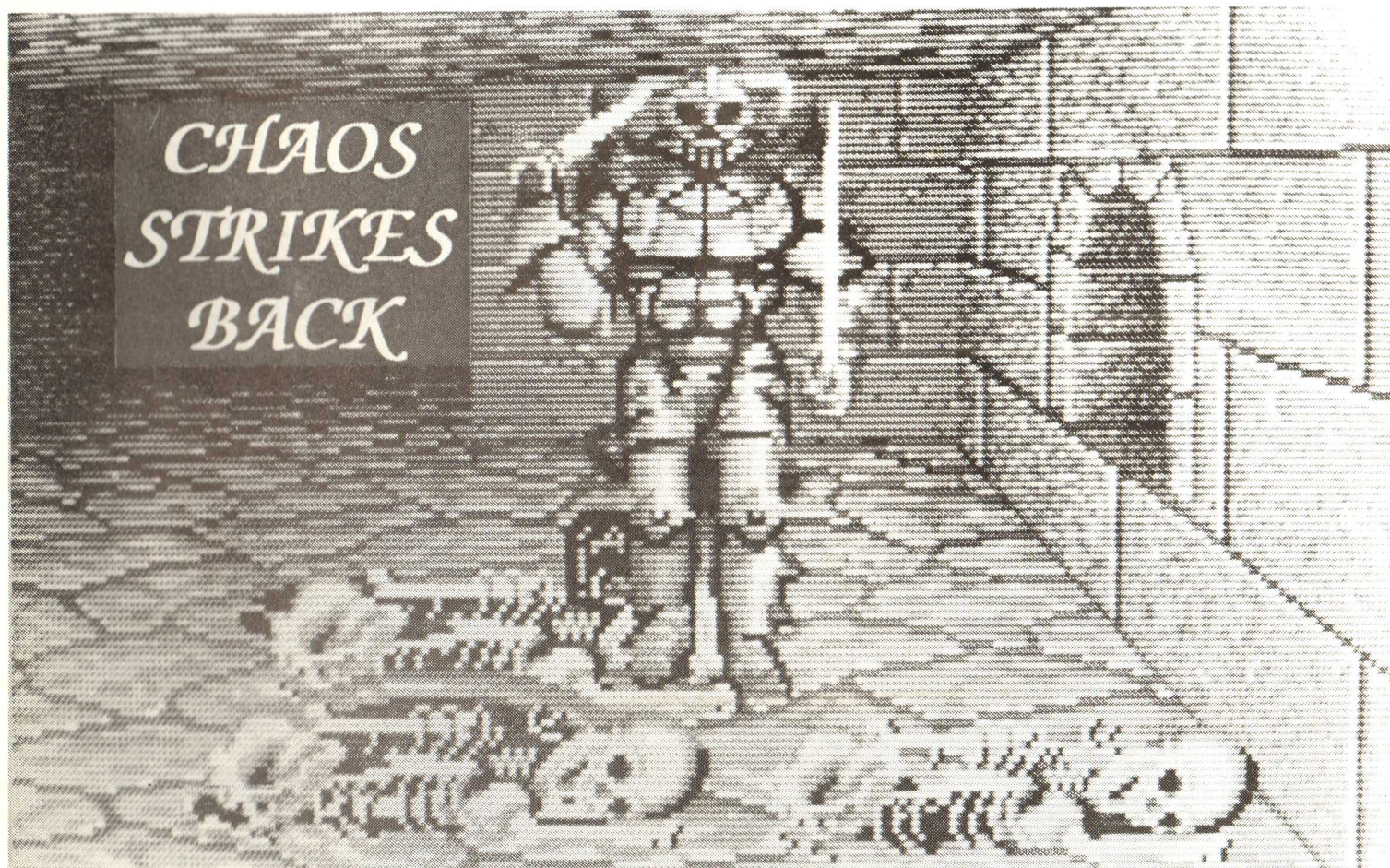


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**Atari Support in the Motor City**

Me and My Husband's ST

The Basics of BASIC

**Phantom Drives and the SH204**

**Barry Manilow and the  
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**Reviews of**

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Bill Rayl  
Atari Interface Magazine  
December 89 Issue

**.ACCESS!** is the First and ONLY GEM WINDOW based Command Line Interpreter Desk Accessory available for the Atari ST. It supports most of the standard MS-DOS and Unix commands as well as batch processing functions. **.ACCESS!** contains commands to perform most disk operations such as displaying directories, copying, moving, renaming, deleting files. Other commands include the creating and displaying of text files, formatting disks, displaying/setting file attributes, and the displaying/setting of time and date. All in all **.ACCESS!** contains nearly 40 commands, 22 programming functions and 12 control flow batch processing keywords! Several versions of **.ACCESS!** are supplied including Desk Accessory, TOS, TTP and special AUTO folder version.



# ATARI INTERFACE

## MAGAZINE

VOL. 2, NO. 2

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A look inside the Chaos Strikes Back Dungeon. Photo by Bob Retelle.

Managing Editor: Patricia Snyder-Rayl  
 Editor: Bill Rayl  
 Photographer: Bob Retelle  
 Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream





# From The Reader's Viewpoint

**Dear AIM Editors,**

The DOM was great! It had a mixed variety for all. This has got to be one of the finest PD disks for the ST around!

The ReadMe file was especially well done. I was prepared to instruct our non-modeming ST users how to use ArcShell in extracting the PD files from the AIM DOM. I was totally surprised to find out that all the files are self-extracting LZH archives. Nothing could be more simpler than that! Everyone was well satisfied and delighted with their disk. I think it is much better than the Mag/Disks on the newstand!

Tracy Hendershot  
PACE, Duluth, MN

*[Editors' Note: Thank you for your kind words, Tracy. We hope all the AIM participating clubs are as happy with their disk subscriptions as PACE is. If anyone has any suggestions for us, please let us know! We will endeavor to keep everyone happy with each new Disk of the Month.]*

**Dear Bill and Pattie,**

You are probably aware of "The Revolution" movement. I have recently become aware of The Revolution and I have decided to join up. What have I got to lose? I am willing to put forth the effort to do whatever I reasonably can to get Atari to actively compete in the American market again.

I know it is hard the longer one has been using Atari products to take any effort to change things seriously, but the alternative is to sit and complain. I like the idea that we make a splash, if nothing more.

Thank you for your consideration of our serious effort. Long live the Revolution!

David Brzezinski  
WAUG!, Ann Arbor, MI

*[Editors' Note: David, thank you for your comments. We appreciate them very much.*

*We support the idea of a greater Atari presence in the US home computer market, although we cannot*

*directly support The Revolution. It is our feeling, since there are many different user groups represented in Atari Interface Magazine, some with opposing views on the Revolution issue, that we cannot make a formal stand one way or the other.*

*We do, however, wish to encourage those who are actively following the procedures and advice of Artisan Software. We will continue to promote and support the Atari computers and Atari users as we have been doing since we became publishers of the Michigan Atari Magazine in December, 1987.*

*Naturally, we would like very much for everyone's efforts to be rewarded with increased advertising of the Atari home computer line, increased support from Atari to their users, and increased support from Atari to their developers.*

*Talking with Bob Brodie and Charles Cherry has fostered hope and optimism that substantial change may be in the works, but the high executive turnover at Atari dampens these hopes.]*

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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# ATARI BULLETIN BOARD

by Bill & Pattie Rayl

## Atari Corp News

Atari reportedly made a good showing at the Winter CES in Las Vegas, NV. In the West Hall of the Las Vegas Convention Center, the Lynx and California Games was being displayed with the help of two bikini-clad women on roller-skates and a "day at the beach" backdrop. Meanwhile, back at the private suite in the Mirage Hotel, Atari was showing the Lynx, Portfolio, 2600 and 7800 game machines and the ST.

According to Andy Marken of Marken Communications, Atari's PR firm, Atari is projecting 1990 production of one million Lynx machines and the game development system for the Lynx is now available for companies interested in making games for the Lynx.

Bob Brodie, Atari's not-so-new-anymore user group manager, recently held an online GENie conference where he discussed his upcoming plans (including a visit with Michigan area user groups on Feb. 18) and other Atari happenings. It seems nearly unanimous that hiring Bob Brodie was the best thing Atari did in 1989.

## The STe

Canada has the STe and dealers have been selling them anywhere from \$699 to \$899 Canadian (approximately \$600 to \$800 US). With built-in Blitter, easy memory upgrades using SIMM modules, full stereo sound capability and more, the STe is already a big hit in Canada, causing decreased sales of normal STs and even Megas!

Reports from dealers across the US indicate they have not been able to order 520STs from Atari since mid-December. Some of these dealers indicated they had heard Atari would be dropping the 520ST, although Atari has denied this. A handful of dealers have also reportedly received word the STacy2 and STacy4 laptops should be on their shelves in two to three weeks from this writing. That means dealers should, hopefully, be able to get them by the time you read this.

## Developer News

MichTron of Pontiac, MI, has announced availability of the Fast FAX modem and software, giving Group III FAX capability to any Atari ST. The software includes a phone directory that can store over 1000 company names, contact persons and FAX numbers. List price is \$699. Contact MichTron, 576 S. Telegraph Rd., Pontiac, MI 48053, (313) 334-5700.

Universal Item Selector III has been released, offering a number of enhancements over previous versions, including an UNDO function, movable window allowing users to place the item selector anywhere on the screen, ability to lasso multiple files and more. Retail price is \$24.95 and upgrades are \$5 + \$2 S&H. Contact Application and Design Software, 120 NW "E" St., Grants Pass, OR, 97526, (503) 476-0071.

Gribnif has an upgrade to NeoDesk (version 2.05) with support for the ST's "GEM Pipeline." This allows special "NeoDesk Accessories" such as the recent freeware NeoDesk Recoverable Trashcan (found on this month's AIM Disk).

The Trashcan will store deleted files, which can be recovered until the Trashcan is "emptied," much like the Macintosh.

Gribnif has also announced plans to release NeoDesk CLI, a command line interpreter in a GEM window (similar to .ACCESS! from Rock Digital) that will utilize NeoDesk's capabilities to the fullest. Also coming from Gribnif is the NeoDesk Developer's Kit, so others can write NeoDesk Accessories. For more details, contact Gribnif Software, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

Another contender in the "improve your ST desktop" arena should be shipping by the time you read this. DC-Desktop from Double Click Software offers a number of "desktop enhancements" and features similar to NeoDesk. DC-Desktop can even use icons from NeoDesk and, since it isn't a desktop replacement, DC-Desktop works in all resolutions and reportedly with no compatibility problems. List price is \$39.95 and owners of NeoDesk can get DC-Desktop for \$20 with original NeoDesk disk. Contact Double Click Software, P.O. Box 741206, Houston, TX 77274, (713) 645-3759.

PC Ditto II has been shipping in quantity and many people have been experiencing problems installing Ditto II in their machines. In some cases, because PC Ditto II is a 4-1/2x7 inch board, reports are coming in that the board simply will not fit in some machines!

Most problems, however, are occurring with the chip clip that is supposed to allow solderless connection to the ST's 68000 chip. It seems the clip isn't giving a good, solid connection for many people.



Owners who have soldered the board in are reporting Ditto II works like a champ! Ditto II even has a Norton SI rating of 4.0, a 33% speed increase over the figures in Avant-Garde's original ads. List price is \$299.95. Contact Avant-Garde, 381 Pablo Point Dr., Jacksonville, FL 32225, (904) 221-2904.

Disgruntled do-it-yourselfers with no real hardware experience are looking seriously at an alternative in Supercharger. Supercharger is a hardware IBM emulator from Germany that plugs in to the ST's DMA port. At \$399, Supercharger is a bit more expensive than PC Ditto II or PC Speed from MichTron, but Supercharger doesn't require opening your ST and comes with MS-DOS 4.0. Contact Talon Technologies/Medionix, 243 N. Highway 101, Ste. 18, Solano Beach, CA 92075, (619) 755-8808.

Beckemeyer Development, makers of the MTC-Shell multi-tasking environment for the ST has recently changed phone numbers. Their new voice number is (415) 530-9637 and you can reach their BBS at (415) 530-9682.

Ralph Turner, author of "The Atari ST Book of Tips and Instructions," has released a new book entitled "Intermediate and Advanced Atari ST Subjects." Written in Mr. Turner's concise and understandable style, this new book helps the ST owner get through often confusing topics such as hard disk management and optimization, IBM emulation, building your own hard drive system from scratch, sector and file editing and much more. In all, 158 pages of valuable information. List price is \$16.95 + \$2 S&H. Contact Index Legalis Publishing Co., P.O. Box 1822, Fairfield, IA 52556, (515) 472-2293.

## Games and Game Accessories

Following closely on the heels of the original game, the Bloodwych Data Disk #1 has been released by Mirrorsoft of the UK. As the game story goes, by defeating the Dark Lord in the original Bloodwych game, you actually only sent him back to his original plan of existence. Now, he's *mad* and transports you to his turf to take his revenge. Although Mirrorsoft has not found a US distributor, the Data Disk is available from many dealers or from mail order. The best price I've seen as yet is \$18.95 from Joppa Computer Products, 3909 Pulaski Highway, Abingdon, MD 21009 (800) 876-6040 for orders or (301) 676-1948 for information.

For gamers who want the ability and freedom of one-handed joystick operation, like in the arcades, Duggan DeZign has released Stik-Gripper. An all-steel joystick clamp that secures your favorite joystick to a tabletop or desk, Stik-Gripper is designed to fit a wide variety of joysticks and is built to last. A number of online users have been praising Stik-Gripper as a great bargain at only \$18.95 retail. Contact Duggan DeZign, 16 Oak Ridge Dr., West Warwick, RI 02893, (401) 826-0140.

On a similar note, Canadian-based Advanced

Gravis has begun shipping their new MouseStick. This nifty product emulates both the standard joystick and the ST mouse. The MouseStick supports screen resolutions of 320x200 to 640x400 and allows you to customize a number of features via LCD menus. List price is \$129.95. Contact Advanced Gravis Computer Technology Ltd, 7033 Antrim Ave., Burnaby, British Columbia, Canada V5J 4M5, (800) 937-0062.

## Online News

Z\*Magazine, Ron Kovac's long time 8bit online publication, has formally called it quits, citing lack of new 8bit news and products as the cause for its demise. ST\*Zmagazine has also been discontinued and, in its place, Z\*Net Online has been born. As the name implies, it is the online complement to Kovac's Z\*Net hardcopy user group newsletter supplement. With this change, the GENie Z\*Mag account is no longer active and all email on GENie should be addressed to the new Z-NET account.

ST Report has also undergone some format changes and has been "reborn" as CPU NewsWire, reflecting its support of multiple computer systems through its CPU Report feature.

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# Atari Support in the Motor City An Outsider's View

## Gregg Anderson (RACE)

Hi folks. I just returned from a little visit with the family in Detroit, Michigan and thought I'd pass on a few tidbits of info. Contrary to popular opinion, Atari is NOT dead in the heartland of America. And while not as robust as it once was, Atari dealer support there is also far from terminal.

Much to the annoyance of my sister and brother-in-law, one of the first things I did after landing at Detroit Metro was to grab six pounds worth of yellow pages and list all the Atari dealers I could find.

Would you believe there are seven Atari dealers still in business in Detroit and its surrounding communities? I thought I'd died and gone to Heaven. I live in South Dakota where the nearest Atari dealer is in Denver—about 425 miles as the Jeep rolls.

Despite some of the nastiest winter weather Detroit has seen in the last twenty years (rain, snow, sleet, ice, power outages, and roads only an ice skating polar bear could love), I pressed on and visited six of the seven dealers. The seventh is primarily a mail order business and doesn't have a real "storefront."

What follows is a list of the Detroit area dealers with a short description of the shop and what they offer.

### **Basic Bits 'N' Bytes, Westland, 313-595-3171**

Basic Bits 'N' Bytes is a full service Atari dealer offering productivity and entertainment

software for the ST owner as well as software support for a handful of other systems. There was a large selection of European games on display as well as the more familiar domestic titles. Basic handles the full Atari line along with a few PC clones.

They're also an Atari service center and offer a selection of domestic and imported Atari magazines. There were two 1040ST systems available for demos in addition to a PC clone or two. Estimated cost for a TOS 1.4 upgrade was \$99 (6 chip) and for a 520ST 1Meg upgrade the cost was \$150.

As a side note; Basic used to be a six store franchise. They are now down to a single sales center of average size (though a busy one, the phone never stopped ringing while I was there).

### **Soft House Computer, Garden City, 313-422-6760**

For hardware, Soft House handles only the ST line, though they do offer software for a few non-Atari systems. Unfortunately, they had to drop their 8bit support some time ago. They're serious about selling the ST though and were actively demoing a 1040 system to a new customer while I was there.

Soft House is an authorized Atari service center (with full time technician) and offers a wide range of domestic and imported Atari magazines. As with Basic, the salesperson I spoke with was well informed on Atari related matters and very positive on the system's capabilities.

They offer a wide selection of productivity and entertainment software and have a surprisingly

large assortment of European titles not generally available here in the USA. Estimated cost of a TOS 1.4 upgrade was \$99 (6 chip) and for a 1Meg upgrade the cost would be \$200 (socketed).

### **Rite Way Computers, Warren, 313-751-2454**

In both total size and overall selection, Rite Way is the largest computer dealer I visited. They offer full support for the Atari ST, Atari 8bit, Laser Apple clone and a number of PC Clones.

As with the two previous shops, Rite Way is an authorized Atari service center and has a software selection that almost boggles the mind. There were literally rows upon rows of titles from both the US and Europe (though I must admit there were many multiple copies of the same package present).

All in all, it was an impressive display of both hardware and software. While there, I watched a professional demonstration of the ST's MIDI capabilities being given to a customer on a Mega4/SLM-804/Megafile system.

The individuals I spoke with seemed well informed about their products and more than willing to take the time to help a potential customer. Interestingly enough, the only computer that seemed to attract interest while I was there was an Atari ST system. Rite Way charges \$104 for a TOS 1.4 upgrade and \$175 for a 1 Meg upgrade.

### **Command Computer, Warren, 313-573-8130**

Though an active Atari dealer since 1981, Command Computer was the smallest Atari dealer I



visited. This by no means implies that they don't support the Atari line, but it does say that they've been forced to expand into other systems at the expense of their Atari availability. Command Computers supports both the ST and the 8bit systems and actually sold more 8bits over the Christmas holiday than they did STs. The best seller for them this year was the 130XE. Command Computer is an Atari service center and capable of handling repairs on any of Atari's systems.

### Sector One International, Sterling Heights, 313-978-2208.

Sector One was a major surprise for me, a store totally dedicated to the Atari 8bit computer. Yes, they have an ST or two available, but 99% of the store is devoted to the original Atari computer and to little else. I saw software and hardware items there I hadn't seen in years, in fact I've not seen this type of 8bit support anywhere since early '83.

The shop is owned and operated by someone whose name should be familiar to any 8bit owner—Jim Steinbrecker (father of the original A-Modem terminal program). Jim is probably the most knowledgeable man I've ever met on the 8bit Atari and is without doubt the most supportive of that system.

As he says, "it's possible to outgrow a specific computer, but no computer is ever truly obsolete. Least of all the Atari XE which is as capable a system as any."

What can I say, if you've a question or a problem with any 8bit Atari computer system or are looking for that specific program for your 8bit then this is the shop to visit.

### Team Computers, East Detroit, 313-445-2983.

Team Computers was the hardest for me to find but only because I was starting out from the far west corner of Detroit. Team handles the complete line of Atari computers along with a line of Amstrad PC clones. As with most of the other area dealers, they are a full service dealer and registered service center for all Atari systems. Team was also one of the few shops I visited that had a complete Mega4/SLM804/Megafile30 DTP system up and running on display. In fact, they had three ST systems and an XE system set up for demos.

Both individuals I spoke with seemed very familiar with the Atari line and only too willing to extol its strengths and advantages over the competition. Team Computers even use their STs to support an active DTP and graphics production center they operate from their store.

As with Basic, Soft House and Rite Way, they offer an impressive display of domestic and imported software for the ST and a surprisingly large selection of 8bit software as well. Team charges \$99.95 for a TOS 1.4 upgrade and \$175 for a 1Meg upgrade on a 520ST.



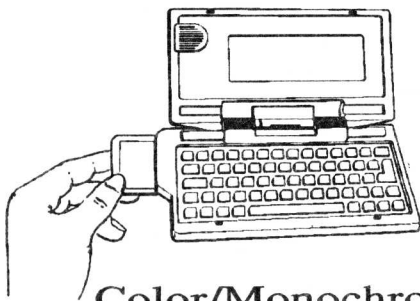
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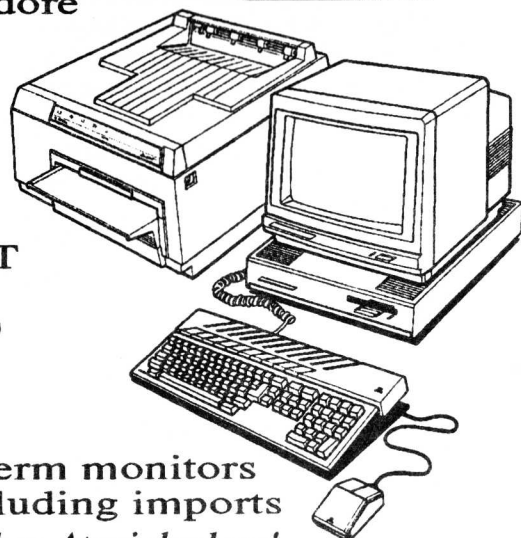
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### Innovative Concepts, Warren, 313-293-0730

Don't bother to try and visit Innovative Concepts, they don't have a regular show room like the rest of the Detroit area Atari stores. That's because they are first and foremost a mail-order shop for the Atari line. They advertise in many of the more popular Atari related magazines (and many of the larger newsletters).

Currently they are enjoying great success with their line of specialty cables for the Blitz back-up system and the always popular XFormer ST to 1050 cable. For specific details on what Innovative Concepts has to offer be sure to check out their latest advertisement in your newsletter or favorite magazine.

There you have them, seven Atari dealers in the Detroit metropolitan area. Since Detroit and its surrounding communities have over three million inhabitants, that works out to almost 1/2 million people per Atari dealer. Not so impressive when you consider how many MS-DOS, Apple, and What-have-you dealers are available in the same area.

Still, it's better than it might have been and may even improve if Atari takes the right steps over the next year. But before you think I'm being overly optimistic let me point out that the present number of Atari dealers is only a fraction of what it used to be.

Three years ago Basic was only one of six stores with the same name, and others have "bit the big one." Shops like Strom, United Computer, Claus and others have all either dropped the Atari line or gone out of business.

What did the remaining Atari dealers have to say about Atari and its computers? Without exception, ALL were supportive of Atari's hardware. They like the ST and feel it offers an outstanding value in the price/performance area. They like the ST's reliability, its power, and even its software.

What they don't like is its lack of availability and some of the policies of the Atari Corporation itself. The number one dealer complaint was Atari's total lack of national advertising. Most dealers find it difficult to sell a product that no one (outside of the "inner circle" of Atari supporters) knows exists.

The second major problem was a serious lack of product availability. 1040ST and Mega2 systems were in serious demand over the last few months here, as were monochrome monitors, yet these were virtually unavailable to Detroit area dealers.

The third problem (but generally the most mentioned) was the poor dealer support offered by Atari. Often dealers found themselves the last to be notified of new products, left out of distribution chains and generally ignored except when it came to paying bills.

Fourth was the problem of promises made but not kept. Several dealers complained about Atari's promise to not announce or discuss products before shipping them, and then doing exactly that (ie: Portfolio, STacy, TT, etc). This tends to cut badly into sales of current hardware. Coupled with that com-

plaint was Atari's release of the Portfolio with an "Atari only" order phone number that totally cut out the local dealers long before any of them could get their hands on a Portfolio. The general difficulty in contacting and working with the local Atari Representative was mentioned as a problem, along with a reduction in available software support for the ST (mainly from US companies).

Finally the failure of 3rd party companies to repackage older programs "on the cheap" and release them was mentioned, though this applies mainly to older 8bit software. Overall the feeling of the dealers was that they couldn't survive as an Atari only dealer, that most had to offer some clone support to stay in business.

So how was business? Two of the Detroit area dealers reported their Christmas season was good to very good, two reported no real change and two reported a decline in sales. As for the overall year of 1989, the report was less encouraging. Four reported that sales were stable but generally below expectations. Two actually had a decrease in sales over the previous year, though they chalked that up to a generally lackluster retail market.

This is not good news folks, when the best report I can get is one of stable overall sales. That means trouble even in a slow year. A lack of growth is the same thing as stagnation, and stagnation is the first step in decay.

Not everything is negative though. Most dealers admitted that, as difficult as Atari is to work with, they're really no worse than Apple, IBM, CBM or any of the others. In fact several dealers confessed that Atari was generally more willing to listen to them than other computer companies. One dealer explained that Atari's main problem was one of "no flash," that Atari just isn't as noticeable as the competition.

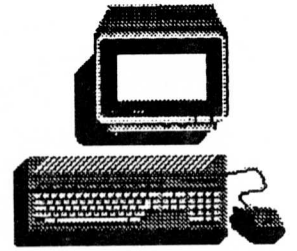
So what's my overall feeling? First of all, that there is a lot of support for Atari in the Detroit area, if you're willing to drive a little ways to reach it. Second is that almost all of the area dealers are VERY positive on the ST system and are willing to go out of their way to support it. Third is that Atari itself should try a little harder to help and support its dealer force, and that the Detroit area dealers would be only too willing to help them do that.

Lastly is that driving in Detroit is an experience in and of itself. It's not that the roads are in terrible shape (though thanks to the cold, salt and traffic most of them are), or that Detroiters drive like it's the last lap at the Indy 500 (they do). It's more a feeling of being trapped in a combat zone without warning.

All kidding aside, despite the rough roads, high speeds, and ice covered intersections (including the one that got my brother-in-law T-boned), the drivers of Detroit showed themselves to be skilled and courteous, giving this out-of-town visitor more than a few breaks.



# Me and My Husband's ST



by Merry Iverson (FACCS)

Since becoming the FACCS editor, I have been trying to learn how to use the ST—my husband's computer. I thought I should read the manuals, but Norman said it's easy to use so you don't need the books.

Doing November's newsletter was the first time I had used the ST all by myself. In the past Norman always loaded in the program and had it all set up and ready for me to type in my articles.

Then, when I was done, he would come and save it to the disk for me. All I had to do was send it to the editor, but this time it was different. I ran into my first problem when I tried to load in the word processor—on my XE you just load the disk in and it's ready to use—not so on the ST.

When you put the word processor disk in the ST drive and turn on the ST you are only loading in the menu. [Ed. Note: "Loading in the menu" = booting to the ST desktop.] This is where the challenge began—I had to guess which file I needed by looking at the abbreviated file names on the disk. When I found the one that sounded closest to what I needed, I didn't know how to load it. That's when I first used the *mouse*.

It was just terrible—I had one problem after another trying to get that program loaded in. (I think I would rather have been playing with a real mouse—they're easier to get along with.) It was very difficult for me to move my finger fast enough for the double click needed to load in programs, and when I

finally did click fast enough the mouse had moved and I loaded in the wrong program.

By the time I had finished the newsletter I still could not use the mouse very well. (I think I spent more time trying to load in programs and saving articles than I did typing in the articles.) I could not seem to get the hang of it—or my fingers couldn't.

I was very thankful Norman did the publishing program. I told him where to place the articles and he set up the publishing program and placed the articles where I told him. We did have a couple of problems, but Norman was able to resolve them. The next problem came about when we went to print the newsletter.

We just bought a new Panasonic wide carriage 24-pin printer. We thought it would make it easier with the wide carriage to print the newsletter. But, the program did not have a printer driver for our printer and it did not allow for a wide carriage printer, only a narrow one.

Fortunately, last summer we were also able to purchase a Panasonic 1124 printer, and by doing landscape, the printer was able to print the newsletter sideways. This surprised me, as I had never seen a printer print sideways like that.

As you know, we did finally get it finished and mailed, but personally I prefer my little XE. It's what I am use to, and I enjoy using it. I started with an old 800 and worked up to an XE. All these machines were basically the same, they all ran the same programs more or less. I find it real hard to change, and the ST is a new and

completely different computer. I could have been using an IBM or MAC and not have known the difference. My nerves would have been just as shot.

I'll use the ST for the newsletter because the publishing programs on the ST are far superior to those on the 8bit side, but for everything else I think I would just as soon stick to my 130XE. I'm comfortable with it and it does everything I enjoy doing on my computer very well.

My 14-year-old son bought an ST with his own money saved from doing his paper route because he likes the games on the ST. But he still has his old 800 set up to play the games he likes in the 8bit section. He has also bought a Nintendo for the games he likes that are not available on either of the Ataris.

My point is that every person who buys an Atari does so for their own reasons, and I do not think that one machine is any better than the next. It just depends on what the computer was going to be used for. As long as the computer you are using does what you need it to do, that is all that is important.

I wrote this article about my trials and tribulations on the ST so other first time users won't get frustrated when it seems that nothing is going right with that new computer.

Practice and asking questions is the best way to learn more about your computer...don't be afraid to ask. This is the only way to improve your skills and uses of your machine. Learn all you can or need about your computer. Only you can set the limits on yourself.

# IS THERE A TACTICIAN IN YOU?

## WARGAMES ON THE GROUND

### Tim Feenstra (GRASS)

Ready for more? Good, because now we get to a real bonanza of strategy simulations for the Atari. Unlike the limited supply of naval games, there is a vast collection of titles that deal with man-to-man combat at any level and in many different periods of history, and some that deal with confrontations that might have been or might still be.

#### A Little History

First, let's look at the early days of computer wargames. It seemed only natural that the computer would be used for this purpose because of its ability to incorporate many aspects of the large board games without all the record keeping involved. Some of the board games require many people to play, and one campaign can last for months. In these games, it takes a lot to keep track of all the units, their current condition and status, and to keep the orders to each unit straight.

The early computer versions were simple enough, usually with a dot grid used for a map, letters or numbers to indicate your forces, and a limited number of orders and tactics which could be used.

While antiquated by the games of today, it is still interesting to return to these early efforts from time to time to try your hand again. Some of the titles that come to mind are *Midway* and *North Atlantic Convoy Raiders* from Avalon Hill.

Avalon Hill is big in the board game world and it is not surpris-

ing they were among the first to turn to the computer to make playing these simulations more enjoyable. *Panzer JAGD*, another Avalon Hill game, uses graphics for a map, and includes options for different levels of play. If you find any of these early releases in a bargain bin, pick them up. They are worth the few dollars they might cost today.

#### 1941 The Eastern Front

Today, graphics and realism have been improved greatly. In the Beginner's category comes the only entry from Atari Corp. that I know of with *1941 The Eastern Front*. This is a joystick game, placing you in command of the German forces invading Russia. You issue move orders to divisions of infantry and armor, striving to capture Moscow and other major cities for points. Combat occurs during the movement phase when your units move into contact with Russian units.

Units are rated for muster strength, a rating indicating quantity, and combat strength, representing quality. If the combat rating falls too far below the muster rating, the unit becomes more of a liability, as it will need to be protected and rested until it recovers. Destroyed units will sometimes pass some of its muster points to friendly units next to it, but the receiving unit will lose combat strength, due to the morale of the incoming points and their affect on the new unit.

When units get isolated, their combat rating is cut to indicate the loss of supply, and will usually require a major effort to rescue them before they are eliminated. Then

comes fall and the mud that bogs your units down. If you are not in position to defend yourself, this could be disastrous. Next, winter brings snow and frozen rivers which let your units move fairly freely again.

At the higher levels of play, you can alter the mode of your divisions from standard to movement, assault or static (good for defense).

On cartridge, and available in many discount catalog listings for \$10.00 to \$15.00, this is a good game to get your feet wet. It was also an APX release back around 1980, when Atari still cared for its users (I have not seen it that way in a long time.) This is a solitaire only game, with turns marking a week in the war, and can be played in one or two nights. It does have a save game function, useful when playing the long "expert" level, which might last a week or so.

Another APX release, modeled after 1941 is *Saratoga*. I think this one might still be available from the Antic catalog. It covers much of the Revolutionary War, and plays much the same as Eastern Front.

#### Wargame Construction Set

Moving to SSI, we come to a series of games which include probably the most popular wargame to date, *Wargame Construction Set*. The pattern from SSI has been to use a good game system for more than one game, I guess because it requires less programming than to do each new game from scratch.

This series includes *Field of Fire*, *NAM* and *Panzer Grenadier*.



These play with a joystick, and each turn is divided into a series of move and fire phases.

Wargame Construction Set is a two-disk set that includes a game editor to allow you to alter one of the supplied scenarios or to create your own. There are a lot of factors to be set here, but that is not difficult. You may have up to 31 units for each side, and each unit has 12 attributes which cover firepower, range, defense, weapon type, assault factor, unit type, movement allowance, armor, anti-armor, transportation and, lastly, if unit may dig in. There are a lot of different icons (symbols to represent different type units) that resemble tanks, trucks, copters and men, as well as some that are just symbols. The instructions do a pretty good job of explaining what each factor does and how to set them for maximum realism.

Before you create your units, you design a map for them to fight on. There are roads, hills, trees, buildings, mines, rivers and bridges. How these parts appear on the map depends on the 'scale' you choose. In Tactical mode, each map hex is between 20 and 100 meters across. Tactical/Operational ranges from 100 to 500 meters. Operational goes from 500 meters to one or two kilometers and Strategic mode ranges from one or two kilometers to 10 miles or more per hex. Using a joystick, you pick terrain icons then place

them on the map anywhere you wish. In the smaller scales, line of sight is important—you cannot fire at what you cannot see.

With a little thought, any conflict you can think of can be created here, and to prove the point, the author has included not only the usual WWII stuff, but also a futuristic battle for an asteroid mine, a rescue mission by delta force, an early battle in WWII, First Bull Run from the Civil War, and a 12th century castle siege.

*Field of Fire* covers several battles fought by Easy Company of the 1st Infantry Division. Your company might include rifle teams, machine gun and mortar crews, bazooka teams, forward observers, anti-tank guns and even tanks. You may play one of the eight scenarios, or play a game that spans all eight.

This is a good game to see how small arms tactics work. Your troops will have to advance on a position, and the computer will do its best to stop you. The enemy units are hidden until they fire or move, so you cannot tell which is the best route to the objective until you scout ahead and find them. The scenarios include a night patrol, the D-day landings, clearing a city building by building, crossing a river bridgehead, blocking a German advance, patrolling along a road in the mountains of Sicily and defending a town during the Battle of the Bulge.



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*Nam*, of course, puts you in the middle of 6 major battles during the Vietnam conflict. You might command U.S., South Vietnamese, South Korean or U.S. Special Forces squads. Again, the enemy is hidden until contact, and can disappear quickly if you don't catch them properly. Objectives here include a supply convoy under V.C. attack, search and destroy, clearing an underground cave network, using Air Cav. for a clearing action, an armored battle and the attempted re-taking of Hue by the U.S. in 1968. Many of you probably remember this war—here is your chance to find out what it was really like.

*Panzer Grenadier* goes back to WWII and introduces the concept of armored infantry as developed by the German army because its armor usually left the infantry behind during major advances along the Russian front. The German answer to this problem was the Panzer Grenadiers—highly trained, mobile infantry units that could keep pace with the armored Panzer units and help clear cities and woods where armor was at a disadvantage.

This game will demand sound combined arms techniques, using your armor and armored infantry together to achieve victory. The units here are company-sized, and include their own transportation where appropriate. You get elements of a Panzer Grenadier regiment, some artillery and, of course, your Panzer Grenadier regiment. Scenarios include the assault on a Russian bridgehead to stop a Russian advance, holding Kirovograd against a Russian counterattack, a probe deep into Russian territory and, as the war progresses, more defensive situations.

All of these games play very similarly. Wargame Construction Set can create two-player scenarios, but the rest are solitaire games, played with a joystick. Each turn starts with an 'observation' phase, where units that require rest or are under assault can be rested. This is followed by several 'movement and fire orders' phases for both the player and the computer. This varies a little for each game, but you generally get two movement and two fire phases per turn.

### MicroProse Wargames

Another series, this one from Microprose, is a little more involved but still plays with a joystick. *Crusade in Europe*, *Decision in the Desert*, and *Conflict in Vietnam* are operational level with units of division and regiment size. All three have a number of scenarios with several variants, more than can be listed in this text.

*Crusade in Europe* covers the war in Europe from D-day (6-Jun-1944) to the end of 1944, with scenarios covering the major battles and objectives, such as the river Rhine, the Battle of the Bulge, and Operation Market-Garden, as well as as the entire battle for France. The variants offer "what if" situations to the historical setup for those who feel things could have been different.

*Conflict in Vietnam* offers scenarios from the French

defeats in 1954 to the American withdrawal in 1972, also with many variants for each of the historical situations. The units here are usually regiments or battalions, and include armor, air cavalry and armored calvary.

I have not played *Decision in the Desert*, so I won't guess at it, but I assume it includes the same type of scenarios and variants of the other two games. These games play in real time, meaning that they do not have turns and do not stop for you to issue orders to your units. Orders are issued while the action is underway, much the same as in real life, though the games do 'pause' a bit if you give orders quickly to a lot of units. The action can be paused to scan the map if you wish, which is useful in some of the large maps that cover more than one screen. Play is only stopped during orders for a two-player game so one player may issue orders while the other player leaves the room.

Orders, given with the joystick, set the units to four possible states—attack, move, defend and reserve. Objectives for attack and move are set by moving the cursor to the desired area and pressing the fire button. While line of sight is not a factor here, supply is, and units without supply lines quickly use up their supply and will only defend their position. Reserves come into the game from the friendly side of the map and must be moved to the area you want them. You may play either side in these games, and you may also play with limited intelligence (enemy units will only be seen when in contact with your forces). Depending on the scenario, these games may take many hours to complete, so there is a save game function.

These are good, involved simulations, yet they are easy to learn and play. While *Conflict in Vietnam* is not a game I play often, (I never did like that war), I really enjoy *Crusade in Europe* and look forward to the day I get *Decision in the Desert*.

I almost forgot a fourth game here—*NATO Commander*, fought in Europe during WWII. Forces can be division or regiment size, whichever you choose and includes units from many of the NATO countries involved in the defense of Europe from the Warsaw Pact forces to the east.

A nice touch here are chemical and nuclear weapons, but you can use nukes only with the approval of the President. He usually doesn't see things as bad as you do, so he says no a lot. Chemical weapons have side effects too, but I will leave that for you to find out. The Air forces are the ace-in-the-hole for the badly outnumbered NATO forces and must be used to their fullest potential to stop the invading "Red forces."

### Guderian and Gulf Strike

Avalon Hill has a good pair of games in *Guderian* and *Gulf Strike*. *Guderian* is the German drive to capture the city of Smolensk in 1941 played in 12 turns,



each representing two days. The units are divisions divided into three regiments, and the stacking limit allows only three units to occupy each hex. With the joystick, move the units, or an entire stack, to the desired location. If they come into contact with the enemy, you will be prompted to assign a target hex for combat. One thing I do not like about this game is the inability to use mass attacks, as each enemy unit may only be attacked once each turn. There is a railroad feature, and as the Germans you must cut rail lines to stop Russian units from using them to get to the hot spots quickly. Other features are leaders for the Russians, random Russian units to simulate the untried state of the Russian army at the start of the war and the usual need to keep your units in a well-supplied state.

*Gulf Strike*, though still a simple game to play, includes land, air and naval forces during a Soviet attack into the Persian Gulf area. This game is a little out of date, for in it Iran is a U.S. ally, and we all know what they did a few years ago. Still, this game is a pleasure to play, because of the scope of forces involved. Iran, Iraq, Saudi Arabia, Kuwait and the Soviet border are on a map that covers several screens. As well as forces from the above mentioned countries, British, French and U.S. forces ply for control of the gulf area and its oil production. Land forces are state-of-the-art armor and armored infantry, while the air units include groups of most every type of aircraft that would have been in use there just a few years ago.

I like the naval forces, since the U.S. has 2 aircraft carriers in the area as well as a battleship and some submarines. The Brits and French have subs and minesweepers. The Russian naval forces include some cruisers, a helocarrier and subs. Game play is similar to Guderian, using a joystick to issue orders and each turn is two days. Like NATO Commander, it is the Air Force which must balance the power on land, as the Soviets have an advantage of position and numbers, but their naval forces will be left wanting against the big U.S. carriers (my favorite part). For a close look at how a modern war might develop, this is the game to play, and with such large force to command, two or three players could divide up one side and each control a certain aspect (land or air) or just certain countries' forces. This could show how different countries must work together against a common foe. The instructions are very good and give a lot of information about the forces and equipment used in the game.

**Combat Leader and Battalion Commander**

Two more real time games from SSI are *Combat Leader* and *Battalion Commander*. These use both joystick and keyboard—the joystick to move the cursor and the keyboard for orders. *Combat Leader* puts infantry squads and tank platoons at your command simulating tactical combat from WWII through the 1980's and has the weapon ratings for England,

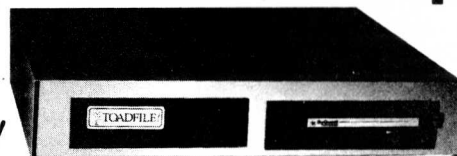
France, Germany, Italy, Japan, Poland, the Soviet Union and the United States during WWII and China, England, France, Germany, Israel, Japan, the Soviet Union and the U.S. in more modern times.

*Battalion Commander* gives you an entire battalion of modern fighting units of company and platoon size. Weapons for the Soviet Union, China and the U.S. are included. You may command at the company level or command a single company at platoon level, with the computer handling the rest for you. This is a good game to get the feel for the chain of command involved in a battalion.

Both games allow the creation of your own scenarios, but are only solitaire. They play quickly and can be completed in one to four hours depending on the size and type of the battle. You may choose between meeting engagements involving forces of about equal size or to attack or defend an objective. They are very good games considering their age—already four or five years old—and make very good introductions to some of the more advanced games we'll get to later.

Well now that I have rekindled my interest in some of these games, I think I'll take my leave of you and go into battle. Until next month, good hunting, and we'll see you after the battle.

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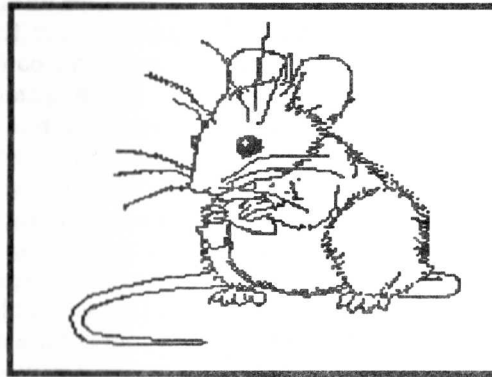
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# Chaos Strikes Back from FTL

## Bob Retelle (MACE)

Well, Dungeon Master fans, it's finally here...the long awaited sequel to the most popular computer game for the Atari ST.

Lord Chaos is back, and *this* time he's *angry!*

Actually, the way the scenario for this "Expansion Set #1" goes, Lord Chaos fore-saw his defeat at the hands of your group of Champions and prepared his revenge even as you were descending in to the Dungeon to fuse him back together with his God side.

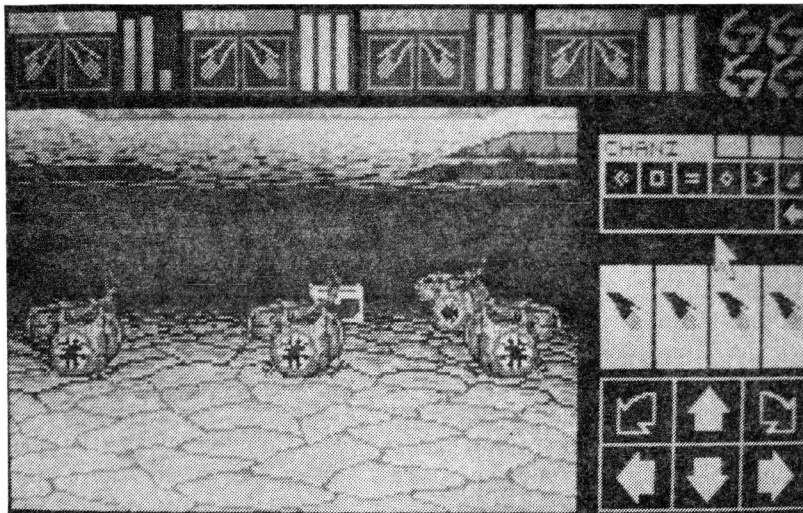
He created a secret dungeon below the one you were exploring and concealed four deposits of Corbum ore in well hidden locations. This ore is draining the mana from the world and weakening the bonds which hold him captive. When enough magic has been drained away, he will be free once more to wreak havoc upon the land.

Unfortunately, he seems to have forgotten that this much power, concentrated in such a small area, will also destroy the universe! It's been a year since your party of four Champions defeated Lord Chaos, and your wounds have long since healed.

But now, you've been summoned back to Mount Anaias to

help the Grey Lord find and destroy the four Corbum ore deposits before they can release Chaos once again, and before the world is destroyed in the process. You'll need all the skills you learned in Dungeon Master to survive this challenge.

Released almost exactly two years after the original Dungeon Master, this game takes the same familiar dungeon world and ex-



pands it greatly.

The game has the same excellent balance of easy playability and challenging situations. The screen looks the same, and all the intricate details which added so much to Dungeon Master are still here. Essentially this *is* the same game, continued on to higher levels of difficulty.

The Chaos Strikes Back box indicates that it "Requires Dungeon Master," but this is not strictly true. The game is a complete standalone game and could (maybe, just possibly) be played without having first played Dungeon Master.

But, it's highly doubtful anyone

could survive long without the experience gained in the relatively "easy" Dungeon Master dungeon (yes, this game is *that* much more difficult...it makes Dungeon Master look like a romp through a playground!).

You *can* use your Dungeon Master party if you have a Saved Game disk from DM or you can start a new party from the 24 new Champions provided on the new

game disk. Unfortunately, while your Champions retain all their statistics, such as Health Points and Mana, they're stripped of everything else.

They'll enter the secret dungeon of Chaos Strikes Back without armor or weapons, without food or water, and without any of the nifty gadgets they

had picked up along the way in DM. They start the game wearing literally nothing but their smiles and with nothing but their (your) experience to see them through.

Eventually they'll find weapons and armor, and many magical items, but surviving long enough to find them will be your first challenge.

## Utility Disk

The game comes with a second disk, the Chaos Strikes Back Utility Disk. This disk has several nice enhancements to the Dungeon Master world and is used in the somewhat complicated process of



starting a new game. When you boot up the game disk, you're presented with a familiar looking screen, allowing you to choose either to enter the "Prison" (this version's "Hall of Champions"), or to Resume a Saved game.

If you want to start a new party using the new Champions, you'd enter the Prison and browse among the portraits of the Champions frozen in the magical mirrors. The first thing you'll notice is that the Champions are very different from the ones in Dungeon Master. For one thing, they're all much more advanced than the Champions at the beginning of DM were, as is necessary for this more difficult game.

Another difference is that there are far fewer "human" Champions, and a great many more, er, unusual types. There are Pixies, Insects, Ghoulis-looking characters and even Incan warriors. After exploring for awhile, you'll notice there are only 22 Champions...hmm...thought there were supposed to be 24. Yes folks, in this game, there are hidden areas in the "Prison," and just to get the game started with a "bang," there are monsters in there too!

Once you've made your selections from the new Champions, you need to Save the group to a disk (there is no exit to the Dungeon from the "Prison"). Then you have to boot up the Utility disk and select the "Champion Editor" to "Make a New Adventure." If you decided to keep your old Dungeon Master party, you can skip exploring the Prison, and just use your old Saved game disk at this point.

### Changing the Character's Appearance

Did I say "Champion Editor"...?? Yes, one of the new enhancements added in this game is the ability to change the pictures of the Champions by using a little drawing utility on the disk, and saving the portraits back to the Saved game. You can draw a mustache on Halk, give Wuuf an afro, or, umm...see what *really* happens when you throw Sonya's golden bra across a pit to trigger the hidden switch on the other side!

Speaking of which, there are also 24 NEW portraits of the old Champions on the Utility disk, "enhanced" to reflect their experience in Dungeon Master. The Warriors look meaner, the women look more voluptuous (must be the exercise swinging those heavy swords) and the non-human characters look, well, even more non-human!

The portraits can be saved back to disk as

individual files, which means you can trade them with your friends or upload them to BBSes to share with other CSB players. There are already quite a few Champion portraits to choose from, including an entire set of familiar Bloom County faces (imagine battling Deth Knights with Opus the Warrior, Steve Dallas, Oliver and, of course, Bill the Cat!).

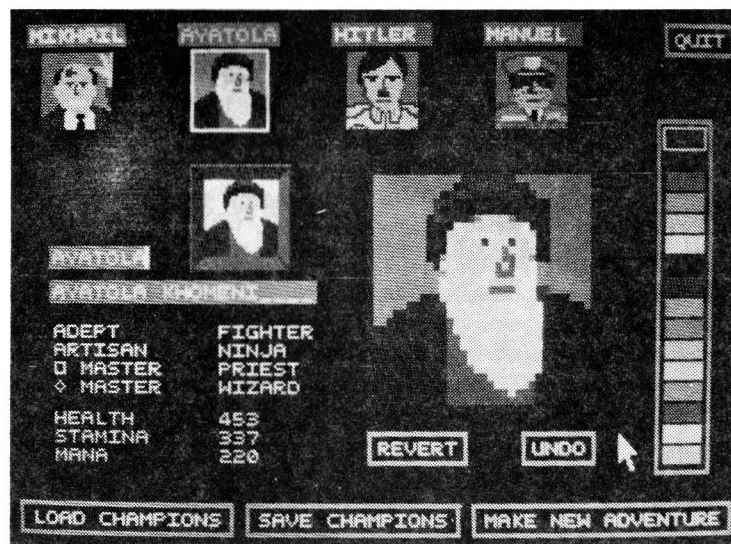
Other Champion portraits I've seen include Calvin and Hobbes and a complete set from "Lord of the Rings." In fact, E&L Productions has recently introduced a disk with more than 50 new Champion portraits to be used with CSB. The disk includes Peanuts characters, the entire set of four Pac-Man ghosts, Madonna (truly awe-inspiring), Norman Bates and the scary bunch of "World Leaders" shown in the photo below. This is a really fun addition to the game and allows everyone to have their own customized version!

Also on the Utility disk is the Chaos Strikes Back "Hint Oracle." If you get stuck at a particular puzzle, or stopped by a certain door, the Hint Oracle may be able to give you the help you need to get past that point. While I might be a little prejudiced in favor of a nice warm hintbook, the Hint Oracle can come in handy if you don't have a hintbook yet.

The procedure is a little awkward, much like the "Hintdisk" approach for Dungeon Master. When you need help, you have to first Save the game onto your save disk, then reboot your ST with the CSB Utility disk. The Hint Oracle on the Utility disk will ask you for your Saved game disk and will read in your current position in CSB from the Saved game. Then it will display a menu of hints available for that spot in the game. These hints will range from general information about the monsters in the vicinity to specific information about whatever puzzle or door is in that location.

The Oracle can *only* give information about the *one* specific location where you Saved the game, and many times the hints it gives may not address the specific problem facing you. But, it's very handy until you get a good hintbook (grin). After you've read the Oracle's hints, you have to completely reboot the CSB game disk and Load in the Saved game disk again to resume playing. It's awkward, but usable.

Now back to the game itself...be forewarned, Chaos Strikes Back starts out tough and gets even tougher! Do you remember the Purple Worms from Dungeon Master? (I'm sure you



A Sample of Characters from E&L Production's disk

do.) Well, imagine starting out completely naked, no armor, no weapons, in total darkness and surrounded by worms. This time they're a yellow or golden color, but they're just as mean.

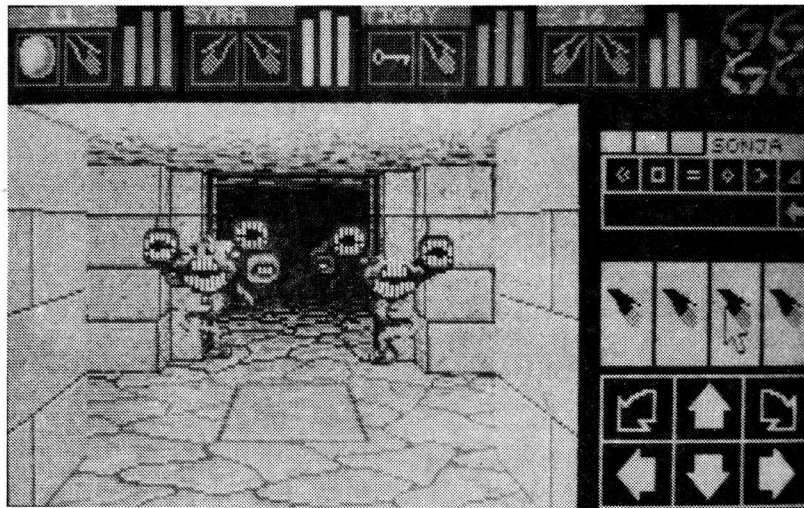
This first room serves to set the tone for the game, as you soon find out that the worms are among the easier monsters to kill! It also serves to intro-

duce your party to quick death (almost embarrassingly quick death, as when I demonstrated CSB to a local user group, sight unseen...the score was Worms:4, Me:0 and the game was over very quickly). Several people on CompuServe had complained the game was just *too* hard, but once they got into it and got their confidence back, they decided they liked it after all.

One of the things FTL has done to increase the difficulty of the game is to make the groups of monsters larger. Remember the Knights of Dungeon Master? In CSB, the Knights are wearing new designer armor, apparently modeled after Lord Chaos' attire, which gives them a much "meaner" appearance. They're a great deal harder to kill than those wimpy Knights in DM, and while they do occur one at a time, they also tend to pop up in groups of four. Until you hit upon a strategy for killing them that works for you, a good tactic is to "Run away! Run away!" (Actually, poison gas clouds and direct frontal attack seems to work pretty well. Fireballs don't seem to be all that effective against Knights.)

There are places where you'll run into entire rooms filled with groups of monsters, and your only hope is to try to retreat into an area where you can take them on one at a time. Luckily, none of the monsters have learned how to climb stairs yet, so you can still dash up (or down) a stairway to rest and recuperate (assuming there's nothing waiting for you at the top of the stairs!). Also, doors can still be used to attack monsters, although there are a lot of doors that have to be chopped (or otherwise permanently opened), making them useless for defense. Many of the doors in CSB are locked, of course, and finding the right key for the right lock can be quite a challenge.

The Hint Oracle will tell you what kind of key is necessary for a certain door if you get completely stumped, or you can just start a key collection and keep trying them all. Tiggy, in my party, has so many keys she jingles when she walks (and I *still* can't get through that Black Metal Door!) Something new in CSB is the ability to use lockpicks on some of the lock-



ed doors, assuming you can find the lockpicks in the first place. I haven't found them yet, so I'm still looking for keys.

Another thing FTL has done to change the game a bit is to add some randomness to which items are found in some locations. Every time you restart the game, you'll find different things in different

locations. This also means that the game is slightly different for other people who are playing the game at the same time. I found something different where others had reported finding the lockpicks, for example. There had been some talk about the Dungeon itself being random too (headaches for mappers!), but it now appears that while it's very convoluted, the layout of the Dungeon doesn't actually change.

### Difficulty in Mapping

This time, the Dungeon isn't so neatly laid out as it was in Dungeon Master. There isn't the "Level by Level" progression that we had before. Instead, there are four "Ways" radiating out from a central point, each one corresponding to one of the four Skills (Ku, Ros, Neta, and Dain for Fighter, Ninja, Priest and Wizard skills). Each one has more than one way in, and each also has different paths, chosen at random when you enter. This gives the appearance of the Dungeon changing from time to time, and also makes mapping a lot more difficult. There are a lot of stairs and a lot of small areas on levels connected by more stairs, so you end up doing a lot of up and down travel, in addition to exploring on an individual "level." This also makes it a lot more difficult to describe just where you are in the Dungeon.

In DM, it was fairly easy to say you were "just outside the entrance to the 'Wizard's Workshop' on the Firestaff Level" and know that everyone else would know what you meant. I've been up and down so many staircases, I don't have the slightest idea *where* I am! Eventually, you'll find the path through each of the four Ways, and find the Corbum ore in each. Then you need to find the "Fulya Pit" to destroy the ore (and the "level" the Fulya Pit is on *does* change each time you enter it).

### Difficulty in Surviving!

The bonds holding Lord Chaos have been so weakened that you'll even run into him again on this Level, but this time you don't have your trusty Fires-

taff, so all you can do is avoid him. Find and destroy all four of the Corbum ore deposits and you'll win the game (and of course, save the world).

Lord Chaos is nicely enhanced for the new game, and there are quite a few new monsters among all your old familiar friends like Screamers and Spiders (some of which have been "enhanced" too...for instance, the Spiders have mustaches this time).

You remember the Dragon in Dungeon Master and how hard he was to kill? Well, let me tell you about the Dragon Den...or, on the other hand, I'll let you find out for yourself (heh heh). I'll just say that when you finish fighting *five* dragons in a row, you *know* you've been in a fight! There are dragons *everywhere* in this game.

After a little while trying to remember my magical spells from Dungeon Master, it was easy to get into Chaos Strikes Back. The spells are all the same (no new ones!), and everything works the same as in DM. As far as I've seen for myself, and heard from others, there are also no new sounds in the game, at least in the Atari version.

My impressions of the game? It feels good to be back in the Dungeon again, exploring new territory and meeting new challenges. The enhancements FTL has made have added a lot to the game. I only hope that the NEXT "Expansion Set" doesn't take two more years! If you liked Dungeon Master, you'll like Chaos Strikes Back. It takes a classic computer adventure game and adds entire new dimensions to it!

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Simple, elegant and no longer in many arcades because arcade owners found that four video games could earn four times the number of quarters and take up the same amount of space as one Air Hockey table. Such is life.

Now, you put both of those great parts of my teen years together and what do you get? A great new game from Broderbund: Shufflepuck Cafe.

In Shufflepuck Cafe, you are the opponent of several aliens in a tournament to determine the champion of the Shufflepuck board.

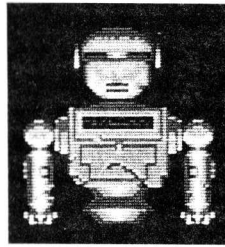


Skip Feeny

The puck glides across the table as if on a cushion of air, and all you have to do is keep it from going past you and breaking the protective glass.

Sounds easy. And for the first

few opponents, it is. Skip (no relation to Skip, our DRC BBS sysop) is your first opponent, and he is, by far, the wimpiest.



DC3-ALSO

Every time you get it past Skip, he congratulates you with a digitized "Nice shot!"

With each win, you move on to a different opponent, such as DC3-ALSO, Vinnie the Dweeb, Princess Bejin, and the ultimate test—Biff Raunch, current champion.

There are nine opponents in all, each with their own mannerisms, that make the game interesting.

Lexan Smythe-Worthington, for instance, will take a sip of his cocktail and give a drunken hiccup and wink whenever you put one past him. When the game is over, he will fall backwards—passed out from all the inebriations he has had that evening.



Lexan

Princess Bejin has interesting psychic powers, and Visine Orb cries when he loses. All of these effects make the game visually fun to play.

## Playing Shufflepuck

The play itself in Shufflepuck Cafe is excellent. The puck moves realistically across the play field, and I could not notice any "scrolling effect" that plagues so many games.

A great job by the program-

mers. Your paddle is controlled by the mouse. Move the mouse forward, the paddle moves forward. Backward is backward, etc.

I did notice you cannot move the mouse extremely fast in the forward direction, as the action on the screen cannot keep up with your movement. However, reverse and side to side movements *did* keep up with my movements.

If ever a game cried for the cordless mouse by Practical Solutions, this is it! If you have one, get this game immediately. I got so mad at my mouse's cord I could have screamed!



Princess Bejin

You literally will lose control over your mouse, not because of any fault of the game, but because the game enralls you so much, the placement of the mouse on a mouse pad is secondary on your mind. I suggest either removing the mouse pad or getting a 4 ft by 4 ft mouse pad.

Okay, so you get so darn good (sure!) that you beat old Biff in the tournament and become a champion. Now what?

Well, the makers of Shufflepuck Cafe thought you might ask that, so they added a few extras to make playing the game more interesting for "experts."

For example, you can adjust the size and weight of the puck. Too



Vinnie the Dweeb

good at normal size? Shrink it in half and see how good you are. You can also adjust the amount of power your forward and sideways spins will have on the puck. (In pool they call that "English.")

Still not enough for you? Okay, you can add blockers in the middle of the Shufflepuck table that make the puck bounce back to you when you least expect it. You can adjust the size of the blockers as well. You can also adjust the size and weight of the puck.

You can even adjust the playing ability of the practice robot so that you can practice on him before you enter the tournament. The robot can be as good as Biff, or as poor as Skip.

You may save the tournament at anytime, I suggest before each opponent. That way, if you lose, you can reload the tourney at the point you lost at, instead of having to start all over again with Skip.

Shufflepuck Cafe is a winner! Challenging for the adults, and easy enough for the kids. I highly recommend you make Shufflepuck Cafe one of the first purchases of the new year.

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# Indiana Jones and the Last Crusade: The Action Game

## Mike Bonkowski (MACE)

"Indiana Jones and the Last Crusade: The Action Game" is one game I was really interested in.

I have seen all the Indiana Jones movies and own copies of all the movies available on video tape. I even now own both of the action games released based on his adventures. I would say I am a Indy enthusiast.

However neither game I own, Indiana Jones and the Temple of Doom or Indiana Jones and the Last Crusade really give me what I want. That is—to be in his shoes. And since adventure games, like Infocom's, are not for me, I guess this is the best I can do.

## The Graphics

This game, from Lucasfilm Games and U.S. Gold, is outstanding in the graphic sense. A lot of the title pictures are digitized from the movie. The characters are well defined, and move smoothly. The action screen fills about two-thirds of the screen and, like the characters, is well detailed. The bottom third contains the life and energy meters and level title.

Unlike many other games, the meters are colored bars instead of a simple number. It takes getting use to. Many times I have looked at the life or energy bar and wondered how much was left.

## Faults in the Last Crusade

However, defects show. One noticeable one is that the same antagonist appears over and over a majority of the time. Sometimes, two and three of him at the same

time! What is he, a clone? To give an idea what I mean, one time I was playing when I just killed one, I turned around and two exact duplicates were right behind me, following each other, shooting.

Another important note...never touch the other characters. It's guaranteed to lose a life. Just a touch will drain away your energy faster than you could believe.

In addition, if you should happen to fall off one of the ropes in this game, forget trying to grab back on. You should be able to attempt to grab back on, if you are close. Meanwhile, your energy level falls with you. You can literally die in no more than a few moves at the very beginning. There is no way I know of to replenish the energy lost. Sorta rough on the beginners.

Also, there are no other options. One game, one skill level of play. There is no way to increase or decrease the degree of difficulty.

## Game Play

One surprise—being an action game, it wasn't extremely high on the frustration factor, even though I have not gotten past the first level. After getting to a certain point in the level, if you should die, you are not sent back to the beginning. You are, instead, sent to a point predetermined by the computer.

Case in point—if you cross the underground lake in the first level, the next time you die, you are sent back to a point on the shore of the lake, not to the beginning of the level. Nice touch.

The documentation is good, I guess. Lucasfilm decided to print the docs on a "newspaper" type

material in a light blue ink. After playing for a while, it gets hard to read. The reasoning I was told for this printing was to prevent piracy. Which brings me to my next point.

## Copy Protection

*I hate copy protection!* Especially when it passes the absurd. I understand the right of the producer to protect the program from being stolen, but this one is bad. I would play this game more, but it scares the heck out of me every time it loads. To hear my internal drive, to coin a phrase, "act like it's trying to read track 200" bugs me no end. I wonder if the drive will need an alignment soon due to this program and others.

Overall, except for the copy-protection mainly, I would consider it a fairly good game. I don't like it as much as Empire or Gunship, but it's not all that bad. But that copy-protection has to go. How about something like Microprose or Interstel have? Just "Type in a keyword from the instruction manual" idea. It would save a lot of headaches.



Indiana Jones

# BECKERCAD ST

## Terry Frits (RACC)

CAD—Computer Aided Design. If you ask, I think most people would describe a CAD program as a high level drawing package. I would describe it more as a drafting package, whose aim is accuracy in drawing.

When I purchased my first Atari ST in 1985, I had visions of doing all sorts of graphics on this fantastic machine. Since then, I have not been disappointed, as many paint, drawing and CAD packages have been released for the Atari ST and new programs are coming out all the time.

The question to be asked now is, "can the ST be a serious CAD machine?" Well, several years ago I would have said, "No, not with only 1 meg of memory, the small monochrome screen, and slow graphics redraw, plus limited printer/plotter support."

But, today that is quite a different story, with the Megas, blitter chips, high resolution 19" monitors, and a full array of printer/plotter drivers available. The Atari line is becoming a true contender in the CAD market.

What really makes a CAD system is the level of software available, and BeckerCAD ST is one of those programs to be looked at by the serious draftsman or woman.

First, let me say that my main purpose for owning a CAD system is to draw house plans and do minor landscaping, not engineering prints. I do deal with engineering prints where I work, but I don't work off our CAD/CAM station or draw prints.

Before I list the features of BeckerCAD ST, I'll say I am very impressed with it. It has one of the most user friendly interfaces I have come across, using icons, drop down menus, plus keyboard and function keys together, without using too much of anything.

### Superb Documentation

The manual is a hard cover, three ring binder with hard box—the kind that comes with a lot of the nicer Atari software. The manual has a table of contents, appendices, glossary of terms and an index. Each section of the manual has a cardboard separator with tabs sticking out that make finding topics a breeze. Other software companies take note, *please*.

The sections of the manual are...

- 1) installing and starting the program
- 2) introduction to CAD
- 3) introduction to GEM, which explains GEM and BeckerCAD to the novice ST user and introduces the different

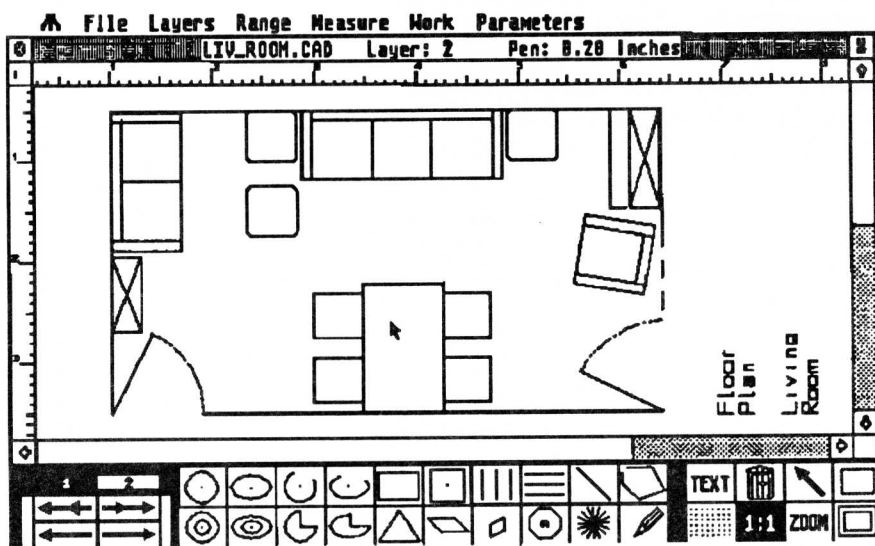
functions of the program (including a tutorial), right through to the professional features

- 4) is the system reference manual which goes into more detail on each function
- 5) is the appendix
- 6) is the index

The manual starts by telling about CAD and the different uses in design and manufacturing applications. If you are new to CAD, I highly recommend reading this section.

As I read through the manual, I would say to myself it's too bad BeckerCAD does not have this or that special feature, only to read further and find the feature of which I was thinking.

One of those features is "break line." Once I draw the outside of a house, I want to break a line to insert windows or doors. BeckerCAD not only breaks lines, but also breaks circles and arcs. Another feature was the saving of the drawings. I was thinking how I



wished the program saved the drawings so I could use them in my desktop publishing package, only to find they can be saved in Degas .PI? or the .CAD extender.

## Hardware Requirements

So, let's take a walk through BeckerCAD and see what special features it has. First off, the hardware requirements are an Atari ST with 1 megabyte, TOS in ROM and one 720K floppy drive and/or a hard drive (recommended).

BeckerCAD is a 2D drawing program. Once the program has been installed, it is not copy protected and may be copied to either another disk or hard drive (for security backup reasons of course).

As far as printers, the program uses Epson/compatible dot matrix, Atari SLM804 laser, NEC P5/6/7, Apple Laser Writer, HP Plotters and PostScript printers and phototypesetting machines. That should cover just about everyone, I think. BeckerCAD uses GDOS to print to non-PostScript printers, but uses special vector character sets instead of GEM fonts.

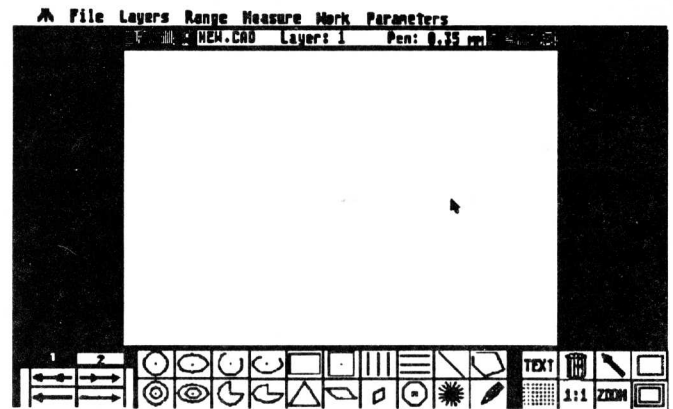
## Feature-packed Icons

The program has two sets of icons at the bottom of the screen—the first set contain the regular features and the second set are what they call the "professional" features. To change from one set to the other, you click on the 1 or 2 box at the bottom left of the page.

On the far right bottom of the screen are 8 boxes that have the icons used with both boxes (named the right icon bar), and they stay on all the time. These icons contain the boxes to get the text, trash can, arrow icon (which allows the manipulating of lines, circular objects or cross hatching lines), range marking frame (which is used to mark any desired section of the drawing for manipulating), grid, 1:1 representation, zoom and last zoom functions.

BeckerCAD ST also has one of the most unique UNDO functions I have seen on any program. In the bottom left hand corner of the icon tools are four boxes with arrows in them. The top two boxes have double arrows and the bottom two have single arrows. Two of the boxes face left and two to the right. When you want to remove something from your drawing, you click on the single left arrow to delete the last object you drew...click on it again and the next object you drew is wiped off the screen. Click on the right single arrow and the objects are replaced in the order they were removed. The double arrows do the same function but keep removing and adding as long as the arrows are held down.

If that isn't enough, you can define a range with a rubber band and cut it to a function key. The range is saved to that function key, then the range area is deleted by dragging it to the trash can. When the area is needed again, just press the paste option and the same function key it was saved to, and back it comes with a crosshair to place it where you want on the page. This is a great feature for moving furniture



**BeckerCAD Screen Showing Icons and GEM Menu Bar**

around in a room or making major changes.

BeckerCAD also has many circle drawing features. There's the circle, ellipse, circular arc, elliptical arc, concentric circles and ellipses, and circle and ellipse segment (pie shapes). Other geometric shapes that can be selected are square, rectangle, triangle, parallelogram and polygon. All of these features (plus others) are in the first icon bar.

The second icon bar is described as "a series of very powerful graphic and architectural drawing commands." Mostly, these commands allow for editing of existing lines and objects. Some examples would be: plumb line, (which draws a line 90 degrees to an existing line), trim first line, trim both lines, and one of my favorites—break line, circle or arc.

Others are: rounding corners (makes a rounded corner from two connecting lines), chamfer, pull lines and corners, change line length, create angle, three point circle and arc, concentric circles, tangent between point and circle and between two circles, plus many more. There is even a crosshatch feature, with the crosshatches being editable.

## GEM Menus and Keyboard Shortcuts

The above are only the icons—BeckerCAD ST also has GEM drop down menus and keyboard shortcuts. The GEM menu bar contains the File, Layers (BeckerCAD ST has 300 layers that can be turned on and off individually for viewing separately or combining to view as a whole), Range (allows for saving, clipping, cutting, pasting, etc. of objects) and Measure menus (to enter the sizes of objects either manually or automatically), and a "Parameters" sub-menu to set scale, precision from 1 to 1.000, and units of measurement.

There is also a regular Parameters main menu that allows for screen setup, such as page size, turning on and off the ruler, cross hair, grid and rounding. You can also set the line sizes and styles, cross hatching and text attributes from the Parameters menu.

If all these things were not enough (and I have not covered all of BeckerCAD ST's functions), there is



more. There is also a macro interpreter called PS, which is a stack oriented programming language. This allows for exact placement in the drawing program. It is very similar to the PostScript language and has full function key shortcuts, graphics commands and math functions.

## Symbols and Fonts

Now comes one of my favorite parts—parts, better known as symbols libraries. BeckerCAD ST comes with a whole mess of them. There are symbols for the electrical and electronic world, from resistors, capacitors and diodes to home appliances, lighting, meters and loud speakers. There are also symbols for the plumbing world (for real flow charts—water that is!) and the heating world, plus one of the best architectural symbols libraries I have seen.

There are symbols for stoves, bathtubs, sofas and counter tops—there's even a grand piano. The objects can be loaded in, sized to your furniture sizes and moved around to see how they fit in the room. It sure beats picking up the couch five times and moving it around the living room! You can also create your own symbols and save them to the library. There is no engineering symbols library, but since this is not a 3D CAD package, I doubt it would be used for extensive engineering drawings.

One more feature and I am done with an overview of this program. I will quote from the manual, "The font editor of BeckerCAD provides a complete tool for creating, editing and processing fonts. Even the untrained user can easily create a personalized character set using the font editor." Yes, BeckerCAD even has a font editor that lets users design their own fonts.

## So, What's Missing?

Now, before I start sounding like a salesman for Abacus, there are several things I think are needed in this program. I would like to have the following: draw a point to end and middle of a line, line to end of line and center of line, double lines and boxes (to draw walls, etc.) and an integrated program for printing. Output programs are confusing and time consuming at best. As long as I am constructing a wish list, I would also like color dot matrix printer support with each layer assigned a different color if desired.

The cursor seems to jump around a little when moving on the screen, and it seemed a little sluggish. I was running it on my 1040ST, and when I switched to the Mega 4 with blitter chip turned on it worked much better. I don't see this as a serious problem but an annoyance more than anything else. When drawing lines, (like tangent to two circles), the line does not appear to touch the circle sometimes, but when I zoom in on the area the lines are touching. This may be a result of the monitor not being of a high enough resolution, but it can be confusing at times.

Most of the above wants can be done with several keystrokes or operations, and should not stop anyone from buying this program. I understand Abacus has been offering several deals on BeckerCAD, making it a real bargain in today's CAD market. BeckerCAD is easy to use and learn and appeals to the artist/architect in all of us. Give it a try, I don't think you'll be disappointed.

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# QuiQuiQuiQuiQuick ST 1.8

## The Software Screen Accelerator

Bill Rayl

Look out, Turbo ST...you've got competition and it's catching up fast! Darek Mihocka and Ignac Kolenko of Branch Always Software have released their first commercial software product, Quick ST, which offers speedups comparable to Turbo ST at a fraction of the cost.

Quick ST was originally released as part of the shareware Quick Utilities. Although much slower and less compatible with other software than Turbo ST in those earlier releases, Quick ST was an instant favorite of many who felt Turbo ST was a little pricey. Most Turbo ST owners, such as myself, didn't really pay that much attention to Quick ST...Turbo ST was just plain faster.

Well, times change! Quick ST is now a commercial product and is a very serious contender for anyone wanting to squeeze more speed out of their machine.

### Benchmark Results

Having the luxury of both Turbo ST and Quick ST, I decided to do some testing using Quick Index (part of the above mentioned Quick Utilities). Figure 1 and 2 show the results on my 520ST with 1Meg upgrade, monochrome monitor, TOS 1.4, no blitter and only Charles Johnson's Desk Manager and Atari's TOS14Fix installed at bootup.

As you can see, Quick ST is slightly faster than Turbo ST 1.57 in all the text functions...and not too far off in GEM speedup! Both programs are faster on a color moni-

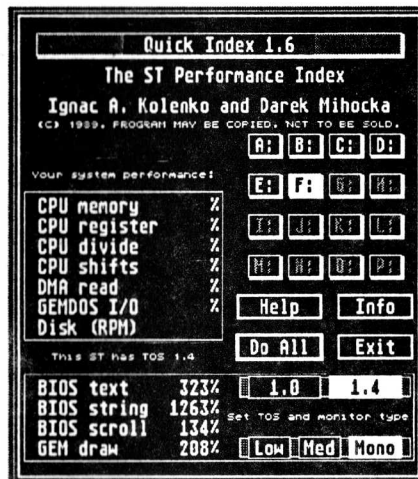


Figure 1 Quick ST

tor. In all fairness, I must point out SofTrek has recently released version 1.6 of Turbo ST, but comparisons in the README file on the Quick ST disk show Quick ST 1.8 still beats Turbo ST 1.6 in the BIOS Text and BIOS String tests.

Overall, the slight differences in percentage points seem to put Turbo ST and Quick ST at just about even...if you're into making decisions purely on benchmark statistics alone.

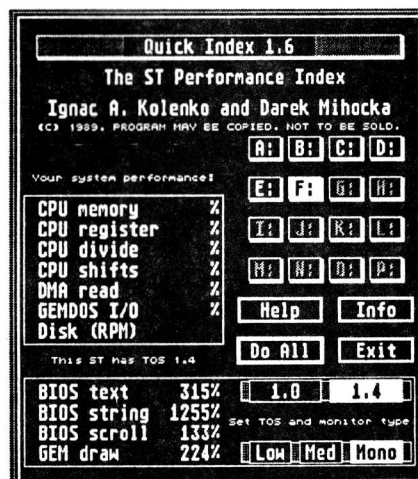


Figure 2 Turbo ST

### Odious Comparisons

Apart from similar results in the benchmarks, Quick ST and Turbo ST have a couple more similarities. First, both products have separate versions for color and monochrome monitor users.

But, even here there are differences. Turbo ST is a desk accessory, and as such, users who own both monitors either rename the proper accessory at bootup (perhaps by using Desk Manager) or use the larger version of Turbo ST that supports both monitors. With Quick ST, both color and mono versions reside in the AUTO folder and the proper one will boot at startup. No mess, no fuss.

Both programs also support custom desktop fonts, such as those loaded by Charles Johnson's Fontrix accessory (boy, that guy's name keeps creeping in here!). However, Turbo ST seems to have trouble with multiple changes of the desktop font...it kept reverting back to my very first font choice, no matter how many times I tried to change it. When I told Quick ST I wanted to change the font, it listened.

SofTrek and Branch Always Software both have very good upgrade policies. SofTrek will upgrade Turbo ST if you send them your original disk and \$5, and they have a special upgrade policy for qualifying user groups. (Call SofTrek at 407-657-4611 for details.)

Not to be outdone, Branch Always will send a new version of Quick ST on disk for only \$3 to any registered owner (no need to send in your original disk) and will do Email upgrades on CompuServe and GENIE absolutely FREE.

Two other very important rea-

sons why you might consider buying Quick ST over Turbo ST are memory usage and price...in both cases, Quick ST weighs in about half of Turbo ST. The full version of Turbo ST uses over 50K of memory and the individual color and mono versions use about 40K each. The mono version of Quick ST uses around 20K, while the color version uses only 16K. A "stripped down," slower version of Quick ST is included that takes up only 10K of memory.

As for price, Turbo ST retails for \$49, while Quick ST is an unbelievably low \$19.95!

### Other Features

For those fortunate enough to have a 19" Moniterm monitor, Quick ST is sure to make you happy...providing "the same level of speed on a 1280x960 screen as it can on a 640x400 screen." Sorry, I can't test this out (boy, am I ever!). Branch Always promises to support any high rez monitors that become available for the ST.

Version 1.8 of Quick ST also fixes one of the most annoying "features" of previous versions. When quickly moving the cursor in a text editor or word processor, the cursor would disappear during the move. This sure made it hard to know just how far you'd actually moved the cursor without stopping. That has, thankfully, been fixed. Quick ST 1.8 also supports the HI50 program allowing 50-line output to monochrome monitors.

I've tested Quick ST with piles of software, both commercial and public domain, and it has performed like a champ with such packages as LDW Power, Flash, ST Writer, SuperBase Pro, PageStream, BB/ST, CBreeze (Quick ST does not speed up the "tiny" text mode in this program, but it does support "large" and "medium" modes), and Hotwire/MaxiFile. Of course, I haven't used Quick ST as long and comfortably as I have used Turbo ST...but I have found no incompatibilities as yet.

Also included on the Quick ST disk is a copy of the Quick Index benchmarking software, the Quick View text file viewer and a demo version of Quick ST 1.8 that can be uploaded to your favorite BBS.

With Quick ST 1.8 around, SofTrek's super fast version 2.0 of Turbo ST (as shown at many AtariFests in 1989) can't be released too soon...for SofTrek's sake!

Quick ST \$19.95  
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## The Reviews Are In!

"... If you own a hard drive ... then RUN, don't walk, to your nearest Atari dealer and ask him to order DIAMOND BACK from Data Innovations, Inc."

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LeRoy Valley & Ron Robinson, ST Informer

DIAMOND BACK is packed with features, from its custom format/verify routines, to its use of script files, it's in a class by its self. Here are just a few of the features packed into DIAMOND BACK: • EASY to use completely GEM interface and online help • File compression & encryption • Selectable incremental backup, by date or archive bit (using TOS 1.4) • Load/Save backup configurations • Automatic drive switching • Backup/Restore any number of drive partitions, directory paths, single directories, or even specific files or types of files • Recreate the original tree structure or specify a new directory structure during restore.

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# Mini MIDI Lessons #3

**Morris G. Miller (El Paso)**

## What Does MIDI Cost?

Like watches, MIDI can cost as little or as much as you want to put into it. I can give you some price ranges, but they are arbitrary. I can give you some recommendations, but they are generalities. You will still have to evaluate for your application and make the final decisions.

The three basic components, aside from the computer, are the sequencer (software), keyboard and synthesizers, and the music sound system. The first two are most urgent to this discussion.

A starter sequencer is available from the public domain for most popular computers. I recommend starting with one, even though I did not. This allows you to find and settle on a keyboard first.

Most vendors provide low-end versions of their sequencers starting in the \$30 to \$60 range. The high-end versions of the same programs will be from \$300 to \$700. Accessories can cost up to an additional \$500, costing \$20 to \$100 for each added utility.

Software is expensive, but good programs are worth it. The low-end versions will not have all the features of the expensive versions, naturally, but will possibly have everything you need or want. Again, try them first.

Keyboard selection is more difficult, and should come first. As in a previous discussion, decide whether you need your emphasis on the keyboard or the synthesizer. Don't be carried away by the "local" features, such as rhythms,

chords and fancy noises the keyboard can make while you play it. Most of these things will not be recorded on the MIDI. However, if your daughter will enjoy playing it live, then consider it.

New keyboards start about \$130 and go to \$3000 or more. Keep an eye on swap meets, yard sales, classified ads and pawn shops. Someone gets a good bargain every day, somewhere.

Not all keyboards give the same amount of information. If touch sensitivity (how fast and hard the key is pressed and released) is important, then keep it in mind.

The difference? If the keyboard does not record how loud the note is performed, then it must be added in the editor. If the keyboard does not respond to touch sensitivity, it is very probable the synthesizer in it also does not. That could be more important. Does it have input for foot pedals, modulation control, pitch bend (glide pitch while playing), or pan (stereo balance)? Many keyboards and their synthesizers are only monophonic (one output, not stereo). Examine it carefully. Seek advice and help if necessary.

You can add the sound system and cassette recorder as anything from a simple AM/FM radio and cassette recorder to a grand home music system. It should be stereo. The rest I leave to your imagination.

## Why Should I Do MIDI?

Maybe you shouldn't. MIDI is not for everyone any more than is rhubarb pie. Ugh!

Why would I want to hear Fredrick Chopin's Polonaise play-



ed on a synthesizer when I have a compact disk of Philippe Entremont in performance? Because

- 1) You had fun entering the music;
- 2) You gained a lot of understanding of both the music and Chopin by doing so;
- 3) It was edited until you had the performance interpretation you felt Chopin himself would give it;
- 4) You feel it is your performance, as though you are playing it, doing it your way.

It can be performed on any of a dozen and a half different pianos or played by a trumpet and bass or whatever interpretation you want to put on it.

Besides, who says you have to play Chopin? Try your hand at "Moonstruck." I'll bet you don't have that on CD. Put your own weird interpretations of sounds into it. It can sound "spaced out," tin-pan, heavy-metal, or whatever. Or, very smooth.

Did you ever want to sing with your own orchestra or combo? You got it! Record it and amaze your friends. It's a great way to find out just who your friends really are!

Sheet music is in abundance. A lot of it is not on CD. Some of it was out of production before the record player was invented. You have a way of playing it anyway.

And talk about inventing—that is my main interest in MIDI. I write songs, mostly a cappella (vocal).



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---

#### **The Blitz Cable**

The BLITZ Cable plugs into the out jack of your "A" floppy drive, plugs into your "B" floppy, and then into your ST's printer port. With the INCLUDED software, comes the ability to make back-up copies of MOST (if not all!) of your commercially protected software, in either single or double sided formats! And, it reads/writes so fast, it is also great for copying unprotected ones as well! **Only \$34.95**

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If your ST has the solder-spots for the **Blitter chip** (normally only on the Megas), you can now get the Blitter for **only \$75!** Price includes: parts, installation and testing! Save \$10 off the above price, if you are having the Blitter Upgrade done at the same time as a memory upgrade installed!

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# THE BASICS of BASIC

## Rick Burton (RACE)

To further explore "graphic illustrations" of the characteristics of color, this month we will start to tie the SETCOLOR and COLOR commands together. Be patient enough to read carefully *and* type example demos as you go. Soon you will appreciate 8bit capability and become a painter of pixels.

Last month we saw that SETCOLOR is followed by three numbers separated by commas. The first number was used to select text, border, and background. From now on, we will call this the register number or SETCOLOR register. Each SETCOLOR register contains "default" colors and brightness. Registers are numbered 0 to 4. Using GRAPHICS 3 as an example, the following is a run-down on these registers:

SETCOLOR 0: contains orange—access with COLOR 1  
SETCOLOR 1: contains light green—access with COLOR 2  
SETCOLOR 2: contains dark blue—access with COLOR 3  
SETCOLOR 3: not used in GRAPHICS 3  
SETCOLOR 4: contains black—access with COLOR 0 (also controls background)

Notice the COLOR command can access SETCOLOR registers! The great COLOR/SETCOLOR connection! Different color commands can be used at the same time to draw different colored lines on your monitor. The desired color command precedes the line or lines to be drawn that color.

Confused? Fire up that 8bit and type this:

```
10 GRAPHICS 3+16
```

```
20 COLOR 1
30 PLOT 8,2
40 DRAWTO 8,22
50 COLOR 2
60 PLOT 20,12
70 DRAWTO 20,22
80 COLOR 3
90 PLOT 32,8
100 DRAWTO 32,22
110 GOTO 110
120 END
```

There you have it—a simple bar graph. Compare the SETCOLOR register chart with the commands found in the demo program. COLOR 1 accesses SETCOLOR 0 (default orange), COLOR 2 accesses SETCOLOR 1 (default light green), and COLOR 3 accesses SETCOLOR 2 (default dark blue). Now let's stir up a new color on

our artist's palette. Change SETCOLOR register 1 by typing:

```
55 SETCOLOR 1,5,6
```

Run this demo with the new program line. When the paint brush is dipped in COLOR 2, out comes violet! (See last month's Basics for details on SETCOLOR and a color table.)

A last note—line 15 from last month should have read: 15 FOR X=1 TO 14 STEP 2. Apologies for the typo. We'll see all you 8bit artists next month for more "graphic illustrations" of the characteristics of color...

## Join The Revolution!

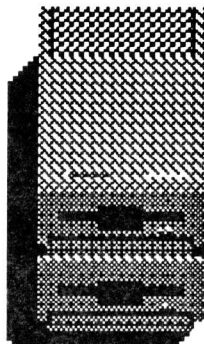
### Ed Fletcher (P3ACE)

In the December issue of "Keeping PACE", Donald Thomas, President of Artisan Software, proposed a planned REVOLUTION to expand the Atari Users base in the U.S.A and get Tramiel's attention at the same time. He also offered a disk-based handbook that outlines a program of weekly of events that Atari User Groups can take part in to accomplish these objectives. I have not seen "The REVOLUTION HANDBOOK" but I like the idea! P3ACE has ordered the disk. We plan to make a copy available to all our members and encourage them to take an active part in the REVOLUTION.

However, I see no reason why we should wait for instructions. Every Atari User has his or her thoughts on what is the most important problem that WE, the Tramiel family and Atari Users must solve first. What ever your ideas are put them in a SHORT letter and send copies to Jack Tramiel, Chairman of the Board, and Sam Tramiel, President, at the following address:

Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086

Make copies of your letter available to other Atari Users in your User's Group, on Bulletin Boards, and to dealers (if you are lucky enough to have one.). They may agree with your point of view and join the REVOLUTION. There is POWER in NUMBERS!



# IN YOUR DRIVE # 216

## Special Christmas Edition

### Good Ol' Chet (ACCD)

All right, so it isn't Christmas! It was when I started this, so it should count for something. With the colds (I'm running a 101 fever now, thank you), pneumonia, impacted sinus, and accidents which have befallen my family, I've spent so much of my time in doctor places that I have hardly had a chance to glance at STella (our lovely ST).

And in a calculating move by my oldest daughter and wife (Hm...that reads as if I have a younger wife somewhere), all the computer equipment and desks were moved in a random fashion (RND(0)\*.57) so that I'd have a difficult time finding anything. I now have to turn my head at a 90 degree angle to see the mono monitor, and my phone wire won't reach to my modem.

This has all been an obvious conspiracy to keep me from writing another In Your Drive. Foolish mortals all, as any can plainly see that I *did* finish it. However I'm unable to straighten my neck now.

### Dungeon Master Sequel

Chaos Strikes Back is the sequel to the best selling Dungeon Master, and it compares to DM as Hellfire Warrior did to Temple of Apshai. By that, we ask you to remember just how VERY tough H.W. was compared to the Temple. Chaos dumps you in a locked room with those \*&^\$#@! Worms on ALL SIDES OF YOU, f'r cryin' out loud!! A real killer!

I spoke out previously against the dungeon crawling adventures,

such as Dungeon Master, which actually call themselves role playing games. They're not, and they tend to take the most unrealistic scenario type of rolegames—a "dungeon" which more properly resembles interiors of a castle, which is populated by hundreds of dozens of monsters and bandits which never heard of the food chain because they've been living a few doors from each other for God knows how long, and only turn violent when you enter the picture.

So, yes, Chaos is just as unrealistic as its mother program. But we tend to forgive more when it's running on a computer. The dungeon crawl is perfect for a program—you *can* limit the parameters, define the boundries, and limit the options of the player without seeming arbitrary. Like other computer games, it has the advantage of always being there when you want to play. (I don't care *how* much your spouse loves you, she is *not* going to get up at 2 am for a quick rolegame session!)

I mentioned RazRats again last month, one of my favorite beer and pretzel games. The author's brother asked my why I didn't mention the address for mail order, so here it is: JCN Software, Jerry Nolan, 1047 Brahman Ln, Uma, AZ 85364, (602) 782-0708.

Usually, I don't mention mail order for two reasons. The first is that this column was originally a part of the Mile High Atari newsletter; anyone reading it knew of our local Atari stores. The second reason is that I actively discourage mail order except as a last resort. Not only do I have a permanent grudge against the Postal Service, but I've seen what happened to

Atari stores when all their customers went the mail order route instead of supporting their stores.

### The Tax Advantage

Which is as good a time to lead into The Tax Advantage from Double Eagle will only be available by mail for us Atarians who use the XL/XE version.

Why? Because not enough of us bought it last year; they sold only around 600. It would have been easy for them to drop Atari from their line—every one else is. I'm grateful to them for continuing the program for us, and am ordering a copy. If you do anything with your taxes beyond the 1040EZ form, I suggest you pop \$25.95 + \$3.50 postage and handling to 'em right away.

I'm an accredited VITA tax worker, and I fill out other people's taxes regularly. But I STILL use Tax Advantage to save hours of my time, and a few cubic feet of storage space. I've made mistakes from time to time when doing taxes by hand. NEVER have I made a mistake using Tax Advantage; that's why I use it each year. Double Eagle Software, 2340 Plaza Del Amo, Suite 215, Torrance, CA 90501.

I thought I'd mentioned the address of Skills Improvement last time, because their excellent study helps are available ONLY by mail. That address is Skills Improvement, Box 595, Aurora CO 80040, (303) 695-6187, and, as I've said, their Generic SKT program is useful to anyone studying for ANY kind of test.

### PageStream 1.8

Pagestream, version 1.8 could



easily be called a brand new desktop publisher. I've been unable to crash the thing—and I've tried. The manual is excellent! The Quick Start section will get you up and running—and you may never need to go farther. For 90% of everything you'll do, this section is plenty. But if you greedily want MORE, there's more. PageStream is also an excellent word processor, with most of the features you'd expect from a word processor. If you don't have a good drawing program, you can create or modify pictures with PageStream's formidable art options and tools. (Sheesh! The rotating and alignment features are something I never thought I'd find easy to use!)

And quick! Hoo boy, is your screen output quick! Almost makes up for the tedium of waiting for the printer to get done!

The many options of PageStream are so varied that we could take up the whole magazine. Take a good look at the back of the package, if you have an Atari store around. The back of the box is FILLED with lists of features in teeny tiny print...and it DOESN'T list them all.

For some examples of PageStream's output, take a good look at the magazine you're holding. If last issue was an indicator, Pattie 'n' Bill are liable to be running color covers often...and this layout sure yam easier to read than past issues of (for instance) ST LOG.

PageStream will not make you into a graphics artist, nor will it magically impart the knowledge and skills of a layout artist. The manual will give you

many headstarts, and the program is simple enough to "keep out of your way" while you're learning. Get a few good books from the library and learn about typesetting layouts the way the big boys at the New Yorker do it. And produce!

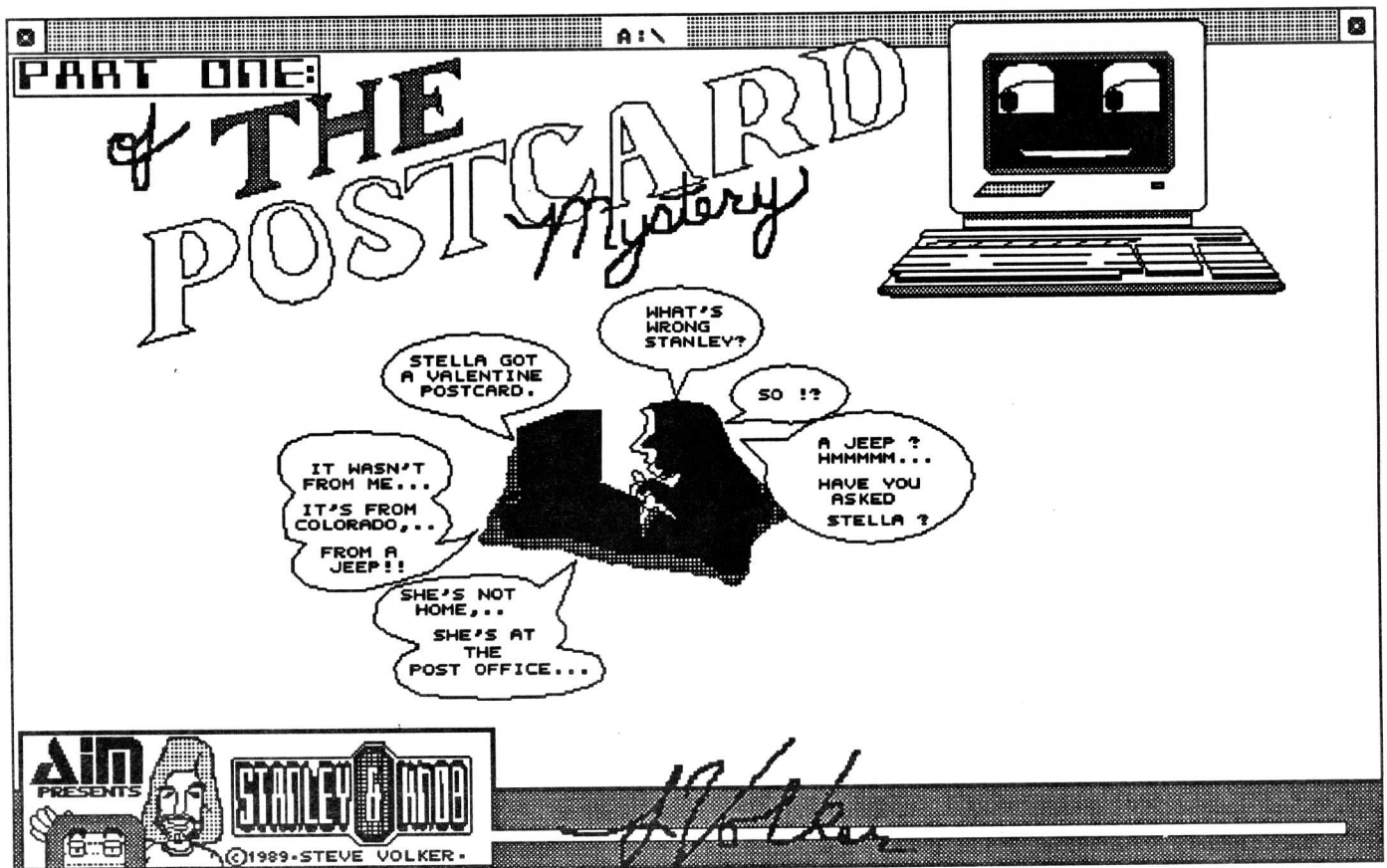
### Speaking of AIM

Who was? We were, y'know, up there in the PageStream review. In just three issues, AIM has passed my previous favorite Atari-zines (STart and ANTIC), even without color photographs. I honestly get a kick out of reading other clubs' successes and troubles. And I find the irreverent style and straightforwardness of the writers here refreshing and entertaining. (The recent debate about big vs little clubs comes to mind, as does Jim Cox's excellent description of the Portfolio in use.) Would one of the remaining professional magazines have the nerve to publish "the Power of Advertising?" Perhaps, but it would have been edited into impotency. This article should be read—and answered—by the folks at Atari who can't seem to make a dent in the American market and don't remember how to try.

A great magazine, which I'm grateful to be in, and to read. This goes to the top of my "Must Read" stack every month.

I don't know about anyone else, but this cold makes me feel miserable. I think I'm about ready to end this IYD early.

Jeep!





# Barry Manilow and the Atari Computers

## Tim Holt (El Paso)

I was thinking the other day about the things that I like. Now, even though I am a child of the late 60's and early seventies, I grew up with some peculiar tastes. I like conservative folks like Paul Harvey and Rush Limbaugh, but on the other hand, I would not miss a day of Liberal, er, All Things Considered on National Public Radio.

I am Republican, but support gun control and am pro choice. So you see, my tastes vary. I also like the underdog. My favorite team while I was growing up was the New England Patriots, merely because they regularly got the snot beat out of them. I pity the underdog.

I also like Barry Manilow, and Atari computers, two of America's big underdogs.

Okay, I know what you are saying to yourselves: Barry Manilow? The guy is a wimp, a limp wrist, a wuss. All he can sing is nasily boring love songs that are overproduced and sound like an orchestra exploded behind him while he was recording!

Good Lord, Holt, Barry Manilow? He sang "Mandy" and "I Write the Songs," geesh! Those are horrible songs! Only lonely women on Saturday nights with thoughts of suicide listen to Barry Manilow! If you were a real man, you'd be listening to Bruce Springsteen, or better yet, if you were a real Texan, you would be listening to Willie Nelson!

But wait, I say, to those who don't understand. Barry Manilow does other things besides those

nasily love songs! Really! Have you ever heard of an album called "2:00 PM Paradise Cafe?" It was an all jazz album, with Mel Torme, and the great Sarah Vaughn! No orchestras, no exploding string sections! It was a great album! It was nominated for three Grammys for Jazz. Did you know that? Have you listened to that album?

No, the unimpressed say to me, it is a Barry Manilow album, and that is all that is required to make a judgement. No listening required. Well, I say, unswayed by their ignorance, have you heard the album "Swing Street?" It was another Grammy nominated album, and it had the great jazz singer Diane Schuur, Kid Creole and the Coconuts, the great sax man Tom Scott, and Phyllis Hyman. Surely with such an all star line up, the album cannot be all bad! Nope, the doubter says, it is Barry Manilow, and anything associated with Barry Manilow cannot be good.

Have you ever seen Barry Manilow live? They had to move the Tony awards to another theater this year, because his live show in New York was held over for two months! Surely, a Broadway theater sold out for three solid months means something!

I stopped telling people that I liked Barry Manilow a few years ago. It seemed that no matter what I tried to do to convince them otherwise, Barry Manilow was a wimp, and I was a de facto wimp for buying his albums. So I do not tell people too often anymore that I like Barry Manilow. I guess I got tired of trying to convince people that something they didn't think could be good, was in fact, good.

I have almost come to the same

point with Atari computers. Game Machine they scream! No really, it is 16 bit, a little dynamo, can run MAC, and IBM!

So? They ask me. Atari is a game machine company! I saw an Atari game in the arcade at the mall!

No no! It is a different thing all together I say. Go away, they tell me. Atari is Chinese for game machine they tell me, they read it in an Amiga magazine! It cannot be good no matter what it does! What if you come to my house and I will show you? No need, they reply, it is Atari. Their mind is made up.

I sigh an exhausted sigh. I grow tired of trying to convince people the ST is a great little machine. I know it is, and there are lots of others too, although not a majority by a long shot, that know what a great little machine it is. But folks have a tendency to prejudice, no matter what the facts say to them. These are the same people that serve on juries in your city. Makes you wonder, huh?

So I will continue to buy Barry Manilow albums, and go to Barry Manilow shows, and buy and use Atari computers. I know some things that other people don't.

And if someone comes up to me and says all Barry Manilow music is for old ladies and lounge lizards, I will just smile and nod my head. And when someone else comes up to me and says Atari is a game machine, I will smile and nod my head also.

And I will go home, put on 2:00am Paradise Cafe, and boot up my Atari ST. And I will smile at the fools who don't pity the underdogs...

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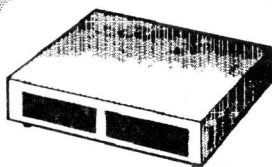
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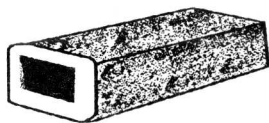
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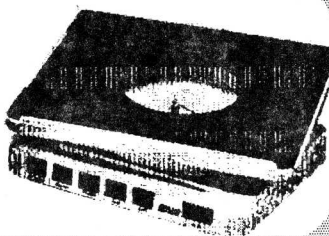
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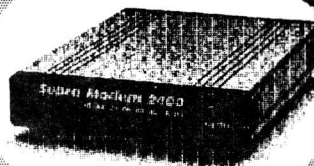
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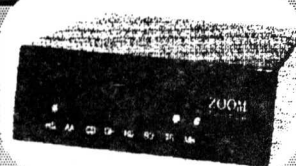
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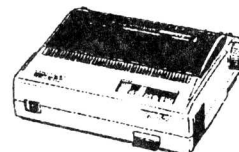
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# Phantom Drives and the SH204

## Or...How My Hard Drive Did Funny Stuff with TOS 1.4

### Glen Dulin (COAC)

I had proudly, and with enthusiastic anticipation, installed TOS 1.4 in my 1040ST. I turned on my hard drive and then the computer—and ooooooh!—I was impressed with TOS 1.4 and its new goodies. I like it! I like it!

But wait...I noticed I was able to access a ramdisk that wasn't there (I had a G: icon on the desktop). I noticed DBman was accessing this drive that wasn't there. No errors! Uh oh! What are these ROMs doing to me? I just spent all this money for a *big bug!* I hadn't heard anything about this.

Later, I talked to a friend, Bob Kanski, who is in the club. He asked if I had tried just booting from floppies. No, I hadn't. He had TOS 1.4 installed and, using floppies, it didn't show any signs of this malady. I then booted off floppy—no problem, no phantoms. That's fine, but I wanted to use my hard drive.

In the meantime, Bob called another club member, David Powers, who had an SH204. When Bob got back to me, he taunted me and refused to tell me about some new information he got from Dave until he had extorted a promise that I would buy him a Coke.

After I gave in to this extortion, he told me Dave had had the same symptoms when he had upgraded to TOS 1.2. Hmmm! I took my computer to Bob Stiles, who has a 50meg ICD and everything worked fine...no bug.

So, what's the cure? It turns out that Atari's SH204 has a faulty chip with the insidious and

devious name of AMPAL written on it. Even without a new TOS, this chip does not report errors back to the operating system correctly. You may do writes that didn't write correctly and no error would be reported. It may do incomplete seeks or corrupt formatting or have uncorrectable data reads.

It just so happens this chip also allowed the phantom drive syndrome. I could have G on the desktop but not installed, and when I pulled up the file selector, I also got drives F: and H: that were not installed or on the desktop. And, yes, you could get a directory off of these drives. It was, however, a directory of a real drive, usually the last one accessed.

Enter Berkeley Microsystems and the ADE (Atari Drive Enhancement). On Dave's advice, who cured the problem with the ADE, I sent for the chip, and with about ten minutes of work I had it installed in the SH204.

The installation is easy, TOS 1.4 works like it should and the three of us are now living happily ever after.

Even if you don't get your TOS upgraded, I would recommend getting this chip for your SH204. It's cheap insurance against a possible corruption of the drive.

ADE Chip \$19.95 + \$2 S&H  
Berkeley Microsystems  
P.O. Box 20119  
Oakland, CA 94620  
(415) 547-2191

### Crossword Magic 4.0 (from Mindscape Now Public Domain)

#### Stephen Moffit (TACE)

Crossword Magic is an older program (1983) that is an excellent utility for creating crossword puzzles on your 8bit Atari. It has many options and works on graphic printers such as the Epson FX-80 and many others.)

The main menu is as follows: create a puzzle, print a puzzle, copy a puzzle, erase a puzzle, finish a puzzle, edit a puzzle, play a puzzle and exit program. If you choose to "create a puzzle", you will be asked if you wish to have adjustable puzzle sizing, allowing the computer to adjust the puzzle size as you go along, or for you to fix size. In any case, the computer will then allow you to enter the answers to the puzzle, allowing you to "backdate" as you go along, and to "relocate" the answer to legal places.

The computer will also keep track of words you were unable to place and then will attempt to place these words at the first opportunity (you may erase or add to this list.) After you have entered all your answers, it is time to enter the clues, which may consist of three half lines of text (you will be able to keep track of what answer you are on by the highlighted word.)

When you wish to print it, you may accept the current printer driver or choose from approximately 20 drivers. The program will automatically number the boxes and black the unused spaces. The printout include the puzzle, clues, answers, and a word list (all printed seperately, if you wish.)



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520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes—the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

### expandable boards:

520A	Socketed, no RAM	\$129.
520B	1 MB, socketed	\$179.
520C	2.5 MB, socketed	\$297.
520D	4 MB	\$465.

### Blitter Upgrade:

520STfm/1040, new motherboard, Installed	\$ 99.
Combined with TOS 1.4, Installed	\$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only \$149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style' 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	\$110.
1040B	Fully socketed, no RAM	\$149.
1040C	2.5 MB + 1 bank sockets	\$317.
1040D	4 MB, 32 1 Mb DRAM installed	\$485.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	\$149.
1040B1	Completely socketed, no RAM	\$189.
1040C1	2.5MB, no sockets	\$297.
1040C1A	2MB installed, 2nd bank socketed	\$317.
1040D1	4 MB installed	\$495.

Upgrades for version "2" and "3" of the 1040/520 motherboard also available! Prices same as above.

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only \$30. Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard \$38.

## EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top, with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	\$265.
T0	No Drive, MFM controller	\$299.
T0R	No Drive, RLL controller	\$475.

Complete with drive mechanism:

10 MB	\$485.	20 MB	\$565.	30 MB	\$695.
40 MB	\$745	64 MB	\$795	85 MB	\$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	\$179.
M0	No Drive, MFM controller	\$295.
M0R	No Drive, RLL controller	\$365.

Complete with drive mechanism:

10 MB	\$395.	20 MB	*\$395.	30 MB	\$545.
40 MB	\$685.	49 MB	*\$625.	64 MB	\$795.
85 MB	*\$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add \$18)

D0S	No Drive, install your own emb. SCSI drive	\$149.
D0	No Drive, MFM controller	\$279.
D0R	No Drive, RLL controller	\$349.

10 MB	\$355.	20 MB	*\$369.	30 MB	\$525.
40 MB	\$695	49 MB	*\$595.	64 MB	\$725.
85 MB	*\$745.				

### ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: \$260., \$369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: \$360., outright \$449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: \$379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port \$79/119 full SCSI \$119/159

## CPU CASES:

Upgrade 520/1040 to the MEGA standard.

\* Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.

\* A 150 W power supply with fan provides power for all possible combinations and keeps everything cool

\* Reset button on keyboard

\* A delay circuit allows fully automatic HDD power-up.

\* Monitor can be switched on/off with CPU, using an optional cable.

\* Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.

\* The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type \$295

### OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors \$8. installed.

C0S	No Drive, install your own emb. SCSI drive	\$99.
C0	No Drive, MFM controller	

C0R	No Drive, RLL controller	\$299.			
20 MB	*\$295.	30 MB	\$465.	40 MB	\$595.
49 MB	*\$525.	64 MB	\$725.	85 MB	*\$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

### KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for \$69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

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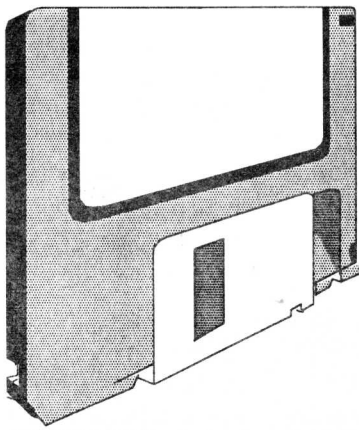
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Hard Drive kits/CPU cases without drive	\$10/\$20
with drive - special shock resistant packaging needed	\$20/\$30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 1-19-90. Prices "\*" are PREPAY SPECIALS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.



## AIM Disk of the Month

**ARC602.TOS**—Latest update to ARC. Features include subdirectory archiving support, more detailed statistics on archive data size and up to 175% speed improvement over ARC 5.21C.

**ARCSH21B.TOS**—ARC Shell, the program that adds a full GEM interface to ARC.TTP and LHARC. New features include full support of ARC 6.02. ARC Shell is shareware, Copyright 1990 Charles F. Johnson and Little Green Footballs Software.

**ARC\_LZH.TOS**—This program automates conversion of ARC files to LZH files. It can also help convert self-extracting files to normal LZH files and vice versa. Needs ARC.TTP, LHARC.TTP, SFX\_LZH.PRG and DESELF.TTP to take advantage of all the features.

**ARTST230.TOS**—Art-ST is a powerful drawing program that works in all resolutions. Among its many features are: lines, boxes, circles, text, fine pixel editing, area fills with user-definable monochrome or multicolor patterns, copy & paste and support for Neo/Degas/Degas Elite compressed pictures. Art-ST uses all available memory to support multiple picture buffers! This gives about 8 buffers on a 520ST and over 110 buffers on a Mega4! Works in color and monochrome. Shareware from Robert Birmingham.

**BAPACK.TOS**—Branch Always Program Packer reduces the size of your executable (.ACC, .PRG, .TOS and .TTP) files so they take up less disk space, yet still run properly. Typical compression is about 30 to 50%. GEM-based, runs as a PRG or ACC. From Darek Mihocka and Ignac Kolenko of Branch Always Software.

**CHEETAH2.TOS**—Cheetah 2.0 is a *fast* file copier that can transfer up to 15 megs a minute! Perfect for hard drive owners.

**CONCORD2.TOS**—GEM-based Bible concordance program. Provides a fast, powerful and very easy way to access the Bible and to find words, combinations of words and phrases. Included in this file is the KJV text of the Pauline epistles (Romans through Philemon).

**DCSHOWIT.TOS**—This incredible little program replaces the 'SHOW' command used

to view files. View uncompressed DEGAS (.PI?) and NEO pictures by simply double clicking on them and choosing 'SHOW' from the system dialog! Allows scrolling through text using the mouse. DC ShowIt is freeware and copyright (c) 1989 Double Click Software. NOTE: This program sometimes shows "garbage" before showing the selected text file...this does not cause any damage, the program simply doesn't clear the keyboard buffer before "showing."

**DESKMG31.TOS**—Version 3.1 of Desk Manager, the bootup program that uses the mouse to select DESKTOP.INF files, AUTO programs, ASSIGN.SYS files and desk accessories. Simple to configure and use. Written in 100% assembly language. Shareware, (c) 1990 Charles F. Johnson & Little Green Footballs.

**DTPAINT.TOS**—DTPaint is a desk accessory paint program and .IMG file editor. Monochrome ONLY!

**FLIPSIDE.TOS**—Flip Side allows use of double-sided diskettes on single-sided drives. Only Side 1 will be accessible on a SS drive, but DS drives will be able to access both sides. This feature is similar to many of the PD disks sold with European magazines.

**KXPSET25.TOS**—Set up your printer's font, character/line spacing, italics, emphasized, tab stops, etc., easily and quickly. Written for 24-pin printers, but works with Epson-compatible 9-pin printers as well. Runs as PRG or ACC, high or medium rez. Written by CIS Sysop Bill Aycock.

**LGSEL16B.TOS**—Little Green Selector, the complete and powerful replacement for the GEM item selector. New features include a "quick extender selection" feature and the ability to type any ASCII character on the "Selection" line. Shareware, Copyright 1990 Charles F. Johnson and Little Green Footballs Software.

**MX2NET20.TOS**—MX2Net MIDI network for two ST's. Also included is an RS-232 version of the program. Includes options to set the GEMDOS clock, view the screen of the remote machine and read network status. Allows disk and memory sharing. Connect two STs together and share a single hard drive and printer!

**QST18DMO.TOS**—This is a fully working, no time limit demo version of Quick ST 1.8. This demo is much slower than the retail version, but still show a lot of speed increase. Color and monochrome versions included. The monochrome version supports the 19" Monitor monitor. This demo uses only 10K of memory. Quick ST is a commercial product of Branch Always Software.

**RELTREE2.TOS**—GEM-based "family tree" that allows you to organize, sort, store and print up to 36 generations of your ancestors (600 on a 520ST, 2,000 on a 1040ST). Works in color and monochrome.

**SPHERICL.TOS**—An action/strategy demo of a UK game, Spherical. Use the wizard's wand to create a path for his crystal ball to follow. This game runs on Megs and most STs, but very old 520STs may not display the whole playing screen and tend to flicker a bit. Color ONLY!

**SPINDEMO.TOS**—The Globe Demo, a globe made of spinning dots that *you* control. Endless patterns are created using keys which control things like speed, angle and size. The effects are mesmerizing and beautiful. Color ONLY!

**TRASHCAN.TOS**—The NeoDesk Recoverable Trashcan from Gribnif Software. This "freeware" desk accessory adds a recoverable trashcan to NeoDesk 2.05 (or later). With it, you can recover any deleted files at a later date (by opening the trashcan). Documentation is included, plus a patch program to upgrade NeoDesk if you have a slightly older version.

All files on this disk are self-extracting LZH archives...simply double click to extract! Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending \$6/disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the Feb. 1990 disk when ordering.



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 Librarians - Lou Mendoza  
 Joe Ronda  
 Scribe - Chet Cox  
 PictureDrawer -  
 Jeremy Fason

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 MIKE McCutcheon  
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 JF

**What if the Atari Computer Club of Denver had a meeting and nobody came? by Chet ("Is TONIGHT the meeting?") Cox**

Our January meeting is famous for its low turn-out, and the reason is that it always falls JUST after New Year's. This year it was on 2 January, and even I forgot it. If a new person hadn't called me ("Is the Atari meeting tonight?" he asked. "Godfrey Daniels! It IS tonight!!" I calmly replied.), we'd have been short a meeting chairman.

As it was, I rushed, forgot my notes and other props, and had to bluff and lie my way thru the meeting ("Yes, we INTENDED for tonight to be a short meeting. Go home."), but was saved by Tom Iowa. Mike McCutcheon (Editor Mike) wowed us with further tricks and somersaults of SpartaDOS X - the Cartridge. One thing we learned is that if you have a 1200XL (which we did that night), you have to take the cartridge apart to fit it into the 1200.

Everyone determined that the Swap Meet is for sure definitely on for the March meeting. Here's your chance to unload some dusty old disks, folks! The tables are free to members; \$15 to strangers.

Ed plugged the STIG meeting, of course. And Tom Iowa, who turned down the Exec Director's job (Say hello to Joe McWilliams as our new exec.), won the door prize: a vintage 2600. Hm? You say you didn't know that Atari also makes game machines?

#### Stigs And stones -- the STIG meeting for January

This would have had to be some important meeting to bring me out. I was coming down with a whopper of a flu bug, I'd just gotten out of a night class, and the meeting would have been half over by the time I got there.

But it couldn't be helped! Lou Mendoza was going to show how to convert a cheap Radio Shack disk drive into an ST-lovin' drive. The Other Ed was going to show another game (which name I never DID catch!), and a new fractal program was going to be demonstrated. Joe (Moneybags) Ronda was going to thrill us with slides of his vacation to CES. Oh yeah, and Ed expected me to demonstrate PageStream and Monitor Master.

Sure enough, the Other Ed was just finishing up his demo of a game which looked suspiciously like an ST powering down as I arrived. (I repeat: Ed, what WAS that game???) Lou was finished (drat!), the fractals had fraced, and I was expected to jump into the fray.

Except that I had LOST MY VOICE due to that \*&%\$#@! flu virus! Reaching back into my college days to remember my voice lessons, I faked something which sounded suspiciously like a cross between Donald Duck and the sound those cross country ski machines make. It was FUN watching everyone cringe! For an encore, I contemplated scraping my fingernails on the blackboard.

If ever there was a match made in heaven, the Monitor Master and PageStream is that match! With the Monitor Master, I was able to show both the DETAIL of PageStream on mono, then show the COLOR on the color monitor. Ed Fason (NOT the Other Ed. Keep 'em straight here!) had printed pages on several printers: a dot matrix, an inkjet, and a color inkjet or laser.

Joe threw out some life-size screens from the Lynx -- and some life-size paper reproductions of the Lynx itself. If arcade games are your meat and potatoes, you'll fall in love with this hand-held monster. He mentioned more about What Atari Was Willing to Talk About in their little out-of-the-way room at CES. Once again, we're hearing that this year is the year of Atari. (Most likely, the year of the Lynx and the Portfolio. Sigh. Where's STacy?)

#### Starfleet Meeting Minutes by Thomas Oughton

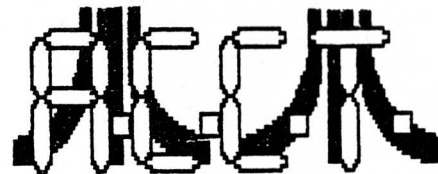
January 12, 1990 Officers present: Guenther, Oughton, Robique  
 Chris Guenther assumed office as president of Starfleet Atari User Group. C.J. gave up the reins of office with his usual grace and calm. You all should have been there to see it.

The club librarian attempted to demonstrate several Programs added to the library. The programs were all ARC'ed and the directory on the disk showed 999+ free sectors. We assumed that the disk may be good so we used the Sparta-Dos X cartridge to un-ARC one of the programs. This proved to show that at least some of the programs on the disk were corrupted. We then examined the use of DISKFIX.COM delivered with DOS 2.5. This program repairs the Volume Table Of Contents (VTOC) on a disk. This program restored most programs, but 5 of the files on the disk were lost. Once the disk was "repaired" the Sparta-Dos X cartridge was used to view the contents of the ARC'ed files. Included were several AMP music files, a couple of games, several text files, and a couple of utilities.

A new program from the Translator Z, TZSTRIP is a basic program that will take a text file and strip certain control code from it. It will also perform a word wrap on the file to a column size specified on the main menu. This program is written in BASIC and is very SLOW. TZSTRIP will run with TURBO-BASIC which is greatly recommended.

The new president demonstrated Kyan Pascal. This development system includes a operating system, editor, compiler, and debugger. The operating system uses the same command names as UNIX. The command to get a directory of disk files is called "ls". "cat" is used to concatenate files. These are all Pascal programs and just by renaming the files, you can rename the commands. The editor is a full featured editor and could be used as a word processor. The compiler produces a stand alone object not requiring an extra library or runtime file to be loaded separately. This system was compared to the other Pascal system, Draper Pascal, demonstrated a couple of months ago. Either system could be used to produce usable Pascal programs, but only Kyan creates stand alone object files.

The meeting broke up at about 9:00. Then several programs were copied from the library.



Atari Computer Club of Toledo is an independent user group founded in 1980. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8-bit and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS	(3/12/2400)	419-691-6459



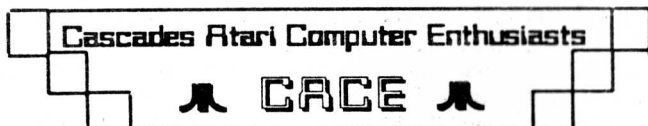
**Secretary's Report** This is my first report since being voted into office, I hope I am up to the task. I would like to thank Chester Hadley for his assistance and advice in getting me started.

The 8 January 1990 meeting was called to order by the newly elected president, Phil Rominger. Items discussed were:

Computer Connection is going out of business! (Woe is me) They have marked nearly everything down by 25% and will close by the end of the month. There is a slim possibility that someone will reopen the store.

Steve Jordan's BBS is going off line, permanently. Someone is buying his equipment and software though, to start a new BBS. The Phoenix BBS, 735-3315, should be online by the middle of the month.

Mike Sieben donated 20 Acusoft disks of P.D. programs to the ST library. Herb Kanner would like to remind everyone to watch the expiration date on their club membership cards, and to pay their renewal fee promptly. Also, he has disks for sale, 3 1/2", double sided, fully guaranteed, for 65 cents each.



Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The Main purpose of the club is to help inform new users and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

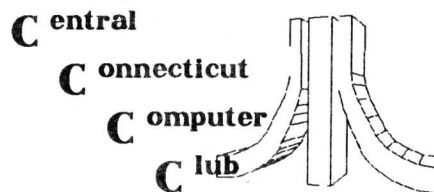
The CACE BBS is run by the club and is open to anyone with a modem. The number to call is (517) 787-4011. The current membership dues are \$14.80 per year, and are payable at any of the CACE monthly meetings, or by mail to the PO Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1 pm to approx. 4 pm at Boos Center.

#### Fishing Around by Brent Fisher

Like hi everyone, how are you all doing? I know that you will never believe this but I have got some important news for everyone. We will be holding our meetings in the Boos Center in Loomis Park again. To enable this to occur though one change had to take place. We will now be meeting every second Saturday instead of the normal Sunday. So in consequence, I realize that some of you might have tried to make it to the East Side Lounge and found no one there. So we should have a solid spot for meetings like we did before. Our next meeting will take place at the Boos Center on February 10th at 1 pm. I suppose we can meet until the building closes if the membership wants. Other than the fact that the BBS is operating as we speak (I think). Our only problem seems to be that we can't get anyone connected at 300 baud. More than likely we will be changing the software to BBS Express Professional. But in the mean time please bear with us.

One last thing before I let you go. If you are looking for Atari 8bit software check out the guys at No Frills Software. They have got a pretty extensive list and some pretty good prices. Also they are planning on re-releasing SynCalc so give them a call in you are interested. Those of you who wish to write can reach them at: No Frills Software, 800 East 23rd Street, Kearney, NB 68847 Of course if you wish to call you can get them at 1-308-234-6250. Anyway have a good Valentine's day.



The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January, 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentation or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, CT 06467.

Prospective members may call Rich Scheidel (203) 589-9035 or 589-3738. Failing that, call Tim Brandt, (203) 283-0500 or write C-CCC, 127 Pinnacle, Bristol, CT 06010.

Dues are \$25 per year, \$30 for family plan. Includes Voting membership, newsletter, access to Club library (8bit and ST), access to club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the CLub message base at Ultra Project BBS.

Yo addicts.....February blues has hit hard in the East. Cold as hell (here up on the hill anyway). Had an interesting encounter on Compuserve January 14 in the Atari 8 Conference room. Met the Prez of AUGOUG and had a private talk which was interesting..... seems we are not alone in looking for users. Further talks may produce a joint meeting...wouldn't that be special?

Received the package from Soft-Logik and added PageStream 1.8 to the library. Heh...they're still shaking their heads trying to understand how we got it. Well here's the story. I received a letter from Soft-Logik asking if our group was interested in getting the "User's Group Package". Actually, they asked if we had recieved it yet and to apply for it if we hadn't. We hadn't, and then we did, so they sent it. Understand? (Look at them shake their heads). Well next on the agenda is to learn how to use it. Thanks again to Soft-Logik for the package. We WILL do a review on this in the near future.

Also something I want to discuss is the upcoming User Group Officers meet in February down in Ol' New Jersey. It's obvious now that February 17th will NOT be the meeting date. Bob Brodie has a previous engagement in Michigan for that same date. AND we DO want him to be there. More on this as things get clearer. Be advised. I will welcome anyone in our group that wishes to go. It's only about a two and a half hour drive to the meeting site from Bristol. The purpose of the meeting is to A: Setup a network of co-operation between clubs on the operation of libraries, newsletters and BBSes.

B: To increase communication between clubs to strengthen clubs in Membership, public relations, and dealing with other problems throughout the user groups community, and finally C: To show ATARI & the manufacturing community an organized front for the advancement of the Atari computer systems. The goals to be reached include re-establishment of local retailers and a North-East Atari Computer Show...YAY! I really would like to see both of those goals. Like I said...more later.

Next month....a review of the Migraph hand scanner...and also!! A premier showing of the "Special Joystick from Spectrum Holobyte for Falcon that Tim can't remember the name of right now" Got that? Supposed to be Cat's Backside for control (gotta be nice here, don't know whose lil' kid is reading this).

Well I tell ya...I gotta run. It's getting late here and I still got to get ahold of Pattie. zbye.



COAC

# Central Oregon Atari Club

Dedicated to Central Oregon Atari Users and Enthusiasts Since 1984

President: Norman Moore (503) 447-3598  
 ST-VP: Bob Kanski (503) 548-8201  
 8-bit VP: Marc Hitson (503) 648-0513  
 Treasurer/Ed: Glenn Dulin (503) 382-3956  
 Secretary: Nancy Kanski (503) 548-8201

Address: Central Oregon Atari Club, P.O. Box 6824, Bend, OR 97708. Membership dues are \$1.00/month and \$1.00/year for each addition family member. We meet every second Saturday of the month at 5:00pm at the Ann Flita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

### From the Secretary

I hope this Holiday Season has been a special Blessing to you all, the New Year is off to a great start and with Valentine's Day here I wish you all a very Special Day! In writing this it sounds funny to mention the holidays when by the time you read this it will be Valentine's Day; but at the time of this writing I am thinking of you all hoping you had a great holiday season.

Our December meeting was filled with lots of excitement and plenty of delicious treats provided by some very wonderful people. THANK YOU once again! We had Nomination of Officers in December and decided at the same time to hold elections as well. We have two Vice-Presidents, one for the ST and the 8bit to encourage more participation and involvement of our 8bit members.

Our door prize winners are: Randy-Norman's nephew: Atari Duffie Bag Danny Hyde: Canister of M&M's Norman: Certificate to Rolaines Cantina Jim Downes: Certificate to Izzy's Congratulations Everyone!

Greg May became our newest member at the December meeting. At our January meeting we had the Video Key from Practical Solutions demooed by Arron Leis. We are going to raffle this thing off in March at yet another another PIZZA FEED. Tickets for the raffle are a \$1 each and will help to pay for pizza. Tickets are already being sold see the club insert for a review of the product.

Nancy

# FACCS

## First Atari Computer Club of Spokane

F.A.C.C.S. is an independent, non-profit computer club formed in 1981 by local Atari computer users. We currently meet on the 2nd Thursday of each month at 7 PM. All visitors are welcome to come to any meeting. Membership is \$15 per family and includes our club newsletter, access to our public domain libraries and to the club levels on the Atari Zone BBS (3/12/2400 baud, 24 hrs/day, call 509-326-5741).

### At The Board

The November 9th elections were validated, to see new officers check out the officers listing above. Results pertaining to the other issues on the ballot were the amendment to the By-Laws allowing non-F.A.C.C.S., non-Atari users of the Atari Zone may be appointed to SigOp of a certain area. The vote to consider a non-smoking place to hold our meetings was overwhelming. The officers also confirmed the appointed officers listed above.

In accordance with the By-Laws the officers chose to clarify some of the rules and regulations governing our BBS and SysOp to aid each new SysOp in the performance of their duties. If you would like to know more contact me for further details.

Other Board decision affecting the BBS were: Approval of Nancy Prevost as Co-SysOp and Rebecca McKinley as the first non-F.A.C.C.S., non-Atari SigOp; a separate area has been set aside for users age 16 and under; a general file accessible to

non-F.A.C.C.S. Atari users has been established as an inducement to join the club. Also if the BBS becomes too busy for F.A.C.C.S. members be able to access it, a special night for club members only may be set aside.

Tim Osborne has requested each officer to supply an itemized inventory of all F.A.C.C.S. equipment. The Treasurers report showed us still running in the red, however we are checking into a couple of fund-raisers. Members are being encouraged to renew their memberships early to help us through this crunch. Bits, Bytes & Nibbles has consented to allow us to put some of our store disks, on consignment, in their store. Price we have set on the sell of these disks shall be \$5.00 each. Ed Hicks is ironing out the last few details of the agreement.

F.A.C.C.S. is now a participating club in the Atari Interface Magazine (A.I.M.), a Michigan based Atari User Group Newsletter. Among the advantages to our club through A.I.M. are the possibility of the reviewing of new software products and getting an ST disk of the month for use in our club. Articles, members wish to submit must be turned into Merry Iverson by the conclusion of each General Meeting.

The annual Northtown Mall Computer Fair was held Nov. 18th & 19th. There were a number of problems with this year's show, mostly due to screw-ups on the part of the Mall Management, and a lack of publicity. Plans are already underway to insure that the 1990 show will be more productive. Several Board members are checking into the possibility of a spring Computer Fair at University City in the Valley.

The F.A.C.C.S. sponsored Inland Empire Computer Enthusiasts (I.C.E.) were ready for distribution at the Mall Show and have been placed in several area computer stores. Plans are underway to produce a new edition every 3 - 4 months. The goal of the I.C.E. is to acquaint everyone in the area with all the users groups in our area.

Finally, the Board discussed ways to encourage and support our new and old members, with a primary concern on ways to more actively support out-of-town members who cannot make it to the monthly meetings. Starting with ways of making our club library more accessible to such members.

The Officers are actively searching for a new meeting place. If you know of a community center or school in your area that is willing to allow us to meet there please let us know. Meanwhile we will continue to meet upstairs at Tidyman's at Five-Mile.

Submitted by Nancy Prevost F.A.C.C.S. Secretary



GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

President: Frank Fellheimer (616) 657-6106  
 Archiver: Dave Oldenburg  
 Librarian: Bill Berner  
 2nd System/GKAUG BBS (616) 385-2448  
 We run a 130XE using BBS EXPRESS! PRO Node #197

No meeting scheduled for this month. I will try to get one for us towards the end of this month, or at the beginning of next month. I am in the process of installing library shelves for my computer literature... seems as if the stuff can really pile up a bit.

Purchased a copy of YEMACYB/4 for my Star NX-1000 C color printer. I have only had time to do one print out so far, but it certainly does do a color print-out in pretty quick time... and you don't have to swap ribbons or reset the paper. It includes the older YEMACYB and some other utilities to assist you in converting various graphics schemes for use by the printer. More about this when I finally get a chance to look at it more. I am still reading the directions (we all do, don't we?).

Frank Fellheimer



Next Meeting: 6:30 P.M. Wednesday, 7 February 1990. Wyoming Public Library. 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E.	Comstock Park, Mich. 49321	
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
C Baughman	Librarian	(616)795-7373
Marvin Waid	Membership	(616)897-0194
Gary Heitz	Director	(616)676-0112
G Borysiak	Director	(616)896-9358
Charlene Bird	Director	(616)795-3593

#### Presidents Monthly: 18 January 1990

I would like to take a moment to welcome the new officers elected at the December meeting. Gerry Borysiak and Len Brothers are active participants and their help and insight will be greatly appreciated. Charlene has moved up to a new position and will fill in for Chuck while he is at camp during the summers informal meeting, making the disk library available at all meetings.

The new GRASS officers held a meeting last night, Wed. 17 Jan. 1990, and discussed several issues about the upcoming year. One item was the purchase of a complete system for the group. Since the group did not have the usual magazine subscriptions last year, it was decided that the funds left over could be used for purchase of a demo system for use at the monthly meetings. Anyone know of a good deal on a computer and drive, please let one of us know. We are looking for a 130XE and a XF551 disk drive, and a printer would be nice.

You will notice that the dues listed above are still \$22 for the year. With the purchase of the computer system, the dues could not be reduced this year and still pursue the Page 6 magazine from Europe, and try once again to have an Atari Fair this year. More on the fair as things are worked out and details are set.

A major portion of the officers meeting was spent with the concerns of the newer members to the group, most who have not had their Ataris long and did not feel comfortable with the level of demos we have been having. Starting with the February meeting, there will be the usual type demo for the entire membership, but it will be preceded by small group sessions dealing with the demo topic at the beginning and intermediate levels, as well as a place that you advanced users can gather and have at the topic in any manner you wish (or choose your own). With a large portion of the membership belonging to the new member/owner level, we feel that this should offer something for everyone at the meetings, as well as address those little problems that plague new users.

Remember, March is dues month. Yup, it is that time again. Join in March, and don't miss any of the good meetings in the upcoming year.

The loss of many experienced Atari users to the ST and IBM worlds takes with it a lot of knowledge that most of us need to keep our systems growing and expanding. This is a great problem for those of us who still are not ready to trade in our 8bit Ataris, but we can overcome it. There is one positive side effect of this, and that is the availability of lots of good used 8bit hardware and software at some really good prices. There have been some great deals on Atari products at the last couple meetings. If you are still adding to your system, watch the sale tables at the meetings and keep an eye on the for sale messages on the local BBS's, you might just come across the piece that you need. Above all, don't lose faith, the Atari 8bit will be around for quite a while yet, even without the support of that company in California.



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE P.O.Box 460212 Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

#### Editor's Corner

Fellow Atarians, this is our club's first issue of AIM, so I hope that you will enjoy it as much as I have over the last four months that I have read it. We will continue to publish our own local journal, UPDATE ATARI, thanks to a healthy treasury and a strong show of support. Think of AIM as your replacement for Analog and STlog, which died back in '89.

Our February 28 meeting will focus on telecommunications, with special attention to be given to file transfers, connecting up with mainframes, and the ever-popular D-term program. If you have ever had questions or problems with calling a BBS or online service, this is the meeting to attend.

The March 28 meeting will be an Atari Sound & Light Extravaganza. We will present a multi-computer graphical, musical show with 8-bit Ataris running awesome graphic displays and lighting to the sounds of ST generated midi-keyboard music. If you thought last summer's music presentation was great, wait til you see this! By the way, any Midi-musicians who would like to assist on this demo, please give me a call!

Tracy

#### State of the Club!

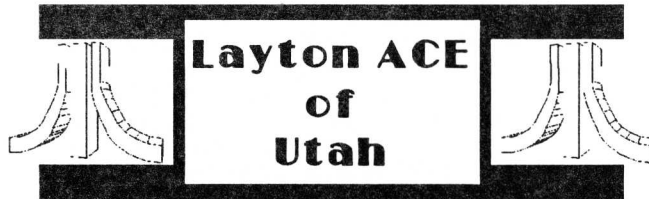
My first exposure to HACE was in December of 1987. As a new Atari owner my interest in HACE was to seek help with my computer. I found an active club but it became apparent later that the leadership had found other things to do and for an while I thought "Oh My! goodbye HACE". Then, Tracy Webber rallied the Club together and got things organized. Later, Tracy found HACE a free meeting place, which really helped the club's finances.

By then I was interested in becoming more active in HACE and discovered a core of leaders that supported Tracy. Jim Salmon, Editor and later President; Keith Swoboda, who rescued our Disk Library; John Hauser with fantastic dedication kept The HACE BBS going strong; George Iken our Atari Sage kept the newsletter supplied with articles to the point it became a true resource; The board members: Joel Altman, Lee Lassus, Bob Leeper, and Jon Derry - These guys did all the behind the scenes work that gave HACE its strength.

I know I have left some names out but the point has been made - HACE is doing great, because of good leaders and workers. Read the Treasury report at the next meeting and you will note a healthy club. Phone the BBS and see the Heart of HACE in action. Read UPDATE ATARI and find out about Atari users in Houston. Attend a meeting and enjoy good fellowship and information about any Atari you may own. (Even if its a Portfolio.) What this adds up



to is that THE MEMBERS OF HACE ARE DOING GREAT BECAUSE THEY ARE HACE. Members and members-to-be, there is more to come. No change in dues, just more for your hard earned money. 1990 will start with excellent programs at our regular meetings. 1990 is going to be a good year for HACE. The state of the club is great!  
Bill A Kithas



The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m. Mark your calendars for the next two meetings: January 9, 1990 and February 13, 1990.

Irwin Brooks	President/ST Librarian	(801)731-1516
Richard Clark	Vice President	(801)825-5823
Ken Karchner	Secretary/Treasurer	(801)776-8015
Lonnie Allen	8-Bit Librarian	(801)392-4450

#### Upgrade your 520 ST or 1040 ST without a Board

I'm still excited!!! I'm sorry, but I can't get over the fact that my old 520 ST now has a full two (2) megs in it. No, it's not a 520 STfm with an upgrade board in it. In fact, it does not have an upgrade board in it at all! It's all on the motherboard and all soldered in. Nothing floating around under the RF shield and possibly shorting out. Nothing to get in the way of the accelerator board or the hardware IBM emulators available. Just your plain ole garden verity 1 Megabit RAM chips in 18 pin sockets. It's even possible to use the new SIMs to do the same thing.

This mode cut my upgrade expense in HALF. Half the price of buying the upgrade board and the RAM. At a cost of approximately \$300 that is not peanuts to me. This upgrade costs the price of the chips and sockets. That's all! Since the sockets are cheap and the chips are below \$10 each, it turns out to be far cheaper than buying the Mega 2 computer even if someone would buy the old machine at full price. Why bother now. Outside of the Blitter, it has nothing I don't already have (except the possibility of going to 4 megs).

If you are reading this to discover how to do it, then I'm sorry. I will not be giving the details here. Don't get me wrong, I think this information should be spread and I don't think it should be kept a secret. However, it will take me some time to write up the exact procedures for how to do it and at this point I don't know how if any desires it. Do you want the instructions? If I get enough responses for this information then I will take the time and write down the procedures that I used to make this mod. Be warned though; it is very time consuming (5 hours) and requires circuit board traces to be cut and wire-wrap jumpers to be installed. It is not for the faint of heart. However, if you're up to that kind of hands on work, both in talent and guts then this mod maybe for you. Write me if you want me to print the directions. I will respond one way or another in a later LACE presidents column to this survey. Irwin Brooks, 3897 South 2275 West, Roy, UT 84067.

P.S. It sure is nice to run this word processor with a resident spell checking dictionary and thesaurus.

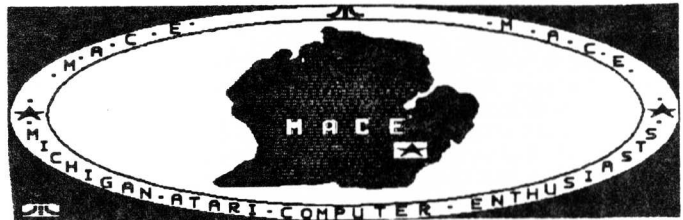
#### January LACE Club Meeting

At the January 10th meeting, Dave Young demonstrated SpartaDOS. It was a very interesting and enlightening demonstration. I knew of it when I was into the Atari 8bit arena more, but always thought it was just another DOS competing for the DOS supremacy in the overcrowded DOS field. Now in retrospect, I feel that I really missed the boat (arg). I could have gotten more enjoyment out of my Atari 1200XL than I did. I learned that it was far more powerful than I had thought it was. And, far more compatible with the existing application software titles. In fact, I heard it from more than one say that once you've

tried SpartaDOS, you'll never go back to Atari DOS 2. I certainly can understand that after seeing this demo and to go one further, I still think that it is being sold short. More people should be using this fine ICD product. Thank you Dave for a fine demonstration. It was very informative.

Upcoming demonstrations will include the following;

PC Speed or PC Ditto II for the ST and Diamond OS and Blitz for the 8bit. If other demos or information is of interest to you then speak up. This is your club. We want to share and serve. But to do that we have to KNOW! Let us help your desires. Then, don't miss out. Come to the meetings. I'm always glad I do, so will you be.



Michigan Atari Computer Enthusiasts receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are \$3 and ST disks are \$4 each, and if you buy three disks from either library, you can choose a 4th disk absolutely FREE! Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 for either an ST or 8bit catalog to MACE, PO Box 2785, Southfield, MI 48037. MACE can also be contacted through Ed Hanson, (313) 675-0044 or Bob Retelle (313) 483-7358. MACE meets on the Third Tuesday of each month at 7:30 at the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads in Southfield, MI.



Mid-Ohio Atari Users Group Post Office Box 134, Ontario, OH 44862 The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7pm until 9pm. Demonstrations are welcomed, and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine group. As such members receive an issue of AIM every month for no extra charge. Club dues are \$7.50 per year for all members. The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special MAUG section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

#### Recent News From Yur Prez:

Well, here it is 1990, and Atari is still in business despite all of the rumors of the last decade! Who would have ever guessed? There have been many changes over the years, but one thing is for sure.... Atari is still unique in the computer industry.

The Atari Lynx is gaining high praise in the reviews I have seen; and of the people which are lucky enough to have been able to snag one, they seem to be quite happy with their purchase. It seems to be a nice little unit, which is loaded with features and performance.

Here locally, nothing has changed as far as the structure of the MAUG group, and the same officers are in place as last year by default <sigh>. The meeting dates as you know by now are the THIRD Saturday of each month starting January 1990 at the new



A&B Computer location in the West Park Mall. Any member which has not payed their dues yet SHAME ON YOU! This will be your last club magazine <you freeloader you!> from us. Please send your \$7.50 per year (or 65 cents per month) to the club address made out to "MAUG c/o Chuck Steinman".

Have fun, and bring some demos! ;^)  
Chuck

Middle Georgia



Atari Users Group

The Middle Ga. Atari Users Group is the sole Atari Club in the Middle Ga. area. We are composed of 60 members of which approx. one half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The M.G.A.U.G. address is 115 Feagin Mill Rd., Warner Robins, Ga. 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

**January Meeting**

The turnout for the January meeting was good. Mike Carter brought his ST and Hard Drive. I brought my new MIDI keyboard and our fee product from Practical Solutions. Among various things discussed were the recent lawsuits by Xerox, The makers of ZoomRacks (what ever happened to that program!) and Apple.

We discussed the Revolution that was supposed to start this year and was sponsored by Artisan Software. Seems that the guy that was supposed to get it all started was hired by Atari so no one was quite sure if the Revolution was going to get off the ground. I hope that some of you will try to do something for the Revolution after all it can't hurt. Myself I have sent a letter to Mr. Tramiel (more on that later) and have signed up a subscription to Current Notes -- in the Spirit of the Revolution. One of the projects that I am considering is making up a booklet or brochure to send to local businesses and printers to tell them of the Atari and its great value. I would like to see some input on this to see what I should include. Also another project that I would like to do is to take up a contribution to get one of the Macon Schools a program such as Teachers Pet or E-Z Grade.

I mentioned a letter to Mr. Tramiel -- well yes I did send him a 2 page letter of some of what I feel are some of the more important issues that we have discussed in the club. I basically touched on three subjects -- Warranty, Mass Merchandising and Price. With practically all IBM dealers (even Mail Order) offering at least a 1 year warranty and many with extended warranties for under \$100, I felt that the ST was well past due for an increase in its warranty coverage. The new STe is supposed to be manufactured with reliability in mind and I feel that Atari has had enough time to iron out all of the bugs in its hardware. I am always embarrassed when I'm trying to sell someone on the ST and they ask me about the warranty. Come on Atari -- some of my sons toys have better warranties than the ST.

Second of all -- when I went to the Atari show last year and talked to Mike Dendo he mentioned that the 520ST and 1040ST would be Mass merchandised and the Mega's only sold at Atari dealers but I we have failed to see such a move. I think it's past time for a mass merchandiser, we need to get some ST's on the shelves somewhere.

Third of all I feel that the Atari may have to look at some of it's prices. A local dealer sells a IBM clone with 2 drives, 512K ram and EGA monitor for only \$889. The prices on the IBM's seem to come down each month while that ST's have been the same price ever since they came out. RUMOR! Rumor has it that a 1040STe can be bought dirt cheap in Canada. Now if we could just see a break for the U.S. market.

One other thing that seems to be touching a sore nerve with many Atari dealers and potential dealers is the way Atari handles its sales to dealers. It seems that dealers are forced to buy hardware

bundles from Atari rather than what they feel that their market may handle. This has stalled one dealer in our area because Atari wanted him to buy many Mega computers that he didn't feel that he could sell -- what he wanted was some 520's and 1040's. This bundling of hardware that Atari requires may be handicapping the incorporation of new dealers. Commodore recently dropped support for many of its dealers and this may be a good time for Atari to fill that void.

In other news we had a drawing for our latest FREE product from Practical Solutions -- the VIDEOKEY. Lee Mavity was the lucky winner. LEE plans to hook the VideoKey to his giant screen TV so that his son can play games on the big screen. He expressed some concern whether he would be able to get his ST back after this move though. As the winner Lee gets the unique opportunity to write a review for the newsletter, Lucky Him. Our next product that I will request will be the Wireless Mouse. I am sure that most of our members will be interested in taking a look at this product.

Also at the club we had some brisk sales on used software. If you have a program that you are not using anymore then you should bring it to the meeting and perhaps there will be someone that can use that program that is growing dust at your house.

That's about it for this month. The meeting in March will be on the 11th at 2pm. at the library. I hope to see you there, bring your new software for us to look at.



President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

**From the President...**

Just when everybody thought that the 'ol 8bit's were dead, do we find more members with XL's and XE's joining PACE. Interest in the 8bit line dropped to an all time low in December. We even considered selling our 130XE/1050. After some discussion, it was decided to leave our super reliable 8bit system for club use and loaning purposes.

We can count on about one more month of winter weather before warm spring air will arrive. And along with that, waning interest in the computer (not for me!) We will most likely suspend PACE meetings during the months of June, July and August (about enough time to build a house, huh Tom?) It worked out well last year and made our nine other meetings much more productive. So, enjoy the remaining meetings before summer break and make the best of them!

Our first AIM Disk-of-the-Month was promptly devoured last month. This has got to be one of the finest PD disks for the ST around! I was prepared to instruct our non-modeming ST users

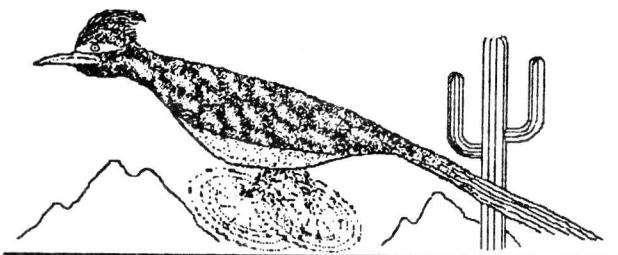


how to use ArcShell in extracting the PD files from our upcoming AIM DOM. I was totally surprised to find out that all the files are self-extracting LZH archives. Nothing could be more simpler than that! I have known that self-extracting files existed in the IBM world, but this is the first time I've encountered them for the ST. To activate these self-extracting files, just place the file on a blank disk (or within a folder on your RAMdisk) and double-click it. The file will now grow to its original, uncompact, executable form. Everyone was well satisfied and delighted with their disk.

Nomination of officers will take place during our February meeting. Bring along your suggestions and nominations. Note: In the Feb '90 issue of Electronic Musician magazine, Atari has a full page ad for their Stacy 4 portable computer for musicians (and the rest of us.) Pick one up at your local music store, TODAY!

I'm sure you are all aware of the ST-Express situation by now. This publication has ceased operation along with Analog/ST Log. This leaves just a few excellent monthly ST oriented magazines on the newsstands now. What hurts the most is that we had just subscribed to ST Express and received just one magazine/disk for our \$74.95. Too bad they didn't return our check and say, "Obviously, we CAN'T take your money because we're ready to go bankrupt." Just to go through the motions, I have sent a letter inquiring about our late magazines and disks.

The next two PACE meetings will be on February 18th and March 18th 1990 at 6:30 in the Wisconsin D.O.T. Building. Call any of the officers for directions. See you there!



### PHAST - Phoenix Area ST

Richard Covert	President
Lance Summers	Vice-President
Jim Keho	Recording Secretary
John Steiner	Treasurer
Mike Zachary	Membership Secretary/Sergeant at Arms

PHAST members, this should be your SECOND copy of the AIM magazine. If you were not at the last meeting, you missed the change-over of the officers (mine and Richard's first). The meeting got off to a slow start (as usual) with some more items to hash over such as continuing to look into incorporation as a non-profit club, deciding to mail a post card as a meeting reminder on the off-month mailing of PHAST TIMES, continuing to look for a new meeting place, planning a membership drive, and continue notifying the software companies that we exist.

Once all of that was said and done, we started in on the demos: The first of which was Word Flair demoed by John from Computer Works. This is a combined word processor and publishing room (graphics) program. The second was an old game called Sentry demoed by yours truly. This game proved to be a sleeper with me, that is, the first time I played it I thought I might have over-spent on this one (on special for \$10) but on playing it a little more, I found that it had some hidden qualities in the higher levels that required thought at REAL-TIME. Overall not too bad of a little game. The third demo was Oids given by Rich Covert. This too proved to be a little more than just another shoot-em-up type of game.

We will have a demo of at least one game and one applications program for each meeting.

We meet at the First Methodist Church on 19th Ave just South of Dunlap. All interested people are welcome to check us out. See you at the meeting in FEB...Lance.



### P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Fleaser,	380-8082
VP ST:	Dave Koster,	550-1410
VPXE:	John Sandgren,	559-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

#### The Prez Sez by Rick Reaser

After some fierce electoral competition, "back room deals" and employment of heavy political machinery, P3ACE has a new president--me. We have also managed to reshuffle some of the other officer positions in the club as well. The full list is given under our masthead.

Note that dynamic Dave is filling in for two positions. This is temporary! If you would like one of these positions, please let me know. Our new officers were elected at our annual combined 8bit/16bit meeting in December. For those of you that missed it, that was a super meeting. There were lots of goodies to eat as well as some very good software deals (thanks to Horizon Computers). We also wish to thank Horizon for providing our "guest speaker" for the evening.

So where are we headed this coming year? My association with P3ACE has been short for sure, but my impression is that we have a fairly solid group of dedicated Atari computer enthusiasts. With Dave Koster's excellent leadership, it will be hard to top last year's efforts. So first and foremost, we need to continue our tradition of support to our members. Second, we need to continue to grow. We will be looking for new innovative ways to attract people to Atari computers and P3ACE. One of the things I am interested in is having the club support the "Atari Revolution." For those of you who have not heard about this, it is a plan for the Atari users to take matters into their own hands and try to get more exposure and support for Atari computers here in the U.S. More about this later.

This should be the second appearance of P3ACE in AIM. P3ACE members, Ed Fletcher and I would like your comments on this replacement for our own newsletter. (We would like some good articles to submit to AIM as well.)

I plan on being up on Vector Space (719)-687-1838 and GENIE on a frequent basis. So feel free to leave notes for me there as well as calling me at home (719-380-8080). Speaking of Vector Space, Rick Mount has posted a provocative article (FCC.TXT) about an effort by the FCC to tax us modem users. I strongly recommend you download it and write your Congressman now!

At the February ST-SIG, (the 4th Thursday), Dave tells me that the topic of discussion will be Fantasy Role Playing Games. The March XL/XE SIG (the 1st Tuesday) will cover various types of menu programs. Hope to see you at one of our upcoming SIG meetings.

In closing, I just want you to know that I am an 8bit kind of guy, though I have a strong interest in the ST/Mega. I just hope that Atari is still alive and kicking by the time I get around to buying an ST/Mega. If we Atari users keep working at it, I'm sure we can influence things to keep Atari on track.

Pam Frits  
Terry Frits

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We meet at Rock Valley College, the third Saturday of each month. Meetings start at 9am, and usually run until noon. We are a support group, dedicated to helping each other learn and enjoy both ATARI 8-BIT and ST/MEGA computers. Our meetings are open to everyone. Address is RACC c/o Andy Learner 3902 15 Avenue 1 Rockford, IL 61108 CAMILLE 2000 BBS 815-397-5327

ANDY LEARNER	President	815-397-5316
MARK KUNKEL	ST VP	874-5546
JAKE OLBRICH	8-Bit VP	332-5303
ROGER CREEDY	Secretary	877-3769
THOM LOFTHOUSE	Treasurer	654-1863
DAVE ZOLMIERSKI	8BIT Librarian	654-0247

### The Short Report:

Time again to set out the AIM article. I just got the January issue yesterday, and today I have to rush to get this on the wire, for the deadline. I don't envy Pattie or Bill at all, they surely have a tough job, co-ordinating all that has to go into this production, and get the club releases at the wire( like I always turn in!)

We decided to participate in SOFT-LOGIK'S Pagestream promtional package deal, so this is the first piece I am am outputting with it. So far I like what I see of it's capabilities. I have used ST Publisher, but this seems to be a lot more powerful. One of the noticeable drawbacks I have found is that it is almost essential to use a high rez monitor.

I could use Publisher on the color monitor, but Pagestream uses a different font structure and even at 200% page view, I cannot make out what some characters are. However, it does work great on the B&W monitor. The only other thing is when trying to import graphics, scanned IMG files crash the one MEG machines mercillessly. So save those work pages often, y ou DTP'ers.

Till next month G'DATA.

Andy



### Rushmore Atari Computer Enthusiasts (RACE)

3512 Laurence Dr. Rapid City,  
SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota. NOTE: No piracy will be tolerated at any RACE function!

President:	Rick Burton	(605)-642-5353
V. President:	Gregg Anderson	(605)-348-6331
Secretary:	Mike Douglass	
Treasurer:	Mike Randall	
NL Editor:	Mike Harbison	
ST Librarian:	Mark Wolf	(605)-923-2841
XE Librarian:	Ken Kayle	(605)-343-7289

### President's Particulars

First I want to issue some well deserved thanks to individuals who have contributed to RACE.

Thanks to Ken Kayl for jumping in to the librarian position and picking up the library articles.

Thanks to Chris for the enlightening and entertaining surprise demo. (Great pics, Gregg!)

Thanks to Gregg for all the many contributions to RACE. We'll miss ya but hey, when ya gotta go, ya gotta go! Even if it is to the Med.

And thanks to all new officers and anyone who has pitched in. Even if we are losing Mark W. too. (Orders are orders).

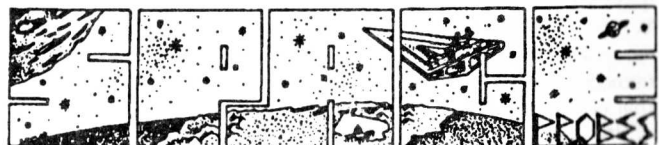
The practical application theme will be continued at January's meeting with processing documents. I am still persuaded that my Atari is not just a paper weight, desk ornament, or fancy arcade machine only. It is a tool and a very powerful and useful one at that! See all you RACE drivers Saturday the 20th...Rick Burton

### 8Bit Library Corner by Ken Kayl

Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8bit library. What will we offer this month? Let's first review RACE's Disk #45. Race Disk #45A has F-15 Construction Set, this is shareware, written by Chris Wareham. Basically, if you are tired of the original missions on F-15 Strike Eagle, this will allow you to create new and different missions. What you need is some time, the original F-15 Strike Eagle, an empty disk, an atlas, and a joystick. This is an especially good program, as you can create maps of the trouble spots around the world and assist in victories.

On 45B are Utilities. Some examples are; Ceasar's Clock shows what a digital watch would look like if it used Roman Numerals, DiskLabel makes a disk label. Home Inventory creates a home inventory file (this one writes and reads the inventory file to cassette, some Basic programming would be required to modify it to work on disk). Key 6 Cipher encodes and decodes messages, the messages can be typed in or read in from tape. It also stores to tape (Some Basic programming would be required to modify the program so it used disk.). Build 2X creates an autorun to run any Basic program. Bubble Sort is an example of a bubble sort program. Compactor compacts any LISTed program. Compare compares two LISTed programs to see if they are the same program. Dup Fast duplicates a single density disk in two passes. Memory Dump dumps the memory to screen or printer. Renumber will renumber a LISTed programs line numbers. Real Time Clock places a clock on the upper right corner of the screen.

We'll also review RACE #57 and #58. RACE #57 is TURBO BASIC for the an Atari with 48K. RACE #58 is TURBO BASIC for the Ataris with more than 48K. RACE #57 is double sided, so most of the documentation is on the back of #58, I'd recommend getting both #57 and #58 if you are going to be using a 48K machine (you only need #58 if you have 64K or more). These and the entire 8bit library will be at the February meeting. Cost is \$2 for members and \$3 for nonmembers. If you have suggestions for types of software you want in the library or reviewed here let me (Ken Kayl (605) 343-7289) know.



Meeting Notices Combined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: February 19, 1990 (7:30 - 9:00 PM) March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.





President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President: Tim Holt 915-821-2048  
 Vice Pres: Morris Miller 594-1906  
 Sec'y/Tres.: Joann Anderson 751-2710  
 Editor: Paul Stampfli 821-4861  
 Librarian: Norm Bates 593-6234  
 ST El Paso BBS 751-7837  
 Data Retention Center 821-0006

#### From The Prez...

I hope you made it to the January 13 meeting! Excellent! I could not have been happier! It looks like we are getting too big for the library meeting room. I NEVER thought I would hear myself say that! We were really tight in there, and the fact that the thermostat was set at 405 degrees didn't help! But it was a good meeting nonetheless. Pete Rosh brought ALL his equipment down and demonstrated the Migraph Hand Scanner, as well as Touch Up. I want to thank Pete again for doing such a great job. Clarence Klassen came up with a great use for Touch Up: If you are, shall we say, not in top physical shape and want to get a job, scan a picture of yourself, then use Touch Up to lose about 50 pounds. Only in our group would you get that idea!

Next, David Thurman showed off his LYNX Game System, with California Games on it! What a beauty! I was expecting a so-so thingy (that's a George Bush word), but it really is a beauty! Now, how to get one without my wife knowing about it....

David also won the door prize: The Tweety Board from

Practical Solutions. Congratulations David!

After the meeting, a midi maze mini competition was held. David Thurman defeated myself, JR, James Blount and all comers. Now, if we can get the guy to join the club...

We discussed the latest ST news, and got into a lively discussion on whether or not the club should go into the BBS business. From the impression that I got, most members thought it was a good idea. We will vote on whether to do so at the next meeting. Here is how STE-EP (ST Enthusiasts of El Paso) would work:

I have volunteered 30 megs of my hard drive to run the board. The club will pay for the Express BBS v.3 and the line to my house. The club's library will be ONLINE, and all members will have total access to the board. There will be areas on STE-EP that will be for members only, and access will automatically be given to any member, no matter where they live. Most felt that charging a fee would kill the board, so there will be no fee. People calling from outside the club will be able to access most message bases, and some file areas, but not all. That will be for members only. The board will be dedicated to the ST Club, and the ST line of computers. SysOps will be myself and Paul Stampfli, and then there will be SigOps, people responsible for one area of the board, such as the ST Report or Z MAG areas. Anyone wishing to be a SigOp needs to see myself or Paul and we will gladly give you an area of your very own! The board will be online all day, and most hours of the evenings. The only times that it will be off line is when I have to use my computer (Hey, I only got ONE!) and when we have to upload stuff and maintain the board. I hope you like the idea of STE-EP and I hope you use the thing if we get it! If you haven't got a modem, and was waiting to see if there was a good reason to, then STE-EP is THE reason. I will say right now, that if we get it, then this BBS will be THE finest Atari ST BBS in Texas and New Mexico. We already have the finest club in both states, we might as well have the best darn BBS as well!

Please welcome the following new members to our club: Stanley Page from Las Cruces, George Chaves and Jens Salomon from El Paso. Welcome all!

Some people were already asking me about the next club auction! Well, I am trying to space these out about every six months, as I don't want the club to become the ST Flea Market Club, so look for the next auction to be around June.

If you are in the military, and you are transferred, please let us know where you are going, so that you can keep getting AIM, even if you aren't in El Paso. Plus, we want to keep in touch with all our members. If you move, drop us a line and let us know.

Remember, the March meeting is Spectre GCR (or Word Processing), and the April meeting is "The Best in Public Domain" with our librarian Norm Bates. May is "Games" so if you have a nifty game you wish to show the club, let me know so that I can schedule you. June will be "Auction" and club nominations, and July is our annual club elections.

Until next month, Viva El Revolution!

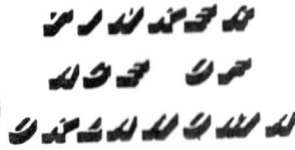
Tim

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Ask for Bill or Pattie



Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20.00, Correspondence - \$15.00. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

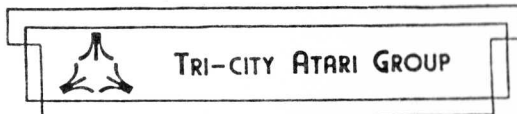
President	Greg Ray	(405) 964-3765
Sec/Treas	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Ad	Ron Hamilton	(405) 387-5649

#### Secretary/Treasurer Report—January 1990

A new decade and yet another Atari-oriented magazine biting the dust (and another going bi-monthly). I suppose that just shows that we (Atari fans) must stick together now more than ever. That said, I think it is time I give back the soap box... We have several 8bit disks-of-the-month this time. They include: "MYCOPR" and a sign maker, some Printshop(tm) icons from the Genesee Atari Group, an RLE picture viewer, a game called "Search for the Jewel of Strength", a game called "chopperoids", and "Surfs up" (double sided), and Genesee Atari Group's game disk #107 and #205. If you wish to acquire any of these disks or any other we might have, please contact me (or one of the other officers) at the above address. I can better offer help if it is in writing rather than over the phone, thank you.

We had a good time at the January meeting and missed you all who could not make it. If you wish to upgrade to an ST, perhaps you should look into an offer made by Innovative Concepts (on the CopuServe 8bit forum). As far as the issue of us merging with OKCACC (Oklahoma City Atari Computer Club) it turns out that they are not interested in a equitable merger, so it has been decided to not pursue the matter further at this time.

Stephen C. Moffitt (CIS ID# 75006,2204)



The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zael Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are January 13, and February 17th, 1990.

President	Steve Volker	(517) 685-9035
ST Librarian/Tech	LeRoy Valley	686-6796
Treasurer/Sec	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20.00, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet), DO IT NOW!

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State street at the Corner of S. University in Ann Arbor.

Club dues are \$15 per year and provides access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Non-members and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

#### General Meeting Minutes

The January meeting of WAUG was held on the 9th. Craig called the meeting to order at 7:45pm by announcing the meeting topic: Telecommunications.

Craig also reminded/informed the members of the upcoming visit of Atari's own Bob Brodie, User Group Coordinator, who will be in Ann Arbor on Saturday, 2/17, to speak to the local Macintosh users group about STacy and Spectre GCR. (Naturally, it would be kinda neat if a lot of Atarians showed up at the Mac club meeting...) Bob will also be the star of a meeting to be held on Sunday that same weekend for all interested Atarians to attend. (Meeting will be held in the Anderson Rooms of the Michigan Union, starting at 1pm.) WAUG's "considerable influence" (Craig...) is responsible for arranging the meeting space free of charge.

Craig announced that Treasurer Dick Selke is now soaking up sun in Arizona (expected to return in about 3 months... Nice work if you can get it!) so any questions about membership and/or treasury should be referred to Craig. With that in mind, Craig went on to announce the raffle of one of the PageStream packages we received last month from Soft-Logik. Tickets will sell for \$1 each, and the drawing will take place at the end of the February meeting.

8Bit Librarian Mike Millage demonstrated the latest version of BobTerm on the XL, noting its support of Compuserve's B-Protocol and other nifty features. Mike seemed less than excited about the software, indicating he has had some great difficulty making it work with SpartaDOS but this is understandable since the author also wrote MyDOS... Mike DID comment that the system offers a much larger buffer than does Express, so it probably will be very popular with those who do a lot of file transfers and capturing.

Guest speaker Ben Cranston of Soft-House Computer Center spent the major portion of the next hour discussing how to use the KA9Q software package that allows an ST to access the InterNet. Since there are no phone lines in the Anderson Room, Ben simulated a session of file transfers by connecting two STs together via null modem, all the while answering questions from the members. Ben received a round of applause for his efforts, and Librarian Russ Crum was immediately besieged with requests from members wanting to purchase copies of the TelComm Disk Special.

Russ announced that he had completed a major overhaul of the club's ST disk library. The entire contents of the library have been transferred onto double sided disks, and all files are now ARCD thus reducing the number of disks he has to maintain from 140+ to 51. Accordingly, there is also a new ST Library Catalog Disk. In addition, the new AIM monthly disk will be placed in the library regularly along with other magazine disks.

Russ also announced that the club's library will now be available to rent (members only.) While sales of disks will still be an option, members can now choose specific categories to rent (in their entirety) for a rental fee and a deposit that will vary depending upon the number of disks taken.

The next meeting of WAUG will be held on February 13th. The feature topic will be Emulators, with discussions of PC Speed, PC Ditto II, and SpectreGCR.





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**February 1990**

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SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XL/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST 10
CACE MGAUG 11	ACCT Atari Fed 12	WAUG 13	LACE 14	15	16	RACC RACE TAG 17
PACE 18	SPACE STANCE 19	MACE STIG 20	CCCC 21	P3ACE ST sig 22	23	24
25	26	27	HACE 28			

**March 1990**

**Events Calendar**

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	TACE 3
4	5	ACCD P3ACE XL/XE 6	GRASS 7	FACCS 8	Starfleet 9	COAC El Paso MAUG PHAST 10

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The fine print: Quick ST works by replacing parts of GEM and BIOS with much faster code. Normal text output is 2 to 10 times faster. Screen scrolling is up to 80% faster. GEM text and line operations are about twice as fast. Programs that don't use TOS directly (such as games and emulators) won't benefit from the speed increases. Disk operations and mathematical calculations are also not affected. The blitter chip alone has almost no effect on the speed of text or line drawing, so Quick ST can be used to speed up a blitter based system.

---

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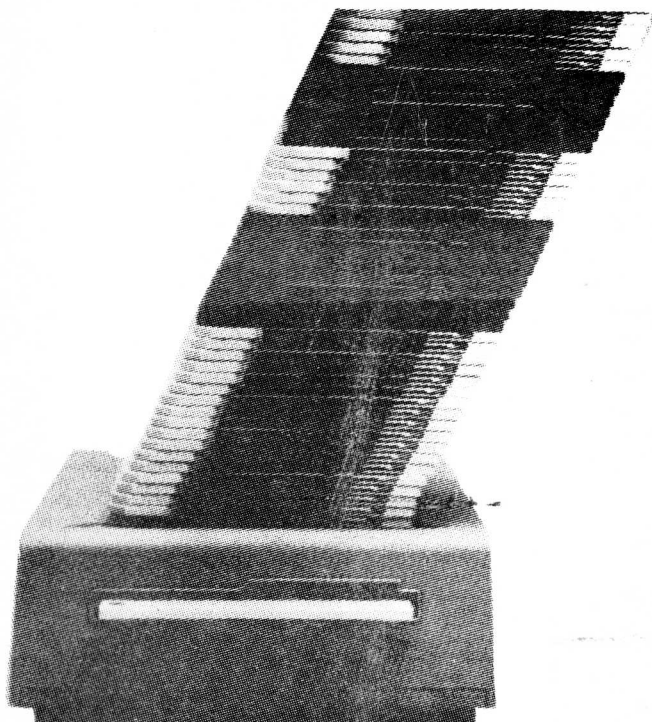
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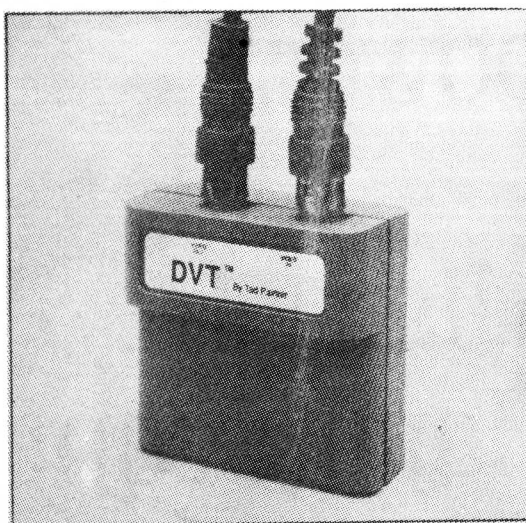
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