF CAR	.PSF	005	CABOOSE	.PSF	005
CIA	.PSF	005	CANDY	.PSF	005
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CRAB	.PSF	005	CROSS	.PSF	005
DERRINGE	.PSF	005	DOUGHNUT	.PSF	005
DUCKS	.PSF	005	EBUNNY	.PSF	005
ELECTRIC	.PSF	005	ENGINE	.PSF	005
ERNIE	.PSF	005	FALCON	.PSF	005
FCRACKER	.PSF	005	LETS	.PSF	005
LIBERTY	.PSF	005	LHOUSE	.PSF	005
LION	.PSF	005	LIT	.PSF	005
LOCKKEY	.PSF	005	LOGCAR	.PSF	005
MAG65	.PSF	005	MAGLAMP	.PSF	005
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MILL	.PSF	005	MODEM	.PSF	005
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022 FREE SECTORS					

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DOM 58A1

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DISPLAY	.BAS	032	TEST	.SCR	002
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013 FREE SECTORS					

DOM 58A2 -- MicroCheck System

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CHECKBAL	.058	CHECKBOO	.096		
CHECKPRT	.067	MENU	.020		
UTILITY	.063	AUTORUM	.SYS	006	
MICRO130	.DOC	015	DISK	.DOC	028
FLOYD	.OBJ	034	MULTCOPY	.OBJ	027
DEDIT	.BAS	093	RAMDISK	.COM	009
112 FREE SECTORS					

DOM 59A1 -- Daisy Dot NLO Emulator

DOM 59A2 -- The Noisy Giant story

DOM 60A1

DOS	.SYS	037	DUP	.SYS	042
XISKMEND	.BAS	060	DUMEDIT	.BAS	026
USEARCH	.BAS	011	DUNGEON1	.DAT	002
DUNGEON2	.DAT	002	DUNGEON3	.DAT	002
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ANTICDB	.EXE	161	DETAILS	.TXT	011
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INDEX	.002	TEST	.DB	003	
033 FREE SECTORS					

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PSC	.EXE	045	PSC	.DOC	043
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ARISTED	.DOC	050	ARIST	.FIL	003
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DOM 62B1 -- Print Shop icons

in Print Shop format

DOM 62B2

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BIO	.BAS	090	BOUNCE	.BAS	019

HANDCAR	.BAS	009	HELP	.BAS	007
PEGBOARD	.BAS	024	ROLLOUT	.BAS	033
BCOPY	.EXE	025	BCOPY	.TXT	027
DOC	.TXT	020	LABELMKR	.BAS	082
NFL1	.BAS	090	NFL2	.BAS	007
STRYBOOK	.BAS	113	GPRINT	.OBJ	010
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DOM 63A1

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RAMDISK	.COM	009	DIRECT	.035	
TUTEST	.COM	012	TUTEST1	.DOC	045
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Do-It Yourself Surge Protection - K. Watson
The Rhythm Composer review - C. Brown

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Your Atari Computer review - C. Brown

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The New ACEC BBS - W. Lieuallen
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Star Trek - The Rebel Universe review - J. Moore
The Mini ST cut-out
A Comparison of Five Genealogy Programs - J. Moore
XE Game Expansion - R. McGoldrick

Volume 6, Number 3

The Editor's Column - W. Lieuallen
Daisy Dot II review - W. Lieuallen
Cumulative DOM Listing - W. Lieuallen
Cumulative ACEC Newsletter Listing - W. Lieuallen
ACEC Newsletter Survey - W. Lieuallen

ACEC Membership Survey -- Fuji Facts Newsletter

In order for me to make Fuji Facts the best newsletter that it can be, and to serve your needs, I'd very much appreciate it if you'd take a few minutes to fill out this survey. Please either mail it to me (address inside front cover), or give it to me at the next meeting. Thank you very much.

Depending on the final results (which I will put in a future issue of Fuji Facts), some of these options may or may not actually happen. Some of them take both time and money (neither of which I am willing to supply in large quantities!). However, if I know what your ideal newsletter is, I'll do my best to give it to you!

1. Printing - For the past year or so, this newsletter has been professionally printed. While this is quite nice, it is also fairly expensive. In your opinion, should this printing continue, or shall we switch back to photocopying (the quality of the final product is also dependent on several other factors [see questions 2 through 4])?
 professional printing, as in the past year
 photocopying, as in this issue
2. Format - When I began as newsletter editor, I instituted the "booklet" format for Fuji Facts. While more "polished" in appearance, and better suited to mailing, it is smaller, and more difficult to keep "filed" in notebooks. Should we continue with the 8.5" by 7" booklets, or return to the stapled 8.5" by 11" sheets?
 booklet, as in the past
 single sheets, as in this issue
3. Style - I also began printing the newsletter in a double-column, justified margin format. I also feel that this improves the appearance and readability of the newsletter. However, it is more difficult to prepare and format (and has "forced" me to use an IBM the last few months). Should this double-column format continue, or shall I just print the material "normally" on the page?
 double-column, as in the past
 single-column, as in this survey
4. Type - Initially, Fuji Facts was composed on a dot matrix printer, in draft mode. I later acquired a daisywheel printer, and used both elite (12 cpi) and condensed (15 cpi). I have since switched to a laser printer, using a larger 12 point font in elite pitch. There are now several enhancements available for the Atari computers (see my review of Daisy Dot II) which I could use as well. Should I:
use a dot matrix printer (in draft, enhanced or NLQ); use the daisywheel printer; use the laser printer?
 dot matrix draft okay (as in this survey)
 some kind of "bold face" needed
 some form of NLQ (see Daisy Dot II review)
 include graphics and article "headers"
 daisywheel (as in Newsletter Directory)
 laser printer (as on the inside cover)
 laser printer with desktop publishing "frills", such as Publishing Partner or Easy Draw (as on the front cover)
5. Content - I've always tried to publish an independent newsletter (all material coming from our membership), with reprints from other sources only occasionally. Would you prefer to receive information from our club members exclusively, or do you appreciate numerous reprints from other clubs and Antic, Analog, CompuServe, GENie, etc.?
 ACEC only, as best as possible (see question 9)
 generous reprints from all over, every time

6. Delivery - I also began mailing the newsletters to all members a week before the meetings, based on the good response to our "pre-meeting flyers". This mailing is also not cheap. Should we continue mailing all newsletters, or have them available for pick-up at the meetings (mailing copies not claimed)? Should we consider an extra fee (\$3.00/yr ?) for mailings?
- pick-up at meeting, with later mailing
 - mail all newsletters before meetings
 - mailing fee of \$ ____/yr okay
7. Frequency - As discussed at the meetings, one way to combat the problems of increasing expense and decreasing article submission is to switch to a bi-monthly publications schedule. Should Fuji Facts remain a monthly newsletter, or switch to fewer issues per year?
- Monthly (12/yr)
 - Reduce to ____ issues per year
8. Money! - Another way to meet our expenses would be to raise extra revenue. Would you support an increased ACEC membership fee or an extra newsletter fee (\$5.00/yr ?) for non-contributors?
- Raise membership dues to \$ ____/yr (from current \$12/yr)
 - Add newsletter fee of \$ ____/yr
 - No extra charge tolerable
9. To be or not to be - In short, what should I do when I have little (or no) material to print?
- Skip that issue
 - Publish a smaller issue
 - Fill issue with older reprints, etc.
10. Suggestions - If you were the editor of Fuji Facts, what's the single most important change you'd make, and why? What's the best thing about Fuji Facts?; the worst?
- Comments: (as much as you wish, please!)

Notice to Newsletter Editors:

Please examine the listing of the articles contained in past issues of Fuji Facts. If any of them sound interesting (and I hope that at least a few will!), reprints are available upon request. Our policy is that all material printed in Fuji Facts may be freely reprinted in other clubs' newsletters, so long as credit to both the author and Fuji Facts is given.

To order back issues of Fuji Facts, contact the editor at the address given on the inside front cover.

Notice to Disk Librarians:

As you leaf through our Disk of the Month listing, I'd like to remind you that all of these disks are available through our Disk Librarian. The price for ACEC members is \$5.00 per disk -- for users' groups' PD disk libraries, special terms are available. We are also interested in a one-for-one disk exchange program. For more information on any of the programs listed, or to order or exchange disks, please contact our Disk Librarian, at the address given on the inside front cover.

Tired of Paying High Online Charges and Sign-Up Fees?

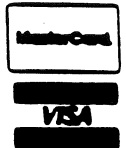
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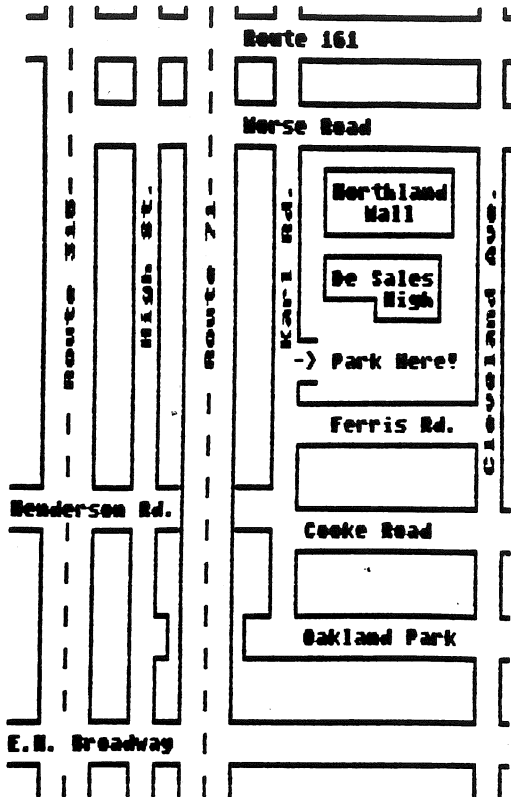
ACEC Bulletin Board System

The ACEC BBS, and its sister board, Pandora invite you to join us in experiencing some of the finest Atari-specific bulletins in Central Ohio. Both running under the Carina system, these boards have been customized by our sysop, Frank Seipel to allow a number of features not found elsewhere. The ACEC Databases are extensive, and constantly updated. We are an official regional Z-Mag bulletin board system. The national "Atari Network" message bases originated on the ACEC BBS, and feature messages from Atari computer users across the country. Both systems have 10 meg hard drives, brimming with some of the best public domain software to be found anywhere.

Both boards operate 24 hours a day, 365 days a year. Access is free, and open to all. We invite you to give them a call, at 614-471-8559 for ACEC and 614-471-9209 for Pandora (which also features a long-distance "callback" service through PC Pursuit).

Give them a call — I think you'll be glad you did!

(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
 Warren Lieuallen, Editor
 1652 Hess Boulevard
 Columbus, OH 43212

TO:

MEETING: Mar. 14th, 7:15 pm