

ATARI INTERFACE MAGAZINE



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Bob Brodie Spells Relief
A Silent Revolution
The Russians are Coming!
Fundraising with the Atari 8-bit
The Right Brain

The Ultimate Accelerator
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Clue: Master Detective
Computer Guide to the Solar
System
Hound of Shadow
and MORE!



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"The ingenuity of ST programmers simply amazes me at times, and this is definitely one of them."

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. 4

APRIL '90

The Ultimate Accelerator6 & Other Unique Items

Sledge Hammer Hardware and Software inform us of their new 1990 products.

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A look at one man's problems with his hard drive. By Gregg Anderson of RACE

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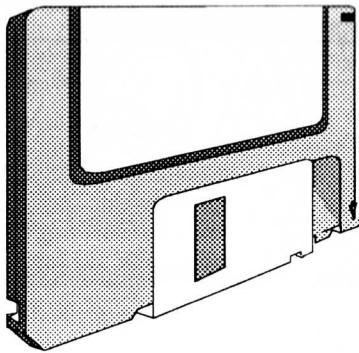
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On the Cover

Color Artwork from Titus's Knight Force ST game.

Managing Editor: Patricia Snyder-Rayl
 Editor: Bill Rayl
 Photographs: 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



AIM Disk of the Month April

All files on this disk are self-extracting LZH archives. Simply copy these files to floppies with plenty of free space (or a hard drive) and double-click the files 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 (DS) or \$7/disk (SS) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the April 1990 disk when ordering.

BLKTIGER.TOS—BLACK TIGER is a hack 'n' slash arcade game demo from the UK with levels to master, things to climb and monsters to kill. LOW rez only, joystick required. Awesome!

BOGGLE.TOS—GEM-based boggle-type word game for one player. Multiple play options, load/save your own dictionaries.

BOOTMKER.TOS—Turns any GEM-based program into an autobooting file which can be run from the AUTO folder. Normally, only TOS-based programs can be run from the AUTO folder. With Boot Maker, you can have your ST automatically boot your word processor (or other GEM program) at start-up.

CDIAL.TOS—Cyber-Dialer is a dial-directory and smart-dialer in one. You can enter up to 40 BBS numbers per directory, click on the ones you wish to call, and Cyber-Dialer will ram-dial them and alert you when connected. Supports Hayes and non-Hayes modems.

CHEKBOOK.TOS—Chekbook tallies your

checking account's total balance, daily balance, what the bank thinks you have, and the last date when the bank's balance was the same as the real balance. Allows you to print your checking list and has some powerful search functions.

CSLEEVE.TOS—The first software release from Sledge Hammer H&S (See articles in April '88 MAM, April '89 and April '90 AIM for info on Sledge Hammer). This is a cassette sleeve printer for organizing your cassette library. Don't worry...it won't blow up your machine!

DOUBLER.TOS—Convert single sided disks to double sided disks without copying files back and forth! Only one double-sided drive required and runs on any ST. Doubler formats the back of your SS disks and reorganizes the data, saving you the hassle!

F40DEM.TOS—Graphics/sound demo from Europe showing a Ferrari F40 with scrolling text and rotating Ferrari symbols reflecting in a pool, all from a very small program.

GILGALAD.TOS—Graphic adventure game from Germany with 244 rooms, built-in help and high score menu. MONO only.

ICONDESK.TOS—ICONDESK allows you to assign unique icons to up to 256 files or groups of files. Works in all resolutions, but configuration PRGs run in MONO only. Comes with one set of very good icons. Another great program from Germany!

KPT_DEMO.TOS—Working demo of Kid-painter, a unique graphics design program your budding artist or mathematician (aged 5-11) will LOVE! A PUZZLE MAKER option turns your child's drawings into onscreen puzzles. The SAVE and PRINT options in this demo are disabled. A kidprg by D.A. Brumleve. COLOR ONLY.

PAPACNT.TOS - Paperless Accountant is

an easy-to-use home accounting program that outputs all graphs/reports to screen only. The program will manage savings, checking and charge accounts, incorporating various types of graphs and expense categories. Great for balancing the budget!

PBMCHESSTOS—Play-by-Modem Chess for both color and monochrome systems. Nice, clean graphics. Send messages back and forth while playing!

PROPRINT.TOS—Pro-Print prints your text files in two column newspaper style with very tiny letters, so you can get four times more text on each page without much speed-loss. Works with Epson-compatibles.

QST2DEMO.TOS—Quick ST II Demo. Two of the 5 utilities in the new Quick ST II Screen Utilities by Branch Always Software. Fully working except the configuration cannot be saved to disk and the program runs a little slower than the real product. Runs on any Atari ST, Mega or STe.

SENTINEL.TOS—Write Error Sentinel watches over disk operations and informs you if there is a "disk full" error. Useful for ARC602.TTP and FLASH.PRQ (when saving from a DO file) and some other programs because without SENTINEL you will not be informed of the error. Uses less than 1K of memory! Program by John Eidsvoog.

SMARTDAT.TOS—Set the system date once in the morning...SmartDate remembers, even after shutting off your ST! Every time you boot up, SmartDate will set the correct system date! Color or mono.

VAULT.TOS—The best PD hard drive backup and restore utility available on the ST. Runs on any ST, can back up files too large to fit on one disk, does full or incremental backups, has built-in help and lots more!

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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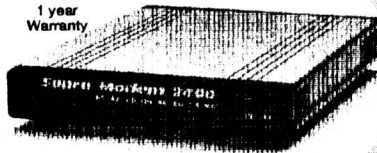
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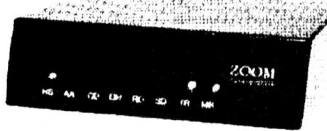
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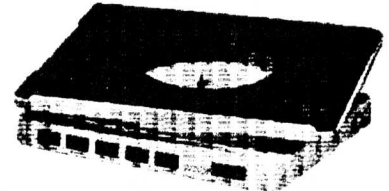
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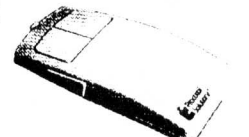


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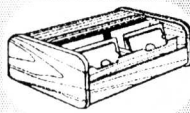
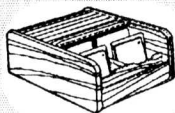
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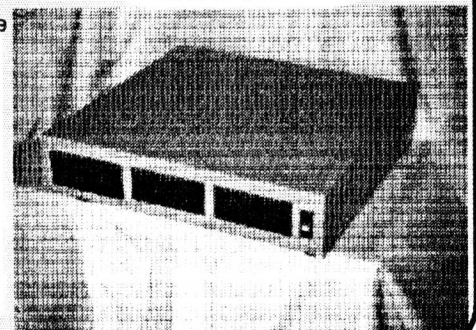
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ATARI BULLETIN BOARD

by Bill & Pattie Rayl

In a press conference this month, Atari announced it is now shipping the Lynx game machine with a detachable keyboard and battery-powered disk drive. According to our sources, plans are in the works to allow the disk drive to connect to the Portfolio as well. Suggested retail for the new "Lynx Computer," including disk drive, is \$299.

Dealers, who have been unable to purchase Atari 520ST and 1040ST computers since mid-December of last year, are now having problems getting Megs as well. In order to help ease the backlog of computer orders from dealers, Atari has begun shipping the new "Lynx Computer" to dealers as replacement for Mega 2 and Mega 4 orders "at no additional charge."

Atari Computer's newest president, Meade Ames-Kline, has reportedly disappeared amidst a cloud of suspicion. Ames-Kline is the former president of the Koala Springs Beverage Co., maker of a "trendy soft drink popular in California."

Apparently, investigation into the recent Perrier scare led detectives hired by the Perrier Co. directly to Ames-Kline. Detective Sgt. B. Leavit stated, "It seems Mr. Ames-Kline, whose company was a competitor with Perrier, sent a letter to the president of Perrier just days before the scare. Then, Mr. Ames-Kline rather suddenly left Koala to take a job at, of all places, a game machine company. Sounds pretty suspicious to me."

We called Atari to find out

more, and after numerous transfers, we finally reached someone who knew something about this.

The janitor who cleaned Ames-Kline's office the night before he disappeared informed us that, although he wasn't sure, he thought Ames-Kline could be found somewhere in the Caribbean. When asked why, he stated, "Well, when he left that night, he was wearing Bermuda shorts and a khaki shirt. Plus, there were all these Caribbean cruise brochures in his wastebasket."

Following closely on the heels of the recent layoff of reportedly between 10 and 15 percent of its U.S. workforce, Atari has announced the shutdown of all its factories. An Atari spokesperson attributed the shutdowns to "the fact that we have no products right now. We will open the factories again once we have products to sell. Until then, we're just wasting a lot of money on electricity and salaries."

Atari has also reportedly developed a 512K version of the new STe. Originally, the STe was to be marketed only in a 1Meg version, using SIMM modules and allowing for easy user expansion. Due to market surveys conducted in Borneo and Kuala Lumpur, Atari has come to the conclusion that the average computer user would be better served by a 520STe.

In order to produce these new machines, Atari has developed a new technique called "SIMM Splitting." The engineer we spoke with explained the process as "basically taking a 1Meg SIMM module and chopping it into two equal size pieces, thereby making two 512K SIMM modules. This way, we can

make twice as many 520STe machines as we could make 1040STe computers."

We contacted former Atari employee Sig Hartmann to get his views on the subject. "Ya, I hear about dat," Hartmann said. "Dey gonna sell jillions of dose to dem guys out dare, specially to dem usahgroup guys."

Developer News

Due to numerous problems with pc-ditto II, Avant-Garde has been furiously working on changes to the product they believe will revolutionize the Atari market.

Attempts to reduce the size of the hardware upgrade were unsuccessful. In a surprising move, Avant-Garde decided to make the IBM emulator *even bigger!*

Dubbed pc-ditto III, this new emulator works by having you plug your ST into it, similar to plugging a card into a real IBM. A source at Avant-Garde said, "With ditto III, there is no need to open your ST. You just open the flip-top on the ditto III case, slip in your ST, case and all, and you're ready to go!" This new upgrade has the added benefit of looking exactly like a real IBM from the outside.

Tom Harker, president of ICD has announced a special two-for-one sale on their popular FA*ST hard drives and FA*ST Tape Backup systems, in honor of his recently becoming a father of twins. The press release announcing the sale quotes Harker as saying, "I've got two babies, and I'm so happy that I think everyone should have two of these babies, too!"

Online News

Z*Net Online and CPU Report

(formerly Z*Magazine/ST*Zmagazine and ST Report) have merged back into a single publication, Z*Net Report. Publishers Ron Kovacs and Ralph Mariano, thought by some to be bitter enemies after a falling out last year, are back together once again. Z*Net Report, dubbed "The Original Weekly 16/32 Bit ATARI NEWS FIRST Online Magazine," is available on most online services and many local bulletin board systems and promises to be filled with exclusive reports on everything of interest to Atari users everywhere.

User Group News

A new movement, entitled The Atari Armageddon, has been started by the Middle East Atari Terrorists user group based "somewhere in Libya." A spokesperson for the group, who would not give us his name, said this movement was begun due to dissatisfaction with the Atari Revolution begun by Artisan Software. The Armageddon Handbook, which refers to The Revolution as "a wimpy little nothing of a plan," lists weekly guerrilla activities that are "guaranteed to make an impact, if not in the computer community, then at least in someone's body." Upcoming activities include "Blow Up Apple Dealerships and Blame It on IBM Week" and "Take Sam Tramiel Hostage Day."

And, if you believed a word of this, we hear Commodore has an opening as President! *April Fools!*

Only \$10!

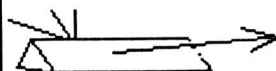
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by Craig Harvey

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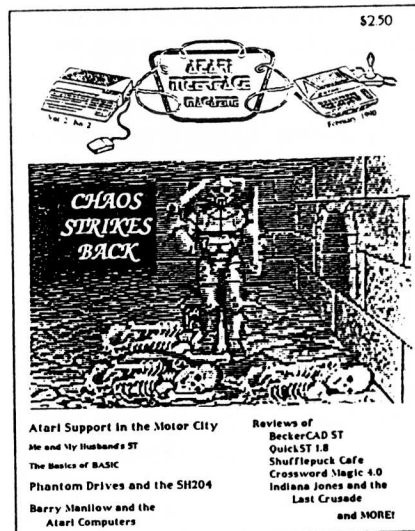
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The Ultimate Accelerator and Other Unique Items A 1990 Product Update from Sledge Hammer Hardware & Software

Sledge Hammer (Michigan Atari Group Not Usually Mentioned)

Before I tell you about our new products, I'd like update you as to what's been happening here at Sledge Hammer Hardware & Software over the past year.

Cable-B-Gone Connectors

The market for our Cable-B-Gone (CBG) units (April '88 issue of the Michigan Atari Magazine) never materialized. [Ed: *Cables-B-Gone are small nuclear powered wireless connectors for your powering Atari peripherals*]

We have since licensed the idea to Practical Solutions. They approached us with an idea of developing a cordless mouse. They have a silly notion if they remove the nuclear power packs to make the units safer (nonsense) and use infra-red instead of our transponders to keep the FCC off their back, they'd have a hot selling product. I don't think it'll work. (I still don't know why the FCC was so picky about us using 1MHz of the 6MHz space allotted for channel 3.)

In order to develop our new products, we have discontinued building the CBGs. There may still be some CBGs left in the market place. We had a warehouse full of our Beta (test) version. Most of these had unstable nuclear power packs. I've heard an Amiga distributor is now in possession of these remaining CBGs. Our contact, Leonard T., was very enthusiastic about making the arrangements.

Anti-Pirate Devices

As you may have heard by

now, one of our Nuclear Powered Anti-Pirate Devices (April '89 issue of AIM) nailed at least a few scum-sucking pirates. The sleezeballs bought it in San Francisco last October. The media reported the event as an earthquake, but here at SH H&S we know better. [Ed: *The Anti-Piracy Device released a nuclear explosion whenever it detected a software theft operation.*]

New Sledge Hammer Products

For 1990 we're planning to introduce three new products:

MagnumMon—A bulletproof monitor.

Hammer Drive—A very unique disk drive.

Sledgerator—The Ultimate Accelerator.

MagnumMon

This is my personal pet project for 1990. I hate those wimpy light guns used by the computer games. I like using my .44 Magnum when I'm shooting someone. A real gun adds so much more realism and action to the game.

Our current model can withstand an assault from just about any handgun. A future model should be able to ward off bazookas and heat seeking missiles. It's not only cheaper than buying a new monitor every week, but when using real guns on a bulletproof screen, the players get a good workout dodging ricocheting bullet fragments.

Hammer Drive

Since increasing speed seems to be this year's fad, we thought we'd jump on the bandwagon. R&D came up with a great idea. If an

audio cassette player can play both the left and right channels at the same time, why can't we develop a head to can read or write 80 tracks at a time. That's just what we've done.

Each drive has two of these 80-track heads...one for each side of the disk. This enables the drive to read or write an entire disk in one revolution. Another disk revolution is required if write verify is turned on—can you believe it?

I know some of you are asking how we handle such a large data flow. Each Hammer Drive has an onboard CPU plus over 1Meg of memory and attaches to the DMA port. Backing up floppies is a breeze. The source disk is read into the onboard memory. Replace the source disk with the destination disk and the disk is written to from memory.

Because this copy method gives exact duplicates, its able to copy copy-protected disks. I can hear all the software developers groaning. Don't worry. We are installing one of our Nuclear Powered Anti-Pirate Devices in every unit.

Sledgerator (rhymes with Accelerator)

We are currently working on the ultimate hardware accelerator. We've exclusively licensed the flux capacitor from Doc. Emmett Brown. The flux capacitor will allow operations to happen instantly on the ST by making it possible for you and/or the computer to move through time.

Since we are still working on the first prototype, all I can do is walk you through a typical computing session using Sledgerator (I hate companies who provide ex-

tensive details about their vaporware). As an example, let's say you have finally decided to backup that hard disk to floppies.

1. Start the backup process just as you've always dreaded. Make note of the time.

2. Determine how much time completing the backup will take.

3. The Sledgerator will now transport you (not your computer) forward in time. Since time travel is instantaneous, you will find yourself sitting in front of your computer with your hard drive backed up.

4. Confirm the operation was successful.

5. Now, tell the Sledgerator what time you started the backup (from step 1).

The Sledgerator will now transport you and your computer in its current state back to the time you began making your backup. You have just backed up your hard drive instantly. The current time will be the exact moment you started making your backup.

Troubles with Sledgerator

We have three major problems to overcome before we can market the Sledgerator. The first problem, but it should be the easiest to solve, is its size. It's too big. Currently, it's about the size of a DeLorean.

Duplication of the user is a problem if the flux capacitor malfunctions. Fireball XL5 (one of our R&D engineers) is feverishly working on the problem. First, I have to tell you a little story about how he got his name. He's called Fireball because he has single-handedly caused the largest, most visually spectacular explosions we've ever seen here at SH H&S. XL5 is his serial number. We had a major malfunction with one of our flux capacitors. We now have so many Fireballs on staff we had to assign them serial numbers.

The last problem has turned out to be the most difficult to solve. The building containing the Sledgerator, computer and user must be travelling at 88mph. Actually the problem is with the local police. We don't have any problem getting the building up to 88mph.

Well, that wraps up our plans for 1990. *April Fools!*



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How Do You Spell Relief?

B-O-B B-R-O-D-I-E

Steve Volker (TAG)

For this relief much thanks: 'tis bitter cold, And I am sick at heart. —Hamlet, 1,1

"Hello! Hello! Is anyone out there! Can you hear me?!"

Of course you can! With the help of great magazines like AIM and on-line telecommunication environs like GENie, we—the Atari end user—do have a voice. A "soap box" if you will, to express our deep excitement and disappointments involving the evolution and marketing of our computer of choice.

Changes in the Air

Until recently though, only a select few of the myriad of voices "crying in the wilderness," could be heard by Atari. I believe this has changed now, in the person of Robert Brodie.

OK—I admit it! Anyone who fills a table with a 4Meg STe, a 4Meg Stacy with 40Meg hard drive (running one of *my* pictures!), the diminutive but powerful Portfolio and the amazing, colorful and *fun* hand-held Lynx, and then says please feel free to use any of them, has already made a life-long friend!! But it was what he had to say and how he said it that's really got me "believin."

I was one of the lucky (and smart) ones, who showed up to see "Mr. User Group" in the Anderson Room at the Student Union at the University of Michigan last month. I was not dissappointed.

I was however proud, excited, confused, elated, tense, pensive

and verbal during the next few hours as Bob talked about upcoming events and answered some very difficult and deserving questions.

In the upcoming month, I'm sure you're going to hear and read reviews and comments about how well the Stacy emulates the Mac, how it shoots holes in the overpriced Macintosh portable (all true). You'll hear the undercurrent on the dazzling little Lynx that really does have great graphics, a full color three-and-a-half inch screen with dyn-o-mite animation and sound (also all true). People will be talking all about the new STe and its multi-faceted improvements and the like. So I think I'll leave that up to those better suited to do that, my focus is leading somewhere else.

Lines of Communication

This event was not the first time I talked to Mr. Brodie. The first was one night last year, after finally getting enough control over my doubts and frustrations about Atari to call up the new User

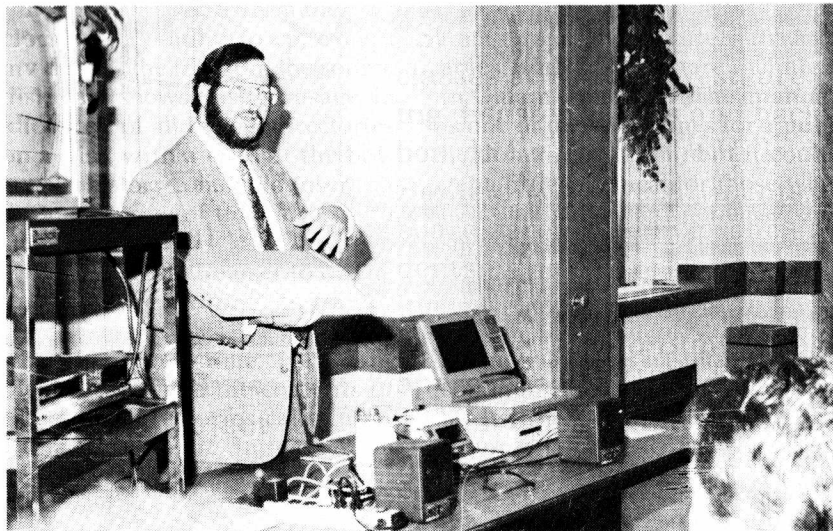
Group Coordinator and register our club.

Atari is Listening!

I spoke to others in that chair in the past and was fully prepared for the textbook version of how-to-pretend-to-be-interested-when-you're-really-not, as I waited to get a few words in edgewise. This was not what happened. What did I hear from Atari's User Group Coordinator? I "heard" Robert Brodie...*listening!*

I've spoken to Bob a number of times since then, about the ST, about new products, about Atari in general, sometimes about topics completely unrelated to computers. I like to hear that he was a User Group president himself before Atari; I like it when he talks about his own ST at home and expresses some of his frustrations about the scheme of things.

I also like to hear he doesn't always agree with or condone everything that Atari has done. I especially like the thought that Atari hears these things too—from one of them and one of us.



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A Silent Revolution

Tim Holt (STE-EP)

As I write this article, I really do not know how well the Atari Revolution is doing. I hope it is doing well. I have even got my little "Join the Revolution" stamp. (If you see some dollar bills with "Join the Revolution: Use Atari Computers" stamped on them, I did it.) Although the Revolution is a downright noble cause, it has its drawbacks.

First of all, writing to the Tramiels is sorta like trying to move the proverbial mountain. If you haven't guessed by now that the Gang of Three doesn't give a lot of thought to us U.S. users, then you haven't been paying attention. Smell the coffee Bubba; they are in it to make a buck. What the U.S. provides is pocket change.

Secondly, the Revolution appears to many to be like trying to stop a hemorrhage with a band-aid. It is a nice try, but it doesn't do much good. The damage has already been done, and calling 20/20 won't do much good simply because the folks in Sunnyvale (What a misnamed place if ever there was one!) do not give a hoot what users think. (See reason #1)

Thirdly, the main focus of the Revolution is terribly misdirected. Roseanne Barr doesn't give a flying flip if her family wins a computer. Have you seen that show? The computer would end up as a doorstop, or worse yet, Roseanne might sit on it. (In the process, a palmtop ST would be born.) The Revolution needs to go to only one place: *where the money is*. That is why I wrote this short essay.

The Atari Revolution will only succeed when we make some *economic* impact, somewhere. All the letters in the world won't do as much good as the sight of money lost. Think about it. If you were a businessman, what would make you think more: A few hundred letters from a bunch of computer fanatics (and that is what we are folks, don't try to deny it) or the loss of a few thousand dollars in sales? Well, I think the latter. May I offer the following as a *co-Revolutionary* proposal?

Let us target some software company. (Just for no other reason than I have a current catalog, I will use Brøderbund as an example, although *any* software company will do.) I know that they make a nifty program called "If It Moves, Shoot It!" I also know that, from the catalog, it only is made for the IBM and Amiga line of computers. What if three thousand of us sent Brøderbund checks made out, all for \$29.95, for this product, *but only if it were for the Atari ST?* This would have several effects:

1. The company would see there is a market they have missed.
2. If the company had any brains, they would see that they were losing a hell of a lot of money. In this case, close to ten thousand dollars in lost sales. (The more checks sent, the more money they would be losing.)
3. The company would consider the ST community the next time they came out with a new product.
4. They would actually *lose money* because they would have to spend man hours refunding our checks, since they did not have the item we wished to order.

And that, my friends, is where this revolution would take off. If we could benignly cause companies to lose money, simply because they didn't carry ST software—hit them in the pocket book—then we would make our mark. Let me give you another example.

Suppose Company X sold a grammar checker for its popular word processor for the IBM, but not for the ST. Suppose this grammar checker sold for \$300. If this company received 5,000 checks, all made out for \$300, but *only for the ST version* of the program, this company would see rather quickly they just lost 1.5 million dollars in sales. *Plus*, they had to refund the checks, using office personnel, so in effect, they lost *even more* than the \$1.5 million. I think they would get the picture rather quickly.

What would this cost the ST user? Just the cost of a stamp, and a little letter writing. You would not lose the money on the check, because the company did not have the item you ordered. They would have to refund your money, so you lose *nothing*.

What do you get out of the deal? Well, ever see a program on IBM or MAC or Amiga that really looked nice, only to find out it was never made for the ST? If enough checks are written, I bet money you would see that program finally written for the ST.

The time has come for us to stop goofing around. To hell with Atari if they ignore us. They sold the computer; that is all they wanted to do anyhow. The time has come to hit the software companies where it hurts the most: in their cash flow!

Fund Raising with the Atari 8-bit

G.L. Ray (TACE)

Have you ever needed an easy fund raising activity for your club, church group or school organization? Something that is both fun and profitable? Something you could do on your computer?

Small Scale Fund Raising

Well, here is a suggestion that will fit just about any small scale fund raising need. Of course, if your computer club all banded together utilizing several people and several computers, you could make this project about as big as you like.

My R.A. group at church (a mission organization for boys) needed about \$100 to purchase some award vests for each member. As I began to ponder the possibilities, I remembered how popular my label maker program had been at the Halloween Carnival the past two years.

I had set up one of my Atari 130XE's, along with a printer and a box of form feed labels, and printed fun stickers for the kids. I used the Printshop Label Maker program from the April '87 issue of Antic magazine, and I made up a disk of selected Printshop icons. But I probably made as many labels for the moms and dads as I did for the kids. So, I thought perhaps we could sell Printshop labels and make the money we needed.

I decided on two main formats: return address labels for Christmas cards and to & from labels for Christmas presents. I made up a disk of Christmas-related icons, as well as an assortment of fancy

capital letters which could be used as first or last name monograms. I figured some people might not want Christmas labels, but they might purchase monogrammed address labels for the year round.

I used the Printshop icon printer from the SPACE Printshop utilities disk to print out examples of all the graphics available. Then I printed out some sample labels, picturing the various fonts and graphics, as well as suggested layouts.

I then assembled all of these together on construction paper, and had them laminated to protect them. I made one for each boy in the group to use to sell from. Finally, I made up an order form using Printshop's letterhead feature and my word processor. I had a bunch of copies made, and we were ready for business.

We charged \$1 for 50 labels, and most people ordered at least one with a Christmas motif and another with letter monograms. We even had one man order 500 labels for his business letters.

How much did we make? Well, the cost for 50 labels was less than

10 cents. Of course I used up some printer ribbon, and I had a little wear and tear on my printer. But, all in all, we made at least 80 cents profit on each set of labels sold at \$1. Now that's a pretty good profit margin, if you ask me.

We made over 50% more than we needed to make, and we plan to repeat the project again in the spring. After all, 50 labels won't last forever. And the customers were delighted with the labels. They liked them for the appearance, and also for the fact that they were self-adhesive (No Lick'Em To Stick'Em).

If you would like to utilize this project for your fund raising needs, but you do not have the above mentioned programs, they may all be purchased from your local Atari User Group or through our club library at a cost of \$3 per double sided disk (includes postage).

The list of disks are as follows: Printshop Label Maker & Utilities, SPACE Printshop Utilities, Printshop Icon Disks (send a Self-addressed, stamped envelope for printouts). Please send your requests to:

G.L. Ray
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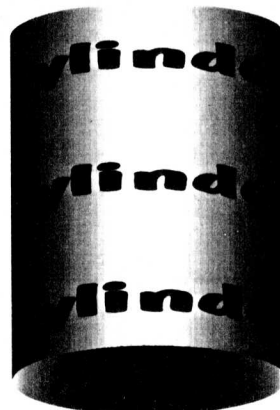
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THE COMPUTER GUIDE TO THE SOLAR SYSTEM

WHAT'S GOING ON OUTSIDE YOUR NEIGHBORHOOD

Gordon Totty (MACE)

Some facts about the solar system for you:

- It's bigger than a bread box.
- Actually, it's bigger than both of us.
- It's cold out there.
- There are a lot of hot spots.
- Solar heating is used extensively.
- Hang around it long enough and you could get "mooned."

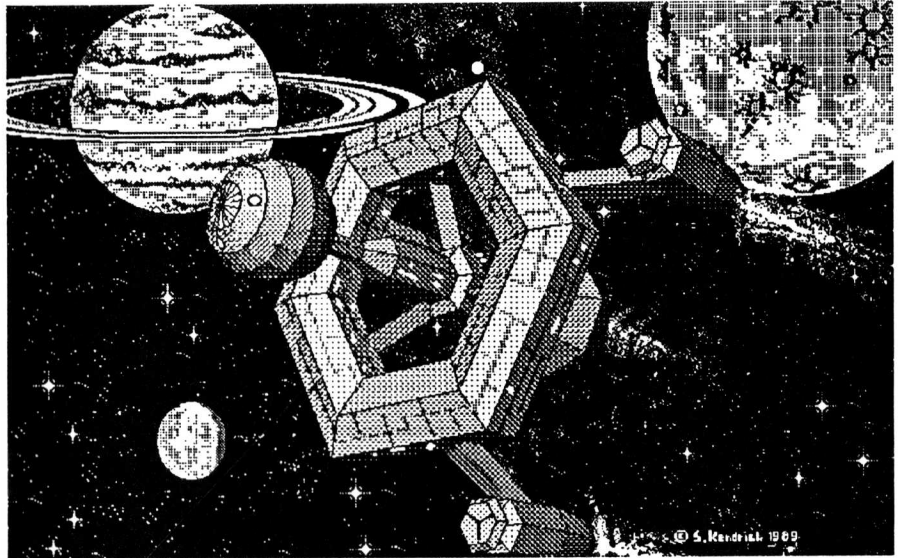
Since that about exhausts my intellectual stores, you might want to take a look at The Computer Guide to the Solar System (CGSS) from WinterTech. It will surely carry you further than I could in your quest for knowledge about our cosmic neighborhood.

Before we get started, you should know you can run this on your Mega, 1040 or 520ST with color monitor, one or two disk drives, or one disk drive and a hard disk. CGSS can be run with the blitter chip, but it may speed up some of the animations too much to enjoy them.

The program comes in a 1Meg version and a 512K version. Both versions are identical, but the 1Meg version is faster as a result of less frequent disk accesses. This review is based on a 1Meg version, running on my blitterless 1040ST. Now, let's learn some stuff about the big picture.

The Solar System

From CGSS you can learn of a place where sulfuric acid rains from the sky. (No, not eastern Canada and northeastern United States, but somewhere far away where you haven't been and don't want to go because you can't get



lobster there.) Learn where fountains of gases hotter than acetylene torches stretch for distances greater than that between our earth and moon. Learn of gases heavier than lead!

An Excellent Educational Program too!

Learn, learn, learn...because this is educational software. As such, it deserves a lot of praise, and WinterTech a lot of encouragement for trying to improve the inventory of educational software.

For, in my opinion, educational uses of computers are not living up to the initial promise. Whether we are consumers, parents or teachers, we should be demanding better educational software. I believe there is still a lot of progress to be made in the educational arena. (End of mini-editorial. Back to the review.)

There is a "ton" of information in this program.

Let's glance at the categories of

information available on just the sun.

A Sample of Information

Point and click on "Structure," and you may then select corona (where, I learned, the second law of thermodynamics is routinely defied), chromosphere, photosphere, convective zone, radiative zone or core. Each of these gives you an opportunity to learn more than you might imagine. You might also learn more about solar wind and rotation.

From the Size and Mass selection, I was able to learn that the sun contains 99.86% of all the matter in the solar system. Of course, for most of us, 99.86% of all that matters occurs on Earth. (Corny, but I couldn't resist.)

Nuclear Cycle contained information on the Proton-Proton Cycle. It was described and then simulated in motion. This cycle converts over four million tons of matter into energy each second.

Sunspots, prominences, and solar flares are explained under Solar Phenomena.

Life Cycle was particularly interesting to me and my son, who has just entered the sixth grade. We were able to watch a computer simulation of the formation of the sun. Then, we sat powerless as it grew and gobbled up Mercury, Venus, and Earth. (Hang around for 30 million years or so and see it happen in "real time.")

Under the Data selection, the unit area solar radiative output was shown: 6,000 kilowatts per square foot. Amazing, eh? The program allows you to show data in standard U.S. or metric units of measure.

A similar wealth of detail is also provided for Earth, our Moon, each of the other planets and the phenomenon we call gravity (a very serious matter influence). You will be given the opportunity to break eggs all around the solar system. Success will vary.

I learned that I would weigh 4,614 pounds on the sun, but only 28 pounds on the moon. So, tell me, how much do I weigh on Earth? If you know, maybe you don't need CGSS in your software library. I suspect, however, that if you do know you are still going to be tempted to buy CGSS because it teaches about a subject that you obviously find interesting.

Which brings me to a point I want to make. I listed a little of the information and most of the categories about the Sun above for a purpose. From this you should be able to decide for yourselves if this is the

kind of stuff that turns on your mental muscle. If not, you can stop here and read the next thrilling article in Atari Interface Magazine. If so, read on.

Documenting the Solar System

The documentation with CGSS is clear, well written and nicely presented. The entire program, however, is mouse driven, intuitive and very easy to follow. So, the documentation is almost unnecessary.

I disagree with one of the points made in the documentation. From page 1-1, "...we will soon achieve the means for large numbers of persons to travel beyond the Earth's influence.... Probably our own children, and almost certainly our children's children, will have the opportunity to actually set foot on other worlds!" Oh, yeah? At what cost? I suspect that scientific and technological feasibility will exist (perhaps already does, depending on how you define it), but that economic feasibility is a long, long way off.

Well, let us forgive the author's enthusiasm. She/he is very excited about the solar system, and it shows in various statements in the documentation. Cynical old me! I'll settle for mega-strides in utilization of computers for education in the next generation. Moons, Mars, and stars can wait. CGSS can help fill the gap while we wait.

CGSS was written in compiled GFA BASIC, version 2.02 from GFA Systemtechnik. The folks at WinterTech have no other titles for us at the moment and are working to convert CGSS to other platforms. For a pleasant change, the big blues, imitation blues, apples, fat macs and commodores can wait while the Atarians enjoy!

CGSS is not copy protected. You may back up the disks, but you should use an "extended formatter" (a program to format to 400K per disk side). Lacking this, you may "File Copy" from the CGSS disks to two disks formatted as double-sided (720K).

Now, let's turn to educational software. What should it do? How does CGSS stack up?

A Word about Educational Software

Educational software should be interesting, of course. This requirement is shared with any educational media—books, lectures, dialogues, slides, movies, etc. You have to decide whether or not the subject is interesting to you; your reviewer can't do that for you. My son and I both found this program to be very interesting, but the solar system and I go back to "One Two Three...INFINITY" by George Gamow.

It should be interactive, and it should illustrate complex phenomena. Any teacher or good student understands the interactive requirement. Give and take; keep me awake! Help me to involve my mind, not just my eyes and ears. Let me, the student, influence the course of study. If I am bored with the sun, let me opt to study the moon or distant planets.

The illustration of complex phenomena is, to me at least, the area where the computer can shine in edu-

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cation. Have you ever read about, or listened to, an explanation of how the earth spins on its axis, tilted with respect to a plane through the sun, as it travels in an ellipse around the sun? And how the moon revolves around the earth at the same time? And the sun is moving through space bringing along all these other bodies in motion with it? Not to mention that the galaxy is spinning like a big wheel? You have? OK, which end was up?

While your head is spinning in contemplation of all this motion, bring in a discussion of seasons, days, years, tides, gravity, etc.

A computer can illustrate the earth in motion around the sun, while the moon is in motion around the earth. Even a kid can, in actually seeing this, begin to grasp it finally after long-winded explanations might have failed to impart the knowledge. Something about pictures and thousands of words comes to mind, eh? Well, if one static picture is worth one thousand words, how many words is a dynamic, moving, interactive presentation worth? A picture that you can rerun as many times as you want, stop and start at any point, speed up or slow down!

I tried to explain some of the above once with a tennis ball earth and a flashlight sun. Computers hadn't come home yet. What a feeble attempt, compared to the best parts of CGSS!

CGSS doesn't do all of the things I mentioned above, but it does many of them and rather well. To me, an amateur and uncredentialed educator (a mere 45 minutes a week of practice) and owner of over 60 educational programs, CGSS is a significant step

ahead. I have program after program of so-called educational software representing nothing more than "read and drill" practice. They are about as exciting as a dull book, and no more interactive.

It's a shame, because lots of kids love computers and society could capitalize on this fascination with the technology to instill knowledge. But, kids are no dummies. Exciting programs (many of the games) capture interest much easier than boring programs (most educational titles, in my experience) even if neither is very interactive. Once the child makes the comparison for herself, forget about trying to raise the level of interest in many educational titles.

Well, enough of my rambling on about educational software. I have been thinking about it, with a sense of disappointment, for a long time and appreciate the opportunity in this review to get it off my chest. Hope you didn't mind.

To wrap up, CGSS is a significant step ahead in illustrating some complex phenomena and raising the level of interaction. Praise be to WinterTech, my eleven-year-old likes it!

But I would be unfair to you readers not to note also that CGSS needs more interaction and more dynamic graphic presentations. It includes a LOT of reading, something I find is best done with an old technology thing called a book. This is because, with a book, it can be done in any room, any chair or bed, in almost any position, and it uses less electricity. You can even do it outside. Reading, that is, in case I lost your attention back a few lines.

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The Game Is Afoot!

Steve Volker (TAG)

"Put the revolver over here!"

"I want to be Colonel Mustard!"

"Make sure you shuffle the cards enough!"

"I *already* know who did it!"

Sound familiar? To all those who have fallen under the spell of the Who-Dun-It board game CLUE, by Parker Brothers, I'm sure it brings back countless memories of the group gathered around the kitchen table on a quiet, Sunday afternoon. Or laying next to a half-eaten pizza on the living room rug, the sound on the TV turned off, while a slew of amateur sleuths try to out-manuever and out-guess everyone else and be the first to answer the question..."Who killed Mr. Body?" Well, listen up group... have I got news for you!!

Thanks to Waddington Games, LTD. of Birmingham, England, Parker Brothers, U.S.A. and Virgin



Mastertronic Ltd, in association with Dalali Software LTD., *CLUE: Master Detective* has come to the world of computers. Oh, don't worry...nothing of the fun and excitement was lost along the way.

What? You say the title is wrong?! Your board game didn't say Master Detective on it! (You're right! Very perceptive of you! No wonder you're so good at the game!!) That's because this is the very newest version of Clue, with more rooms, more suspects and more weapons!

You might hear accusations like..."Sgt. Gray did it with the Horseshoe in the Gazebo!" And there are more secret passages to whisk you from one out-of-the-way room to another. All this serves only to add more suspense (and more *notes!*) to the game.

For those of you who have never played the board game Clue before (all five of you), here briefly is what it's about: A very devious fellow by the name of Mr. Body has invited each of the poor souls he's been blackmailing to his home for dinner. (Or is this in the *movie!*?) Sometime early in the evening, Mr. Body gets introduced to the afterlife, and everyone is suspect.

The game involves each character, in turn, asking questions of one another and making unfounded accusations until enough people have been forced to "come clean" to clear themselves that the truth becomes obvious, and the greatest of all detectives smoothly reenacts the crime in front of his dissappointed, jealous peers. (Well that's the way I play it!!) To the winner goes the spoils.

In this version though, there are

a few things added that can make it all even *more* interesting. The first is you get to watch and hear the crime committed! Also, the computer does all the rolling of the dice, so those #&%\$+~@*# so 'n sos, who roll a six or doubles every time they touch the board, are on equal terms with the rest of us.

Oh, did I mention the *computer* plays one or more of the characters! And there's no way to sneak a peek at its notes.

All movement is done with the mouse; Clue: Master Detective is neatly controlled within the GEM convention. The program comes on one single-sided disk, auto starts on boot-up and lends itself easily to the making of a work disk.

The graphics are sharp and cute, and look nice on both a color monitor or television. (No it won't run in high rez.) I've seen it on a couple of different computers, and it looks really good on all of them. (But of course, it looks best on ours.)

In case you missed all the expletives like great, exciting and fun, I really liked the game in both the magnetic and "folding" formats. And even better, so did my kids and my wife!! It serves well for hours of good, wholesome fun, and gives the poor TV a rest!!

You know, with games like Clue: Master Detective, J.R.R Tolkien's War In Middle Earth, the two-player game Double Dragon and the up and coming Risk, Monopoly and Scrabble—all distributed by the same company—I've got to say it, Virgin Mastertronics sure knows how to play games!

THE RUSSIANS ARE COMING!

A COMPARISON

Jim & Nancy Prevost (FACCS)

Each fall, our Atari club sponsors a Computer Fair at a local shopping mall. This fair presents an opportunity for all the different clubs in our area to showcase their computers and software. Most of the users, as well as the general public, find the different options interesting to compare.

The hit of last fall's show was a Russian game that seemed to be available for every computer type except the Atari 8-bit!

Tetris, invented by Alexis Pelitov and written by 18-year-old Vadim Gorisimov, was first released in the U.S. for Atari ST computers.

In Tetris, several shapes made out of square blocks must each be maneuvered and rotated to try to fit them into the rows of blocks below. Although the concept is quite simple, the variables made the game quite challenging, and it always seemed to draw a crowd.

The only problem 8-bit users had with the game was that no version had been released for their computers yet! Actually, a *very* simple version, called "Red Squares" had already been written, appearing in the July 1989 issue of *Antic*.

This program, however, was not exactly what you could call a "good translation." The graphics were so simple, they could have appeared on the screen of a Commodore VIC-20. With a resolution of only 20 by 24, it seemed the game was over before you started!

Just two months ago, however, the long wait was finally over.

Darryl Yong of Sacramento, CA, has produced a Shareware version of the game for the 8-bit, called "Tetrix." We demonstrated this version at our last club meeting, and the ST users who spent a bit for their Tetris disks were very impressed, to say the least. Although Tetrix lacks the fine background graphics of the commercial ST version and the wider variety of options, the key elements of the game are all there.

Differences and Similarities

The background has been mentioned briefly, but to expand on that, Tetris has fine graphics pictures both during the opening and on the actual playing screen, while Tetrix has none. The blocks in Tetris appear in full color, while those in Tetrix have only artifacted color outlines for those using color televisions. The ST version has the option of background music which can be turned on and off, while the 8-bit version has only a few game sound effects.

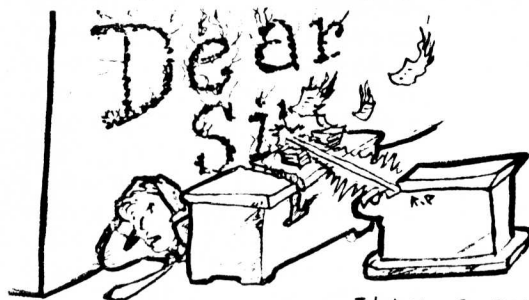
Both versions allow the player to set speed, but Tetris has the additional option of allowing you to start with different layers of blocks already on the screen (height) to make the game more challenging.

Both allow you to pause the game and will show the next shape if the player wishes.

Both show the current level, the score and the score by lines on-screen, but with Tetris these are options that can be turned on or off at will. Tetris also has several options not found in Tetrix, like windows containing a help menu and statistics, "name" of each piece and continuous and advanced modes. As far as those key elements mentioned, though, the versions are basically the same.

The blocks can be moved from side to side or rotated using either the keyboard or joystick, they can be dropped straight down for bonus points, and with practice, they can even be slipped into holes partially covered by other blocks. The sizes of the pits and the blocks seem to be the same in both versions. Tetris saves the top scores, and Tetrix saves the top three.

All in all, Tetrix is one of the best Shareware programs to come out for the 8-bit this year, and if you haven't tried it yet, you are missing out on a great game. Darryl Yong deserves our thanks and our support through a small donation, and we hope that he continues to write interesting software for Atari 8-bit computers.



THINGS DID NOT ALWAYS GO SMOOTHLY IN THE EARLY DAYS OF THE DEVELOPMENT OF THE LASER PRINTER

Nightmare on Lawrence St. Or Backups? I Don't Need No Stinking Backups!

Gregg Anderson (RACE)

Well, it finally happened to me. After two years harping to others on the importance of keeping a current backup of their hard drive, my system went down and took over 40 Megabytes of data with it.

No problem, you say? Just re-format and load in your last backup, you say? After all, you've been around long enough to know how important backing up your hard disk is. You're always telling us to do it, so you must be doing it yourself. Right?

Wrong!!! In the famous tradition of "do as I say, not as I do," I kept delaying my backup. After all, it takes hours and hours to do a floppy backup of a 40 meg hard disk and I just didn't have the time. I was too far behind on my articles and had a bunch of fonts to modify before I could take the time for a backup. So off I went, working on four different articles, modifying *lots* of fonts for LaserBrain, beta testing some new utilities, and generally staying pretty busy.

Then about two weeks ago, I finally got around to installing a new hardware modification I'd been promising myself for months. It was just a simple 'plug in' job and my ST had a similar unit installed a few months ago for a review (and removed after finishing the article).

The upgrade seemed to be working all right so I pressed on and hit the old WordWriter ST again. All was going great until I tried to print something and found the text was out of sequence. Since the screen display looked normal, I

re-saved the file and printed it again.

This time everything looked ok, until I read the file and found the system had somehow deleted a paragraph and substituted a paragraph from a totally different article. Now, I may be a little slow from time to time but even I'm bright enough to see I had a problem here. I decided to re-boot and start over—bad choice!

From that moment on my system no longer accessed the hard drive. In fact, it couldn't even tell a hard drive was connected. After sitting on the panic button for a while, I finally decided to bite the bullet and reformat the disk.

That was when I remembered how out of date my backup was. ARG!!! All the articles I'd been working on, all the fonts I'd modified, *everything* I had done was gone and would have to be re-created from scratch. After kicking myself repeatedly, I limped over to the computer and got started.

I reformatted and partitioned the beast and everything seemed all right. Until it scrambled itself again half way through the reload, that is. At this point I removed the upgrade (at the suggestion of the manufacturer) and started over. This time everything worked and has continued to work without so much as a hiccup from the drive.

So what happened? As near as we can tell something in the modification imposed a load on the disk controller, the DMA/MMU chips, or on the 8 Mhz clock that wasn't there before. Somehow this allowed WordWriter to partially overwrite the disk's directory and File Allocation Tables (FATs).

This shouldn't have happened

and is the only such incident the company knows about (they want to borrow my system and find out exactly what happened to keep it from happening again; this outfit cares about its product and customers). So don't let my disaster keep you from upgrading your ST, but do learn from my biggest mistake.

Me admit to making a mistake? As much as it hurts to admit it, I'm afraid so. *I didn't have a current backup of my hard disk!!!!* By trying to save a few hours of time I lost more than three months worth of hard work, quite a few dollars in phone calls, and at least two inches off my hairline.

Always do a complete backup before starting any type of modification to your system. Even if you know for a fact what you're doing can't possibly cause problems with your hard disk, *back it up first!*

If you can't afford a dedicated backup utility like Seymour-Radix's VCR tape backup, then look into The Vault. The Vault is available on this month's AIM Disk of the Month, or for download on all the major on-line services, and does a fine job of backing up to floppy disks any hard disk out there. The Vault is fairly quick, for floppy backup, and will even work smoothly in only a 512K machine.

It all boils down to this; Save yourself a LOT of excess worry, unplanned work, heartache, and maybe even some money. If you've not backed up your hard disk lately, **DO IT NOW!** And enjoy a little peace of mind.

I'm a bit sadder and balder, but definitely wiser!

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Public Domain Corner

Marty Saletta (BRAG ST)

One of the strongest features of the Atari ST is the operating system, GEM. With its ease of use (due mostly to the mouse), even a person who has never used a computer can start to feel comfortable almost immediately. And with many other computers using some sort of mouse, the transition from the ST to the Amiga or Macintosh is almost like driving another type of car: everything is pretty much the same.

But, there are people who prefer a CLI (Command-Line Interface) operating system such as MS-DOS or Unix. Both of these are very popular, with MS-DOS being the operating system of choice for IBM and Unix among the higher-end computers, such as those from DEC or NeXT (although NeXT uses a mouse also.)

The major problem with those (and most CLI's) is the number of commands a user must memorize. For experienced computer users this is rather easy, but for the new user this can be a difficult process.

Despite the problems, a CLI is a desired interface for many computer users because of its power. For the Atari ST there are a few CLI's (commercial and public domain), but one of the best is the public domain Gulam.

Gulam (pronounced Goo-laam) is designed to give all the features of the GEM Desktop plus many others from an environment that resembles csh of Unix 4.xBSD. To use Gulam, click on GULAM.PRG from the desktop, or place it in an auto folder (it may also be neces-

sary to have a program like Startgem.PRG in the AUTO folder.).

Gulam starts by looking for a batch file called GULAM.G, which is very similar to a .login file on Unix systems. GULAM.G contains Gulam commands, both internal and external. This lets the user customize Gulam for personal use—set baud rate or other internal variables, change the default prompt, or even print a welcome message.

Gulam uses many commands found in Unix (and its compatibles), plus some that are required for the ST. Besides these commands, there are also ways to add others. Some of the commands used frequently include: ls (get a listing of the current directory), cd (change directory), cp (copy a file to another directory or disk), mkdir (make a sub-directory or folder), df (shows the free space on a specified disk), and cat (print a text file to the screen).

Some of the commands Gulam has that are not easily duplicated on the desktop include: grep (look for a string in a text file), date (print or set the date from the ST's clock), mv (similar to cp, except mv deletes the file from the source disk), du (shows the disk usage, in kilobytes, of all the subdirectories on a disk with a total at the bottom), a history command (user can define the size of the buffer) and alias.

Alias allows the user to define small "abbreviations" to longer commands to reduce typing the same thing every time. For example, if you delete the contents of three sub-directories called lngname1, lngname2, lngname3 on drive C: frequently, instead of

```
typing rm C:lngname1/*.*
C:lngname2/*.* C:lngname3/*.*
every time you wanted to do the
deleting, define an alias by typing
alias clean rm C:lngname1/*.*
C:lngname2/*.* C:lngname3/*.*
```

Now every time a delete was necessary, just type "clean" at Gulam's prompt. By placing this alias in your GULAM.G file, "clean" will always be defined each time Gulam runs, along with any other aliases you may have.

Gulam also has a built-in editor, ue, which is a version of microEmacs, the powerful text editor used on Unix systems. Since I use 1st Word, I made that my default editor by using the alias and gem commands like this:

```
alias 1st gem B:1st_word.prg
```

When I type 1st from Gulam's prompt, Gulam automatically runs 1ST_WORD.PRG from drive B:. The "gem" command is needed to tell Gulam that 1st Word is a GEM-Based program and not a TOS program. Gulam includes a simple terminal program and commands to send and receive files via the Xmodem protocol.

A complete list of all of Gulam's commands, internal variables, and examples are included in Gulam's manual. This manual is one of the better ones for a public domain program, but it could get a little technical for those who do not have much experience with shells.

Earlier in the article I mentioned it is possible to add more commands to Gulam. This is done through Gulam's hash table. Each command Gulam uses that is not built-in must be stored on disk (floppy, hard or RAM). It is also necessary to tell Gulam where to



look for the additional commands by setting the "path" system variable (Unix also uses this feature). This variable is used by the rehash command which looks for all the executable files (those with extensions of .PRG, .TOS, .TTP, or .G) from the directories specified in the path variable. An example from my GULAM.G is: set path d:\utils

When I type something into Gulam which is not one of the built-in commands, Gulam looks in drive D:'s utils folder. If found, it executes the command; if it is not there, Gulam reports an error saying "command not found." Some of the commands I store in my D:UTILS folder are from the Unix Toolkit by Andrew Smith and Steve Ashcroft.

Those two programmers wrote many of the Unix utilities (4.2 BSD compatible) for the ST and released them in the public domain, complete with the manual pages describing every ST/Unix command and its options. The commands they include are:

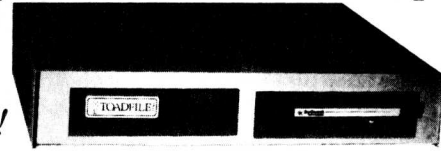
Written by Andrew Smith: cat, chmod, clear, cp, crypt, date, df, du, echo, file, find, grep, invert, ls, mkdir, mv, pwd, rm, rmdir, sh (bourne shell), size, sleep, test, touch, wc

Written by Steve Ashcroft: basename, cal, cb, cmp, comm, expand, expr, head, look, make, od, pr, reverse, sort, strings, tail, tr, tsort, unexpand, uniq

The complete C source code (fully documented) can be purchased for \$40 from the authors, who will send it on (2) 500K disks or (1) 1 meg disk.

Since many of these commands are included with Gulam, there is no need to use them with that shell.

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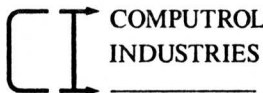
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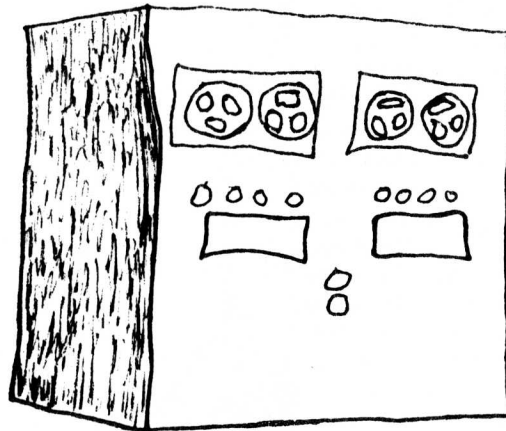


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"... and when did you start feeling threatened by mini-computers?"

Knight Force from Titus for the ST

Bob Retelle (MACE)

Knight Force is one of those games with almost everything going for it.

It's got a terrific box, with one of those great color paintings of a brave knight battling a huge red dragon and full color screen shots from several different computer systems on the back.

It's got one of those story lines that just makes you want to jump in and play. (The evil sorcerer, Red-Sabbath has kidnapped the beautiful Princess Tanya, and you, the Knight of Thunder, must travel through time to do battle with the sorcerer's clones and save the Princess.)

It has two disks, a reply card to join the "TITUS Challenge Club," a manual that tells how to play the game on a Macintosh keyboard (as well as the IBM/PC/XT/AT/PS Amiga and ST) and a nifty piece of 1/2 inch thick foam rubber (the size of the box) that I'm sure there must be hundreds of uses for.

Also, according to the box, *"Fast Action And Ultimate Gameplay Combined With The Brain Storming Strategy Of A Mega Adventure, Make Knight Force The Unprecedented Creation In The History Of Computer Games."* Wow! Move over Dungeon Master!

Unfortunately, among all that paraphenalia and glowing rhetoric, they somehow forgot to include a game in the package.

Sigh...well, let me tell you about the game's premise anyway. You, the Knight of Thunder must choose one of five "Time Gates" to travel to different time zones and

battle the minions of Red-Sabbath. The zones are Prehistoric, Versailles, New York City, The Future, and The Mystical.

Each zone is populated by creatures controlled by the evil sorcerer, as well as a clone of the sorcerer himself. One of the creatures in each time zone is holding an amulet of power which will help you defeat the clones, although it might not be the proper amulet for that particular time zone.

Eventually you'll kill all the clones and have to battle Red-Sabbath himself to save the Princess. Sounds good so far, right? The

graphics are actually very good. The backgrounds for the different time zones are well done, and the creatures aren't bad, although the animation is a little on the slim side. The sound, what there is of it, is good too. The problems appear when you actually start playing the game.

This is one of those pseudo-gore "hack and slash" games (like the ones where you kill an opponent and a little troll comes out and drags the bloody body away).

Although your blows don't appear to do any damage while you are hitting a creature with your



sword, the monster crumples into a bloody heap once you've killed it. Should you be defeated, or run out of time, you too fall down into a gory pile of bloody bones.

Some Serious Faults

The real problem with this game is that there is very little for you to do. All five time zones are virtually the same, just with different graphics.

In the Prehistoric era, the backgrounds are appropriately "Rain Forest" looking, and the only monster is a Cro-Magnon man. In Versailles, you get a French city with urchins and hangmen. In New York, you get a tugboat on the docks and gang leaders and an octopus...and so on...but the action in all the zones is essentially the same.

For the most part, the battles consist of your holding down the fire button, while pointing the joystick at the monster. As long as you get in the first whack, your sword will keep them away from you, and you'll hardly ever get hit. Of course, there's a "Magical Bird" that drones back and forth from screen to screen. Its purpose is to transport you back to the opening scene to choose a different time zone, but it also serves to knock your Knight on his armor-plated butt (with a suitable resounding crash) which allows the monsters to jump all over you. If you're not just standing there whacking the monster to death (without really doing anything other than holding down the fire button), you're getting knocked down over and over. Not a whole lot of playability here, folks.

Each time zone also consists of only three screens or so, not including the essentially similar "Castle of Doom," so there's not a whole lot of "Adventuring" here either. There IS however, a lot of the "Bang, You're Dead" kind of situations that people who play these kinds of games seem to love so well.

Jump over a waterfall and the edge you land on crumbles, you fall into the water, game over. Next time you jump twice, and the bird knocks you into the water, game over. Duck the bird and walk *past* the fire in the cave and you burn up, game over. Jump over the fire and the floor opens under you, game over. No clues that any of this is going to happen, just "Bang, You're Dead," and you have to start over from the beginning. (I didn't play very far into Barbarian either, for just this reason.)

Actually, this may be the game designer's way of making the game last more than 15 minutes—by making you start over a lot.

Oh, yes...there are magical amulets you have to find in each time zone, but none of them seemed to make any difference, no matter which time zone I went to. You just keep killing monsters until the amulet's icon appears on your dashboard. Ummm...yes, I did say "dashboard."

Your Knight has a dashboard (well, I guess maybe it's the time machine's dashboard, the instructions aren't awfully specific) that looks like something out

of the 8-bit game "The Eidolon," or the old "Time Machine" movie. It contains readouts of your score, health, monster's health and time remaining.

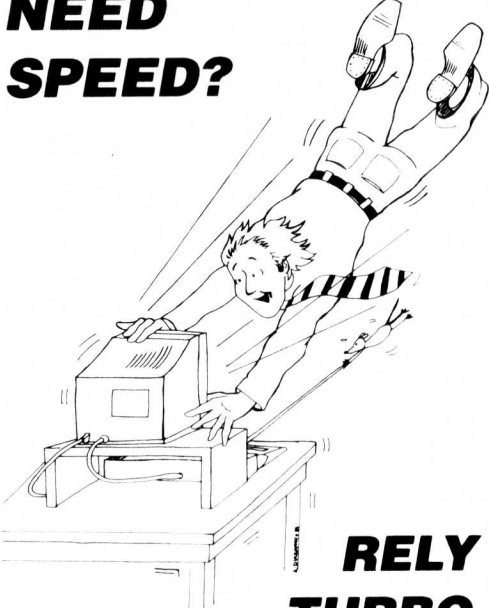
As poor as the game was, I ran into several other annoying problems to make things worse. At one point, with plenty of time left, I suddenly got a "Game Over, Out of Time" message. Then there was the time my Knight went into "autopilot" while fighting one of the sorcerer's clones, and nothing I did with the joystick had any effect (none of the keys on the keyboard worked either, so I just had to reboot).

One esthetic problem I noticed was that the High Score table was in such a dark green color against the black background that it was awfully hard to read. Lastly, the line of bombs across the screen didn't do much to improve the game when it happened.

If you like nice graphics, but you're not particularly into playing games, then maybe the \$39.95 for Knight Force wouldn't be too bad, but if you're looking for a good, playable game...keep looking.

I'm afraid the beautiful Princess Tanya is just going to have to fend for herself!

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|-----|--|-------|
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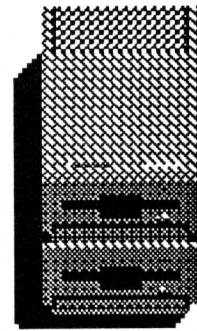
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IN YOUR DRIVE # 28



Good Ol' Chet (ACC.D)

It's a smorgasbord for 800/XL/XE users this time. ST owners can skip the column, if they wish, but speaking as an XL/XE user—it's *about time!* STella is a little bit jealous, but Mnemosyne has been hungry for fresh food for a while now and is ready to dig in.

Frogs and Tanks

Ultrabasic, Inc. enters the uncrowded Atari pool with five decent packages. The first, SuperFrogs, betrays its BASIC origins with "sticky" movement of the player (a frog) and the merely-adequate graphics.

Play action is nothing to brag about either. It consists of running your frog through mazes, tracks, races, or what-have-you while avoiding mines, "nasty trees" (nasty trees?), "nasty grass" and opposing frogs run by the computer. Your frog may or may not have superpowers, such as an energy beam of sorts, to destroy or inhibit the obstacles or competing frogs. And your superfrog is invulnerable to everything except nasty trees. Still, it gets slowed down when opposing frogs shoot it, and when it gets slowed down often enough, it acts as if it died.

The documentation is a bit sketchy and falls into the trap of being "cutesy" with calling the program's main operating routines "the Creator." (Or perhaps they were referring to the programmer?) And the claim of "over 10,000 variations" is true enough, if you really consider changing minor features as creating whole

new games. Different playfields, 1 or 2 player options, these I can see, but calling Day and Night versions, handicapping options or options for "nasty" or normal trees seems like minor variations rather than "7 different exciting games" (package blurb) to me. They are *nice* options (especially the handicaps!), but I'd call it one game with lots of options—not several games with options.

SuperFrogs is the sort of game you'd expect to find on an Antic disk or cost no more than \$20. Since it's priced at \$10, I'll rate it an A—just short of an A+. It's really nice to see a product's price based on its value, rather than any requirement of the distribution system.

Track Stack, a name which tells you nothing about the program, is Ultrabasic's second offering. Without using fancy DOSes such as SpartaDOS or TopDOS, it allows you to put "up to 15 machine language programs" on one disk. The actual number you fit depends on the size of the programs, and whether you used DOS 2.0 or 2.5, single or "enhanced" density.

Then, when next you boot that disk, you have a nice menu, and you just hit a key to run the program you wish. Well, fine and dandy, but we've had menu programs in the Atari community for a long time. This one, however, shrinks the size of the program on the disk without losing any of it.

Strangely enough, you have to duplicate the original disk, then shrink all those machine language programs directly to the Track Stack disk.

The manual doesn't make this quite clear, and I wasted some

time trying to put them on a regular DOS 2.0 disk. It's a nice little utility.

SpartaDOS or WarpDOS owners will prefer the automenus available through those programs, but Track Stack is a mere \$10. For the casual Atarian, this is a superior buy.

With SuperFrogs Funspeller, those @#*&! frogs return—but wait! There is a difference. Rather than just jumping (jerkily—we're still in BASIC) around and shooting other frogs or going through mazes, we're grabbing letters and using them to spell words. Aha! Education! And how obvious, how juvenile! This will be a boring drill game.

Three hours later, my nine-year old daughter and I were still playing. Yes, the movement is jerky. Yes, the play action is obvious. But just like a corny old Frank Capra movie, it succeeds in its intent.

Since it permits us to add more spelling words (it comes with 800), I input all of Crystal's homework spelling words. She finds this type of study *much* more fun; she "studies" longer—and her spelling grades improved significantly.

It has similar variations as Superfrogs did, and it's the same low \$10. If you have a child in your home, buy this right now.

Tank Math is similar to SuperFrogs Funspeller, but for math drills. Again, it's a corny premise: a math problem appears on the screen; if you type the correct answer, a tank blows the problem away, etc.

Again, it works—it keeps the kid "studying" and the kid does learn. Blocky graphics, jerky move-

ment, dumb sound—none of it matters, because it works perfectly well as it is. It ain't broke, so don't fix it. Buy it at \$10 because an Apple owner would gladly pay \$30 for it.

Ultrabasic's only other (known) product is RC Track Organizer Timer and Log (TOTAL). I haven't seen it, nor could I properly review it without RC cars, tracks, or whatever. (I still have one of my old Hot Wheels, but I doubt that qualifies.) It advertises as a database for race data, membership (?) data, mailing labels, and a custom version includes auto lap detectors and slot car tracks. Way too complicated for me, but everything under the sun for folks with the RC or slot car hobby. This one is \$50.

Ultrabase, Inc.
10 E 10th St
Bloomsburg, PA 17815
(717) 784-4545

Spinning Wheels Got to Go 'Round

Changing Patterns is one of those oddities that set your mind a-puzzling. Of what real use could an almost-random art program be? Why use numbers, telling your Atari the top size, side size, column and row size, shapes, perspectives, etc.? Perhaps it would be a nice diversion, but of what practical use...etc?

And again, I'm made to eat my words. Yes, it's brain bubblegum on the screen, good for only staring at (like the aquarium)—but the designs can be stopped and printed to printer easily. Added to stationery, ads, etc.—they're real eye-catchers. Stewart Software's press release is spotted with these designs, and the press releases force you to notice them. When I've left the pages lying about at the office, they've commanded the attention of every one who came into my office.

If watching fish relaxes you, Changing Patterns will put you in a coma. Conversely, when put on paper, the patterns become dynamic and more colorful (in black and white, yet!). Since it supports every printer I could think of (Epsonish, Star, Gemini—how few things support my old Gemini 10x!, NEC, CITHO...), this should go on your shelf right next to Print Shop.

A nice touch: this hypnotic spirograph is being sold at \$29 as an introductory price, lower than its retail of \$49. And Stewart Software has quickly updated it even as I typed this—so expectations are high for quality support.

Stewart Software
11323 Blythe St
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(213) 675-2012

Programming without the Programming

AVUE is not the sound I make when I sneeze; it is the Analog Visual Utility Environment, a series of programs hiding under one name. AVUE's Pather pro-

gram—the actual language interpreter—concerns itself more with graphics and sound than with number crunching.

It includes a tracing (?) program called Tracy (which doesn't seem to work) and a listed program called UFORMS.MAK. Tracy we'll dismiss until it either works on my XL or gets fixed. UFORMS seems to create macros for frequently-typed commands, command lines, or "abbreviated PATHER formats."

The speed of graphics updates in Pather is incredible! The manual, a very nice and big three-ring binder with tabs by the way, claims 7000% faster than BASIC. I've not completely tested it, but it must be awfully close. One test changes the color of a byte onscreen every time the internal clock ticks by. Under Pather, the color never got to change.

An audio patch cord (joystick female port on one end, alligator clips on the other) is included, with some VERY sketchy directions on how to use it. The possibilities include having the graphics change via external sound, or just hooking up to nonregulation devices. How about that old idea of hooking your Atari to a stationary bicycle and playing Pole Position? Possible with AVUE.

It's true that you don't have to know how to program to work in AVUE. On the other hand, not knowing programming makes it difficult to choose a topic or goal, and then developing a way to get there. Just saying "I want to do a skiing game" won't help you determine all you need to do within the computer to make a ski game.

But on the *other* hand, AVUE certainly makes it easier than before. More on AVUE in the future—this is one program I can't leave alone!

AVUE has no price tag on my review copy. But you can write EXIT Software, and include \$3 for their entire catalog.

EXIT
PO Box 25251
Washington DC 20007
(202) 726-9090

Which brings us to another close. Blizzards and extra work at the job (Yeah, we're having *another* inspection, why did I re-enlist?) have kept me tied up.

Despite that, we're putting together more game rooms for a local SF/TV/everything convention (StarFest) which includes the Atari Room. If you're in Denver on 23-25 March (in the past as you read this, so you'll need to time warp), we hope we saw you in the Empire or Midi Maze tourneys, or just playing around with the 8-bits or STs which were left free during the tourneys. Some Dungeon Master and Chaos Strikes Back on the STs and various cartridges and such on the 8-bits should keep everyone busy.

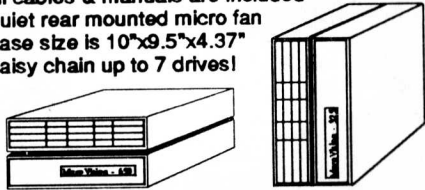
Immediately following StarFest and the inspection, I'm going to sleep for a month. Wake me up when it's time for another IYD. (Arf, arf, arf!) Jeep!

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H.P. Lovecraft on the ST

Steve Volker (TAG)

"My name is Dr. Savin Mcloulk. I am a novelist. I am presently living in London at a pleasant little flat on Greek street, near Soho. I am a chemist, a jack-of-all-trades, a dabbler in Archaeology, the Classics and the Occult. I served two years in the Great War; I am thirty-five years old, and...well...*I am deathly afraid for my life!!*

"So many things have happened of late I scarcely know where to start. There was the seance and the body on Dean Street, so horribly mangled and torn....

"At first I thought it was Matthew; he had the mark; he knew the lore, but then came the visits by that woman and the death threats on John's life...and just who could have possibly gotten upstairs to sketch the pentagram in the attic dust?

"Hours were spent pouring over archaic tomes of unspeakable and barely readable passages of daemonic rites and dire myths. I had thought the trip to Suffolks would bear some fruit, but the churches were rebuilt, names were changed...how could the ruined castle have come into the picture? Anyway, there was so much to consider: the writings of the Vicar of St. Pancras, the fiend Barguest, journals of Gascoigne, the puzzling bits of Steganography, Miranda, Von Junzts, and—oh gods!—the nameless cult!!

"Now I lay in wait, knowing I have no chance of evading my fate. Reviewing, remembering, crushing each miniscule piece of memory to eke out any relevant fact—known



but ignored, unconsidered or misunderstood. Have I looked close enough at those closest to me? Have I asked the right questions of the myriad of players in this macabre play?

"And what of the unconnected thoughts that have plagued me over the last few nights? That the truth is staring me in the face, that I have missed some major clue, that I...WAIT!!

"That's it! The place by the side of the road, that cursory visit—those smiling faces. How could I have been so blind, I... No. No! *Not now!* Not when I've gotten so close! *Not when I know the truth!!* The truth behind it all is...."

A Mystery Unsolved

That letter was found among the effects of Dr. Savin Mcloulk in his 2nd story flat, on September 15, 1921, after a frantic call from his neighbor Mrs. Bastable.

Also found with the note, was a software package entitled The Hound of Shadow, created by Eldritch Games, Ltd. and distributed in the U.S. by Electronic Arts (with no little inspiration from H.P. Lovecraft's Call of Cthulhu).

The game comes on three single-sided disks, requires a color monitor or TV and 512K of memory. It has no hard copy protection on the disks, using an almost

amusing "enter the key word from the manual" protection technique and uses an enticing user interface tool called Timeline, which is the closest thing to true role-playing I have seen yet on *any* computer. It comes with a 23-page manual which is both adequate *and* essential *and* captivating.

You truly feel yourself drawn into the make-believe surroundings of this magnificently ensorcelled "on-line play." You are only vaguely aware that you are a player, not just a character, within the enfolding tale. You *never* feel in control! You will either win...*or die.*

Though we have found ample evidence of foul play in this man's room and confirmed the existence of most of the people spoken of in his final journal, we can find no trace of Dr. Mcloulk himself.

I await the return of my assistant Trelcker even now, hoping for new clues to unravel this mystery, but he is unusually late in his arrival. I will write more later.

Yours Dutifully,
Lieutenant Alain Cork
Inspector, Scotland Yard
September 21, 1921

A Dim Penchant, the game a-foot/
the rhyme of precious reason shook/
the gleam of genius-fractured mirror/
when both the truth and crime appear. —Mcloulk

IS THERE A TACTICIAN IN YOU? PART 4

Tim Feenstra (GRASS)

The command car tops the hill, and you look out over the valley below. Six hundred yards out, you see a platoon of PZ-IIIJ medium tanks, but only two are still moving. The other three have taken hits and have been abandoned by their crews.

The infantry around the destroyed tanks is dug in and fighting just to survive. Through the smoke to the right, you see several more burning tanks and some infantry launching close range attacks on the Russian T34/76 tanks already moving between the smoking armor. To the left, four operational PZ-IIIJ tanks have taken refuge in a woods, along with several infantry platoons waiting for the T34's to get within point blank range.

Your initial assault has failed and the Russians have begun a counterattack against your beleaguered units. All along a front no more than a 1000 yards away, T34/76 and KV-1 tanks lumber in your direction, surrounded by at least 3 full companies of infantry. The only hope is the reserves coming up from the rear. Between the shell bursts, the sound of tanks approaching from the rear increase and you turn to see 10 big PZ-IVH tanks climbing the backside of the hill. Behind them follow five SG-IIIJ tank destroyers and several platoons of infantry in half-tracks. As the tanks top the hill and rumble by around you, their 75mm guns fire and several of the Russian tanks explode.

This is tactical combat on the Russian front in '42 or '43 with

platoon size units of the Soviet Guard Army and the German Panzer Army.

Tactical combat requires a complete understanding of your weapon types and the most effective use of them to destroy the force opposing you. From the scenario above, you should already have figured out that the German PZ-IIIJ and PZ-IIIJ tanks were not up to a confrontation with the Soviet T34/76 and KV-1 tanks, their only chance being to wait until the larger Russian tanks closed to point blank range where their smaller guns might then be able to penetrate the armor.

What this leads us to is a series of platoon level, tactical combat simulations from Strategic Simulations Inc. Two of the games are available for the Atari 8bit, and they are Kampfgruppe, the eastern front from 1941 to 1945, and Mech Brigade, modern armored warfare between NATO and Warsaw Pact forces.

Kampfgruppe

The German invasion of Russia in 1941 was perhaps the downfall of the Third Reich, but that isn't the subject here. Kampfgruppe is a small unit construction set for battles fought between the Axis and Soviet armies from the invasion in 1941 to the German surrender in 1945.

The map hexs are 200 yards across and the map is 60x60 or 60x30, depending on the type of battle selected. You can set up assaults, rear guard actions or meeting engagements. Either side may be played by the computer, and the construction features allow the creation of custom maps. Forces

may be anything you want from one or two platoons to an entire brigade or battalion or even more. Of course, the game runs slower the more units that are involved, because movement and combat occur together during the action phase.

On the German side, you can choose from a dozen different tanks including the Tiger, King Tiger, and the Panther. There are also several tank destroyers, and some self-propelled artillery, armored cars, anti-tank guns, and trucks and halftracks to move your foot units. Russian arms include more than a dozen tanks, seven assault guns and tank destroyers, as well as the infantry weapons included automatically with foot units.

When starting a new game, the computer will ask a few questions about the year, size and type of battle. You then have a number of points with which to buy unit formations for the battle. When buying units, the computer will adjust the contents to that of the year you choose, leaving out vehicles that were introduced later.

You can alter the vehicle type during the deployment phase to get exactly what you want. If you prefer, the computer will generate a random map, with or without a river, and then choose the appropriate forces for each side, adding the uncertainty of what you will face that is just one part of the fog of war.

Mech Brigade

If you would prefer to command some NATO forces, perhaps to defend against a Soviet invasion of Germany in 1992, then this

game will fill the bill. The set-up and unit sizes are exactly like Kampfgruppe, but the weapons represent modern armored units that would slug it out in the early stages of an invasion of Europe by the Soviets.

As the NATO commander, your forces could include British, West German or American units, including the new M1 Abrams and Leopard 2 tanks, anti-tank guided missiles, high tech anti-aircraft systems and, of course, helicopters—the Cobra, Apache and the German PAH-2.

Warsaw Pact weapons include the new T-80 tank, anti-tank missiles, SAM launchers and the Soviet Hind-D helicopter. There are sufficient older weapons to produce a realistic battle back to the mid-to-late 60's, and enough new equipment to create scenarios well into the 90's where the helos are the tankers worst enemy, and can ruin a crew's whole day.

Playing the Games

Your force will be divided into company-sized formations, each with its own headquarters, as well as the main headquarters unit. These HQ units are required to get the command chain to work without undue delay. They should only be risked in battle as a last resort, for if they are lost, all units in their formation may not respond to any future orders and may even leave the battlefield on their own. Command control is one of the prime features of this series, and will play a large part in your ability to win or even

survive. If you lose your main HQ unit, you might as well turn the computer off, for it will quickly take advantage of your units' lack of leadership.

Each turn here covers two minutes of realtime action, where units will attempt to carry out the orders given to them in the orders phase. You issue movement objectives and can assign priority targets or let your units pick the best target for themselves. Facing and speed are also set, as well as loading and unloading infantry and non-mobile gun units. Line of sight to the enemy units will allow them to become visible to you when they fire or move into sight of one of your units.

One at a time, you pick up your units, check ammo supply, command control, objective and facing, issue new objectives (which will take time because of the time lag for the orders to get through their HQ to them), order bombardments, facing, set each unit's range—from one to the maximum of the weapon—and select targets, if you need their firepower elsewhere and they have a line of sight to the target area. All commands are selected from an order menu displayed below the map in the text area, and the cursor is used to select targets, movement objectives and to get information about sighted enemy units.

All orders will have some sort of delay except for the facing command, the information of sighted units and, depending on the level of command, the range to their HQ and the disruption suffered by the unit. A

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bombardment called in by a formation subunit may take as long as 3 to 5 times the number of turns that would pass if the order was given while an HQ unit was the current unit during the orders phase. Cancelling orders also takes time. It is wise to move units around with short deliberate moves to avoid the extra delay of cancelling a long movement order that would send them into an enemy zone.

Effective War Game Strategy

Playing defense, it is best to place units in cover terrain and set all range limits to hit the enemy at the same time from more than one direction, if possible. Open terrain is deadly when the enemy has the range to clobber you as you cross, and even hilltops can be leveled by a few well-placed artillery rounds.

Offense is best conducted from cover as much as possible, even though you will have to traverse open terrain to get to the objective hex, which is usually set around the center of the map. Meeting engagements, where both sides are in a mobile state, can be the most fun. These are very challenging as they allow you the chance to flank the unprepared opposition if you sight his main force early enough to get some hidden units around behind him without running into a group he is trying to flank you with. It is always trouble to let your infantry come under heavy fire while they are still loaded in their carriers. And, once unloaded, they are too slow for flanking, which means you need to conserve some of your armor for any flanking as well as a reserve to fill in those holes caused by destroyed or retreating units.

An understanding of your units, their strengths and weaknesses, will help to know which units to use for which tactics, and when to sit and wait, or when to push ahead into the enemy's line. It will also help to know what you are up against, but that should be unknown until you find them, and sometimes that is too late!

These two games are perhaps the best tactical level simulations available for any computer, and are also the best known. Kampfgruppe was the first game entered into the Hall of Fame of a widely published strategy magazine, Computer Gaming World, which also published some historical scenarios for use with it.

For those who are not ready to play General yet, this is your chance to try Captain or Major first, as well as to learn the basics of small unit combat for the past 45 to 50 years, the age of blitzkrieg, the lighting wars. I highly recommend these two; they are among the few that get regular playing time by most of my fellow gamers and myself.

Good luck

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THE BASICS of BASIC

Rick Burton (RACE)

Now that we have seen fine "graphic illustrations" of the great COLOR/SETCOLOR connection, it's time to move on further into the color dimension by use of the POKE command. First, a quick review of some of the territory covered.

SETCOLOR is followed by three numbers separated by commas. These control register number, color and brightness. COLOR can access these registers. Among other things, these registers control the main components of graphics: text, background and border.

Back to the present with some new info to digest. The POKE command will access, and change the value in, various memory locations in your trusty 8-bit!

"What does that mean to me?" you ask. Many things your Atari does can be changed automatically. Colors and brightnesses can be POKEd into SETCOLOR registers. Here is a brief equivalence chart:

```
SETCOLOR 1—COLOR 2—
POKE 709 (controls text)
SETCOLOR 2—COLOR 3—
POKE 710 (controls back-
ground)
SETCOLOR 4—COLOR 0—
POKE 712 (controls border)
```

Now, for the tricky part. POKE is followed by two numbers, separated by commas. The first is the memory location (as seen in chart above) and the second is the value to be inserted at that location. Time for another equivalence chart relating color numbers to their POKE values:

```
0-gray—POKE 0
1-light orange—POKE 16
2-orange—POKE 32
3-red orange—POKE 48
4-pink—POKE 64
5-violet—POKE 80
6-blue violet—POKE 96
7-blue—POKE 112
8-blue—POKE 128
9-light blue—POKE 144
10-blue green—POKE 160
11-green blue—POKE 176
12-green—POKE 192
13-yellow green—POKE 208
14-orange green—POKE 224
15-light orange—POKE 240
```

Had enough technobabble yet? Hang in there, we're almost done!

This number in the previous chart will be the second number in the actual POKE command. Notice that color number multiplied by 16 is the POKE equivalent.

Each POKE number in the chart will produce the corresponding color in lowest brightness. Increase that number by twos to increase brightness. Brightness will increase until the value for the next color is reached. <WHEW!!>

And now for a "graphic illustration" of these colorful concepts. Let's type:

```
10 PRINT "}:POKE 755,0
20 FOR X=0 TO 254 STEP 2
30 POSITION 18,11
40 PRINT X
50 POKE 709,X
60 POKE 710,254-X
70 POKE 712,X
80 FOR DE=0 TO 200:NEXT
DE
90 NEXT X
100 END
```

Line 10: Clears the screen and erases the cursor. The character in quotes is typed by pressing ESC

and then pressing CLEAR while holding down CONTROL. Some 8-bit machines require 752 to follow POKE.

Line 20: Starts the "X" FOR-NEXT loop, counting by twos.

Line 30: Positions printing to the screen.

Line 40: Prints the variable value X to the screen.

Line 50: Manipulates text with value X.

Line 60: Manipulates background with a "reverse" value X. (254-X)

Line 70: Manipulates border with value X.

Line 80: A delay loop to slow your speedy 8-bit down.

Line 90: Closes the "X" FOR-NEXT loop.

Line 100: The end.

As you run this demo, you see a "graphic illustration" of text and border stepping through each color value while the background moves in reverse through the spectrum. The number on the screen is the value itself. Next month we'll continue to put punch in those pixels. 'Til then...



NOW THAT IT CAN COMMUNICATE WITH OTHER COMPUTERS, IT SAYS IT DOESN'T WANT TO COMMUNICATE WITH US.

Dear Glenn Or Get Out The Pepto

Glenn Dulin (COAC)

What we are about to bring to you in this revisiting of some old stuff from the past is, I would consider (although you might not), highly informative and educational. What we have here is some do's-n-don't's from the COAC newsletter archives featuring the Dear Glenn column. So, hold on to your stomach.

Dear Glenn: Have you noticed articles discussing some programs where the author will give the abbreviation "WYSIWYG," and then they proceed to explain that it means What-You-See-Is-What-You-Get?" Why do you writers do that? Where is the brevity? I've seen only one article that used the abbreviation more than once. Some of them will even tell you how to pronounce it. They say it's "Wa-See-Wig." Oh, gee! Give us a break!

Sincerely,

"BBAA" (Bothered-By-Ambiguous-Abbreviations)

Dear "double B double A": Yes "YAROB" but "GOOMFBILDITWIDI" (Sa-Goomph-build-a-twidy). Which means (You-Are-Right-On-Bro but, Get-Out-Of-My-Face-Because-I-Like-Doing-It-The-Way-I-Do-It). For, such is the way of computerese, BBAA.

Respectfully,

"IGBM" (I-Gotta-Be-Me)

Dear Glenn: I have a question. I'm a musician with my own studio and I went ahead and plugged my ST into a 220v socket, but all I get now when I boot my computer

is a dialog box saying TOS error #35,000,000. What's wrong?

Dear Smoked: Just to let the readers know what's going on; now I haven't tried this myself, but there is a theory going around that if 110v gives 8mHz CPU speed then 220v should yield 16mHz.

I think your problem is quite obvious. You must have booted your system with a virus infected UWASADUMMI disk format. This is a format commonly used by travel agents on the east side of Istanbul and by neophyte computerized musicians of Central Oregon. Of course because of the viral damage there is no way now of telling how fast your CPU is running.

Dear Glenn: A few months ago I requested your advice regarding the use of my computer in the shower. Some of my best ideas occur while showering. So you suggested wrapping my system in Saran Wrap to keep out the soap.

During a recent shower, I was surprised and appalled when I saw blue and red sparks flashing like wild fireworks from my system. Although I suffered minor burns and lost my eyebrows from the flame, from which I have recovered, my main problem now is to remove the melted plastic wrap from my CPU. *What went wrong?!!*

Signed,

Plastic Problem

Dear Plastic Problem: Well, first of all, you obviously didn't follow my instructions properly; I said "Renolds Wrap."

Another reason for your problem may be that you booted a disk

with the deadly Libyan musicians formatted disk dubbed the Standard Trace Utility Package Interface Device; or S.T.U.P.I.D for short.

This is the format that may have recently caused problems for Bill Rubertus, our resident musician, when he plugged in his 8 meg TOS 6.66 into a 220 volt outlet.

He too has recovered, by the way, and can now walk pretty normal. Did he happen to give you any of his disks? Are you still friends after your car accident?

It has also come to my attention that there is a very mean and nasty mutated virus that causes the very same symptoms as you described. This virus is now spreading through the computer systems of the Iranian defense department.

As for your plastic problem; I have been told by others who have had this very same problem, that if you immerse your CPU first in liquid nitrogen, then in diesel oil, the stuff will come right off.

Dear Glenn: I have a 1050 drive that just keeps spinning and spinning with the busy light on and never boots up. Can you tell me what's wrong?

Dear Spinner: Is it plugged into your computer? Did you turn your computer on? It may be that the drive lost the belt.

Just in case, take the drive apart and look. If it is a bad belt, look at the name of the drive because there are two different mechanisms used for the 1050, the Tandon and the World Storage. Call Best Electronics and tell them which you need.

Dear Glenn

But, I think that it's very obvious. You must have gotten an infected disk from Bill Rubertus, who, since the car accident and his encounter with a 220v socket, has been acting strangely. As you may have heard, he was infected with the UWASADUMMI format and hasn't been the same since.

As a footnote: the car accident happened at lunch hour when Bill Rubertus and Mike Viegas, hurrying to take advantage of a special at Denny's, both tried to park at the same time in the same handicap space. At that time, of course, neither was handicapped. After the accident though, they became legally eligible to use the space. As for the theory of 220v doubling CPU speed; it wasn't me, despite the rumors, um...honest. Really!



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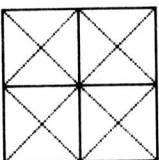


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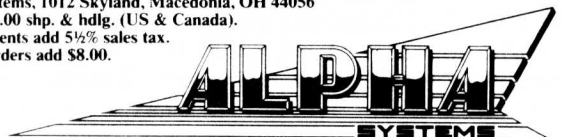
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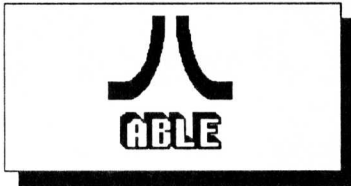
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The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

ABLE maintains a hardcopy library for members of all public information released concerning their computers by Atari, as well as complete files of most Atari relevant magazines, such as Antic, ANALOG, Atari Connection, Creative Computing, COMPUTE!, ROM, Atari Explorer, ST Applications, STart, ST-Log, ST Informer, ST World, MAM/AIM, ST X-Press, Shareware Connection, Atari DTP, Current Notes, ACE, MACE and PHOENIX.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE maintains a telecommunication service for members.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.

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| <p>EDITORIAL MIKE Mike McCutcheon EDITORIAL SCOTT Scott Andersen JF</p> | <p>ST Interest Group (8713) 1st Speaker - Ed 351-6614 Librarians - Lou Mendoza & Joe Ronda Scribe - Chet Cox Picture-taker - Jeremy Fason</p> | |

Now We Know! by Chet (Brrrrr!) Cox

A few months ago, we asked "What if the Atari Computer Club of Denver had a meeting and nobody came?" All it took was the worst blizzard in four years for us to find out. We called everyone who had kept their phone numbers updated in our roster and cancelled the meeting. Good thing too, all the roads were closed.

If you didn't get called, UPDATE YOUR LOCATOR INFORMATION RIGHT NOW! Call Mike or Guy at the numbers listed above. (Paul's is wrong; I have to fix the DeGas picture Real Soon Now to correct that.) Or come to the meeting and tell them in person. That is...if it don't snow again.

PS -- Swap Meet in May. Pass it on!

STigs And STones for March, Predictions and Loathing in Them There Hills by Chet (Jean Dixon) Cox

Since deadline looms before the meeting, we'll just cover what we absolutely positively maybe know will be covered at the meeting. Ed, you could use these notes as your talking paper format! (If I print 'em and get 'em to you before the meeting, heh!)

PC Ditto II, a demonstration and talk about how Avant-Garde supposedly fixed the problems with PCDII. Yeah, we'll believe it when we see it. (Hey, guys! Ed test burns these type of things ALL THE TIME! Send him or me anything if you'd like to know BEFORE IT'S RELEASED whether it works on ALL STs or not.)

Joe Ronda will demo dozens of expensive games and make everyone envious.

Ed will solicit more STs for the StarFest Gaming Deck. Please. More STuff. If it don't snow, of course.

Starfleet Meeting Minutes March 9, 1990

Officers present: Guenther, Oughton

Well, Starfleet users group continues to have problems with our meeting place. Dennys ran a dinner special that coincided with our meeting night. Their business picked up and we couldn't meet there this month. They looked for our phone number, but said they had lost it. The first person we talked to said "No, you can't have your meeting here." Then, we talked to another manager, and she said "Just wait and after we clear a table for you you can go ahead." After we waited about an hour the first person returned and repeated his statement. We then decided to leave.

The meeting reconvened at my house. As some of the members had not eaten, they stopped to get something to eat on the way. While we waited for their arrival, C.J. informed us that he has to give up being librarian. Chris Guenther took over both the hard copy and software libraries. I demonstrated some programs I had written in PILOT. This lead to a full blown demonstration of the PILOT language. It is in some cases very easy to learn, but to use the full power of the ATARI, very advanced and complex code needs to be written. Its greatest feature is the match command. This command will match a string anywhere in another string without using loops or other ways of incrementating through the string. This lead to the discussion of the Atari Demo packs I bought from Atari while still owned by Warner Brothers. These packs included the PILOT external specification, programming examples in LOGO and BASIC, and procedures to copy some programs from tape to disk. I only have the BASIC and PILOT demo packs though.

Mike then demonstrated BOBterm, but as my wife was on the phone, we couldn't really connect to a BBS. BOBTERM is a program much like Amodem 7.5 or 850 Express. The big difference between it and Amodem is Bobterm is written in assembly instead of BASIC. BOBTERM was written by Bob Puff, the same fellow who wrote MYDOS, and other Atari programs. It also has a very large buffer for uploads and downloads. Since the meeting started late, that was all we had time to do. Some members copied BOBTERM, as we broke up.

Pam Frits
Terry Frits

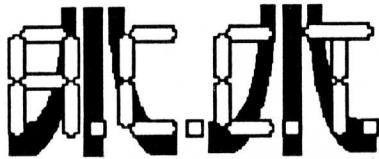
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Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher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

ACCT will be conducting a series of lectures, open to the public, covering some of the history of the original 8-bits with hints to the more technical aspects that made it such a versatile general purpose computer. Some physical demonstrations will be used to highlight the more complex ideas discussed to illustrate the transformation of the what-was-then to what-is-now. The first lecture is to be May 14, circa 7:30 pm. This will be a lecture on the history of the Atari based on the general theory of computers.

The guest speaker for May studied electronics at Owens Technical College, electrical engineering at Clark State Community College and engineering physics at Wright State University, with hobbies that include building custom computers and cartoon watching.



Secretary's Report by Brian Pendergrass

News discussed at the 5 March 1990 meeting: The World of Atari Show is scheduled for April 7 & 8 in Aneheim.// Spectre GCR has a new software upgrade and now works with Prodigy. Dave Small is working on a 68030/ST adapter, you should be able to see it at the World of Atari Show.// DC Desk, a NeoDesk look alike, should be released this month.// MiniScribe has filed for bankruptcy and may be moving out of the U.S.// Word-Up version 3 will soon be going to beta testing.// NeoDesk sent out newsletters to registered owners advertising version 2.05 which is smaller, faster and allows the use of special desk accessories.// Quick ST version 2.0 has been released, at a bargain for \$19.95, which speeds up your ST much like Turbo ST (only cheaper).

The excitement for the evening was the auctioning of one of the two copies of PageStream the club received. The reserve price was \$50, but that didn't really matter. It went to Jerry Sullivan for \$90. The other copy was to be raffled off next month or when 50 \$1 tickets had been sold. 51 tickets were sold so the drawing was held during this meeting. And the winner was...John Powell.

The ST demo was of the latest version of 'VKILLER', a public domain virus killer, and was given by Bob Ribortone.

Some members didn't receive their copy of the AIM newsletter. If you were one of them notify Herb Kanner, he will request replacement copies. Also, in February issue of A.I.M., my article was cut about to half of its original content and the president's article did not appear at all. We were told this was not intentional. So if you are reading this it wasn't cut out and you also received your copy of the April issue.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

| | |
|--------------------|----------------|
| Mark Bodenhausen | President |
| James Gilreath | Vice President |
| Brenda Bodenhausen | Secretary |
| Steve Yates | Treasurer |

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

The meeting on March 12 had a total of 21 members and guests present. We had some new faces as well as some old ones. A new member to the club was Dr. Tom Nielson. Welcome to the club!

Tom Moore demonstrated the Spectre GCR using his Atari MEGA 4 ST and Laser printer, showing the ability to also convert a Macintosh Word Processor file to an Atari Postscript file using Transverter for UltraScript and the SLM804. Thanks again Tom...

Dennis Evans was appointed Committee Chairman to head up the club's first annual Yard Sale. All members are requested to call Dennis or contact him through the club BBS to pledge your items. We will be needing a few users to help us set up the sale and help transporting the items. Contact "D" on the BBS if you can help us.

The clubs mid-year outing was brought up for consideration, with suggestions being offered about locations and possible types of food. We will be looking for a chairman at the next meeting so please try to attend!

The club is considering appointing an 8-bit Vice-President to head up the demonstrations and to assist the President in the normal clubs activities. All nominations for the position will be accepted at the next meeting and voted on.

Tom Moore has donated a very sizeable amount of new and used ST software to the club, and Douglas Childs has also donated some used 8-bit software. Some of the software will be auctioned off at a later date, with some very promising prices. Anyone wishing to donate items for the auction may contact Steve Yates (AKA Gizmo) at 854-0698 or 853-1933. All proceeds will be added to the clubs treasury. Our next meetings will be on April 9th and May 14th...make plans to attend! Support Your Local Atari Club!!



Bluegrass Region Atari Computer Enthusiasts

| | | |
|----------------|---------------|----------------|
| President | Hal Nason | (606) 269-8989 |
| Vice President | Greg Parsons | |
| Secretary | Chris Dotson | |
| Treasurer | Vacant | |
| Librarian | Chris Dotson | |
| BBS Sysop | Rick Bradford | |

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

| | | |
|------------------|----------------|----------------|
| Chairman | Mark Pierro | (716) 691-7844 |
| Vice Chairman | Ken Malark | (716) 683-1272 |
| Finances | Gerry Genson | (716) 877-1328 |
| Records | Joe Rogozinski | (716) 877-8378 |
| Disk Librarian | Carl Barron | (716) 885-4325 |
| Public Relations | Harvel Hontz | (716) 689-8074 |
| Graphics | Dick Kersting | (716) 839-0494 |

Minutes of the February & March BRAG ST Meeting

Our meeting in February had 3 great demos: Carl Barron gave us the second in his series on the Cyber Software from Antic. This month it was Cyber Control. Carl gave his usual fine job explaining a very complicated program in a short time. Next up was Dick Kersting with a demonstration of Epyx's Sub Battle Simulator. Dick showed us the game's look and feel, and we actually saw a battleship sunk! During our break, we raffled off a copy of Marble Madness and \$15 worth of free time on CompuServe. As luck would have it, our two newest members (signed them up that night) won the prizes! We then concluded the meeting with an excellent demo of Timework's DataManager ST database program presented by Joe Rogozinski.

Our March Meeting was our annual auction, and as usual, it was a great success. Over \$1,000 worth of software and hardware was sold, with plenty of bargains to be had. One small note, however -- if anyone finds a copy of ST Star Raider's that doesn't belong to them, please bring it to the April meeting so we can get it to its rightful owner. Thanks in advance.

Upcoming Events: Our April 19th meeting will feature Part 3 of Carl Barron's Cyber Series with Cyber Sculpt, a 3D modeling program. Then we'll have Populus, a "popular" game where you get a chance to create your own kind of world. After the demo, the game will be raffled off. Next will be a presentation of the games and utilities on the disk of the month. And of course, we'll be taking care of club business -- We need a volunteer for the Board of Directors and to vote on some Constitution and By Law Changes.

On Saturday, April 28th beginning at 1 PM, Bob Brodie, Atari Corporation's User Group Coordinator, will be making his first visit to the Western New York Area. He will be speaking at the Webb Auditorium at the Rochester Institute of Technology. Come and ask Bob about Atari, see the STACY, PORTFOLIO, LYNX and other great products.

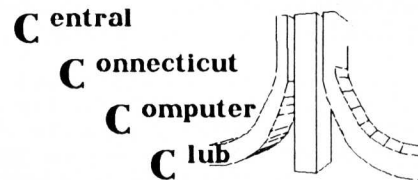
Activity on the BACKSCATTER BBS is starting to pickup now that members are aware of the password for the message base. The password is necessary since we share the BBS with IBM'ers -- in this way, we have our own "personal" area to conduct club business. Because we don't want to exclude any ST'ers in our club or around the country from leaving messages, we're printing the password here for all to see (those IBM'ers won't be getting this anyway!). The password is BOAST (and the BBS number is 716-684-3978).

Remember, if you are having trouble with a particular program, bring it to the meeting -- there will be someone who can help you out. After all, that's one of the reasons you joined a user group, right?



Fishin' Around by Brent Fisher It is time once more to let everyone know about the doings of the Atari world here in Jackson, Michigan. More than likely this will be a bit on the short side, but here goes anyway. The most important news to tell is that the CACE BBS now has a new phone number. And the number is (drum roll please) 517-764-4047. I would like to extend my apologies to those of you who tried calling the old number and found it inactive, but we should not have any problems with the new number. Well none other than the occasional power failure. Other than those things should be running smoothly. So yes, passwords and everything else is still intact. Hey, why don't you all give us a call and see what you think of the board, at least those of you who have never seen it before.

In the other news department, our next meeting will take place Saturday, April 14th at 1 pm in the Boo's Center in Loomis Park in lovely Jackson City. I'd like to see you all at the meeting.



Oops....it's April, huh? I missed a month there. Sorry, I hope it won't happen again. Guess that deadline just snuck by me (OW! Wife says snuck isn't a proper word, dang, that hurt!). Well, onward.

Some of our membership have said they don't like my "doom and gloom" attitude about Atari's business practices. OK...I agree. I'm getting tired of banging my head against the wall for nothing anyhow. So I'm gonna state here an' now, "No more tirades against Mother Atari." I'm going to comment only on the good things they do and say. (No matter how short this becomes). Just kidding guys...hey! OW! Awrite...dang, can't take a joke, eh?

Well guys, we got some decision making to do here...be at the meetings. We're deciding who's going to be receiving and doing reviews for the club and uploading completed articles to AIM. You will gain instant glory and fame or in my case, notoriety.

Also!! We want to discuss contacting STARR, FACE, and STATUS and inviting them to our Gribnif demo, tentatively set for the May meeting. Remember that!! Spread the word. We had originally intended to make this a "road trip," but after talking to Rich at Gribnif, it's better that they come here, has to do with space and all...i.e. not enough room at Gribnif.

Finally made it down to Computers Etc. in Fairfield, CT. After listening to others describe this place, along with recommendations from Darlah, it was time to do a road trip (I like those, heh). Of course, I got off at the wrong exit, but had no trouble backtracking up King's Highway, grand home of everything for the modern Yuppie. Wheeled on in at 425 and proceeded to eyeball the place. I was impressed with the size, appearance, and Atari-ness of their facility. (OW! That is too, a word! Lemme alone.) Atari banners and several Atari workstations were setup. I also noticed their cash register system is controlled by a 1040 and two ICD setups, one a FA-ST drive the other a tape drive (syquest style?). I brought my Mega 2 in for a drive checkup, had some bootup problems. They ran a diagnostic on the drive and then the entire machine all within an hour, and it went home with me. Try that anywhere else! Ah yes, I was impressed. I asked them when they are going to move to Bristol...I wish!

You like those British Atari mags? They have them as well as domestic mags, whoever is left, that is. No, Pattie, they don't have AIM. Lean on them, will ya? Their address is 425 King's Highway, Fairfield, CT. Phone number is (203)336-3100.



Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently \$20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

Messages from the Board: The Executive Board accepted a proposal made at the meeting of January 30, 1990 to make available a subscription to Atari Interface Magazine to each member from their annual dues. Part of the proposal requires a news budget of four double sided pages for the newsletter. A cut in asset funding is also necessitated and will be made up by raffles and other income.

The Executive Board accepted a proposal made at the meeting of January 30, 1990 to reduce the price of ST-based public domain disks to \$2. The XE-based library continues to remain free to all members.

By motion to the general membership, the meeting dates for the club will be changed to the third Wednesday of each month for the XE group and the last Wednesday of each month for the ST group. This change will be effective with the April meetings. The meeting dates will be April 18 and April 25, respectively.

The ST Vice-President has submitted his resignation effective immediately to pursue his business and other interests. We wish to thank Steve Kendrick for his efforts as a member and officer. Accordingly, the Executive Board has acted under the by-laws of the club and selected a new ST Vice President who shall serve until the next elections in September. His name will be presented in the next club newsletter.

News from the Meetings: The ST group is conducting a raffle of a Pagestream 1.8 package donated by Soft-Logik to the club. Tickets are available from Steve Garee at the meetings for the price of \$2 each. This continues an excellent support effort by manufacturers of the user group movement. Thank you, Practical Solutions, Regent Software, Soft-Logik, and the many others who make available special offers. This does not take away from our local sponsor, the Computer Cellar. They make available free meeting space, refreshments, advertising support, and giveaways.

Demonstrations at the last meeting were Magniwriter, an ST-Writer for those people visually impaired who need larger type; Public Painter, a German public domain offering for mono users that includes the basic paint functions and an interesting block bending function; and a mailing list program written in compiled dBMAN(TM) language especially for the club's labeling requirements, it allows different functions to each user from the same original database.

The XE group has been reviewing the best of the past. Fort Apocalypse was the reviewed game. It was agreed that the game still carries its age well. The action and arcade skills are the same or better than some of the current Nintendo(TM) games.

We also regret the passing of the Analog mags and the Computer Shopper coverage of the Atari XE, but understand it in the midst of the non-support of manufacturers. It has been suggested that the club could become a storehouse or archive of 8-bit material for the time when the machine support completely dries up. Single machine licenses remain the biggest stumbling blocks to the wide usage of unsupported or discontinued software.

Commentary: We, as a user group, disdain the piracy of copyrighted software, because it destroys the incentive of support and renewal of software. However, the copyright laws as currently enforced have become a two-edged sword in the software world. The analogy I usually use is of a person who owns a bright, shiny, well-used and functioning toaster when bread is no longer made.

Please, software authors, consider the lifetime of your

properties and put your products out to the freeware or shareware pasture on a regular basis when the items no longer sell. You will rarely lose sales, because the cost-benefit ratio can be tipped to the side of a new hardware purchase at a very low point. If I had to pay \$40 for a word processor for a \$40.00 computer, I would seriously consider the benefits of a new computer.



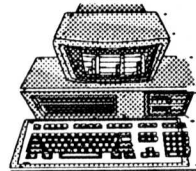
| | | |
|------------------|--------------|----------------|
| President | Norman Moore | (503) 447-3598 |
| ST-VP | Bob Kanski | (503) 548-8201 |
| 8-Bit VP | Marc Hitson | (503) 648-0513 |
| Treasurer/Editor | Glenn Dulin | (503) 382-3956 |
| Secretary | Nancy Kanski | (503) 548-8201 |

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Well, did we have pizza or what? Another great time stuffing our faces. Good stuff.

We raffled off the Video Key. Although I bought ten tickets, Rich Haynes, who only bought one, managed to take away the prize. Congratulations. We hope to have the cordless mouse in our possession soon. Gretchen Hitson won the Antic Magazine and disk. Congratulations Gretchen. See you all next month.



DUST
DOVER USERS OF STs

Dover Users of STs (DUST), PO Box 545, Camden-Wyoming, DE 19934.

FACCS

First Atari Computer Club of Spokane

| | | |
|-------------------|---------------|--------------|
| President | Tim Osborne | 509-624-1917 |
| Classic VP | Ron Hoffman | 509-487-3520 |
| ST VP | Keith Busch | 509-926-9369 |
| Treasurer | Norm Iverson | 509-253-4733 |
| Secretary | Nancy Prevost | 509-456-0506 |
| Sysop | Greg Morse | 509-328-1013 |
| Classic Librarian | Ed Hicks | 509-992-1244 |
| ST Librarian | Roy Steele | 208-773-4876 |
| Newsletter Editor | Merry Iverson | 509-253-4733 |

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.



I was unable to schedule a meeting for March so far, but I think I will be able to do it towards the end of the month. Dave Bryant and myself took a look at an 810 disk drive for a friend of an ex-member... why do they still continue to expect service when they are no longer supporting our activities?? No problem for us anyway. It's always good for us to do a good deed.

The drive's symptoms were that it had no power indications although the power supply was putting out the proper voltage. After about 20 minutes... we found oxidized pins on pin 1 & 2 of J-106 creating a extremely high resistance, resulting in a very low voltage (like about 0.6). We cleaned the pins with contact cleaner and worked out the female connector end with a resistor lead (pushing it through the connector several times with contact cleaner on it), re-assembled and it worked like a champ.

Let me know if you want to join us. My number is (616) 657-6106. Until Next Time, Frank



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

| | | |
|--------------------|----------------------|---------------|
| 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 |
| Len Brothers | Secretary | (616)532-0653 |
| Chuck Baughman | Librarian | (616)795-7373 |
| Gerry Borysiak | Membership | (616)896-9358 |
| Charlene Bird | Co-Librarian | (616)795-3593 |

President's Monthly: 18 March 1990

Well we have finally found a system for the monthly meetings. Marek Kulikowicz has offered one of his computers and a drive at a very good price. This should save some of us the trouble of dismantling our own equipment at home and bringing them to the meetings.

In case you missed the March meeting, remember that dues are now due, payable at the meeting or they may be sent to George Nosky. If you don't get them paid you will not receive your monthly issues of AIM.

Happy computering, Tim



Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701



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 |



Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

| | | |
|-------------------|---------------|----------|
| President | Mike Hopkins | 227-9058 |
| ST Vice President | Maureen Kelly | 428-9381 |
| Treasurer | Forrest Blood | 877-3579 |
| Recording Sec'y | Gary Mickus | 767-1933 |
| Membership Chair | Al Guretse | 596-7567 |

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at \$2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are \$25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for \$3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.





The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

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

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.

March 14, 1990 & April 11, 1990

Hard Disk Drive Lessons Learned

These last few months have really been a trial for me and my hard drive. I really have grown dependent on it, far more than I would have thought. The fact is that I have been having some phantom troubles that seemed to be intermittent. My disk would be very dependable for weeks on end. Then all of a sudden it would crash. All I had to do was to reformat the disk then it would work fine again. Very Strange indeed.

Well, this went on for a few months, but the length of time between failures seemed to be getting shorter. By mid January, I couldn't depend on it working even the next time I rebooted. I finally decided that I had to do something to fix this problem. I checked around and a couple of people told me that the ICDBOOT.SYS version 4.1.8 that I was using could very well have been the cause of all my problems.

Now you've got to understand that I love the stuff that ICD produces. In fact I bought their controller for my hard drive and liked it so much that I bought three more for some drives that I assembled. Plus, I convinced friends and everyone else talking about a hard drive to make sure that the controller was an ICD controller. So, I couldn't quite believe that the same software that I had been using for three months was slowly causing my hard disk problems to get worse. After all, everybody knows that software doesn't break; or does it?

Well anyway, I decided that since I had an older version of the ICDBOOT.SYS it wouldn't hurt to use it for a while and see. I did and it didn't. By that I mean, I used it but the problems still existed. By this time, my wife was ready to shoot me or get a divorce since I was spending so much time with my computer trying to get to the root of this problem.

I finally called it quits and disassembled my hard drive having resigned to the fact that I would have to send it in for repair. A call to NEC revealed that all their hard drives come with a full one year warranty. And wonder of wonders, my receipt showed that since I bought it in August 1989 I had lots of time left. I took it into a local computer store for the shipment back to repair.

Yesterday I got it back and installed. You see, I have been extremely limited in everything that I do on my computer since I'm so dependant on my hard disk. And spoiled, man, I found out that I am so spoiled that without my hard disk I didn't even want to turn on my computer.

Lessons Learned #1: I now know the value of a good set of backup disks. Mine were a hodge-podge of disks with scattered files in no certain order but at least TOS readable (fortunately).

Lessons Learned #2: I sure learned that you can't just put your head in the sand and expect the world to come knocking at your door to tell you that your version of software is out dated. My version of the boot program had been replaced about 2 weeks after I downloaded it since it was suspected of causing problems.

Lessons Learned #3: I also learned (and already knew) that a GOOD company will stand behind their products. Warranty and service work is hopefully never needed, but it sure is nice to have it when you do need it.

Irwin L. Brooks

P.S. I still recommend the ICD host adapter as the ONLY choice for the Atari ST computers. And, NEC makes some fine products that come with the finest service I think in the industry! And, by all means, backup your hard disk without delay!!

Next meetings are: April 11 and May 9, 1990



The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

| | | |
|----------------|---------------|----------------|
| President | Richard Hull | (213) 422-1055 |
| Vice-president | John Saunders | 863-2582 |
| Secretary | Lee Curtis | 423-2758 |
| Treasurer | Greg Dukowski | 498-9461 |
| LBACE BBS | | 498-8824 |

Club dues are \$20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

At the February meeting we had demos of Risk by Leisure Genius, the Migraph hand scanner and Touch-Up, and were treated by a couple of selections from Phantom Of The Opera and Carousel on Lee Curtis' synthesizer.

Richard Hull Demoed Risk. Risk is a great board game conversion of the classic game. Both the American and United Kingdom versions of the game are supported. The program is flawed, however, with a couple of bugs. One, you can not save a game, and two, if you are playing with a neutral player in the two person version, occasionally, the opponent just converts the neutral player to his color and attacks you with the neutral player's armies. Fortunately the latter situation hardly ever happens and Leisure Genius when contacted say they will be fixing the bugs.

Dennis Carter demoed the Migraph hand scanner. This little device is great for desk top publishing. Just scan any image from newspapers or other sources and incorporate them into you own documents. I've ordered the Datel hand scanner and as soon as it arrives we will be comparing the two scanners at a future meeting.

Lee Curtis brought his synthesizer and played a couple of selections for us. I regret to inform our members that Lee has just sold his house and will be moving out of state in a couple of months. In my opinion, Lee has been the cornerstone of the club and will be missed by all. I just hope that we can find someone who is willing to take over his many duties. Lee, we all wish you well and much luck on your move to Oregon.

The club has finally established a BBS. There has been some controversy over the use of real names or handles on the BBS. When the BBS was established, the club officers voted to use real names only, as we felt that as club members we use real names and should use the same on the BBS. We also felt that using real names would emphasize the fact that the board is PD only and piracy would not be tolerated. One member has contested the use of real names, saying that he has been using his handle on BBSes since 1982 and he doesn't want to change. So at the next meeting we will have a vote of the general membership to finalize the policy.

Our next meeting is April 9. This is the same weekend as the World of Atari at Disneyland so we should have lots of things to discuss. See you all then.

Richard Hull



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.

February MACE Meeting Minutes

The February meeting of MACE got under way at 7:50pm. Next up came what everybody had been waiting for...Bob Brodie, Atari's User Group Coordinator payed us a visit and brought lots of new products to show off. First, Mr. Brodie demonstrated the new Lynx color hand-held game machine and then ran a videotape copy of (GASP) a REAL commercial for this new game machine, which Mr. Brodie said was already running in New York and would soon be shown on some of the major networks (Watch for it!). Following this, he gave a quick demo of Atari's new Portfolio Pocket Computer. A demo of the Megafile 44 removable hard disk drive was next, followed by the Stacy 4 machine (Which was using the Spectre GCR emulator).

Then came the biggie...members of MACE got their first look at the new Atari 4160STe computer. This machine boasts full stereo sound and more colors than the older model STs and possessed a few other interesting features. A River Raid-like game was then demoed on the new machine which looked and sounded fantastic, but then Mr. Brodie informed the members that Atari had for some reason decided not to release this program (RATS!!).

Bob then talked about several items of interest including the SIMM memory cards and answered questions about Atari's new products. The meeting ended at 9:30pm, but a handful of members stayed and got some hands-on experience with the new machines.



Mid-Ohio Atari User 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 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. 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 M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle
Georgia



Atari
Users
Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-922-5666. The MGAUG 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.

March Meeting: The March meeting started at a new time of 1PM at the Warner Robins Library. Some members were a little late arriving in that they didn't get the word on the change of time until late Sunday morning. It was decided at the meeting that from now on we will meet at 1PM. That way we will not encroach so much on any Sunday afternoon activities that you may have planned. Also I would like to add a special note of the new phone number for the Pres. (Yours truly), so be sure to make a note in your phone book.

In the continuing saga with member Jimmy Howe trying to get his computer the story goes on. Jimmy has now gotten him a lawyer and has sent a letter to the store that has his computer to demand restitution.

Two local dealers that had plans of maybe carrying the ST have now backed out until Atari can get its act together. One dealer stated that his ST software sales had dropped off significantly so he was holding off on purchasing any ST's. He was excited about the debut of the Stacy.

The other prospective dealer said that Atari's relationship with dealers wasn't very good right now but if things improve then he could still make the decision to market the ST. Personally I don't think that Atari will ever get it together, the whole thing just reminds me too much of the old 8-Bit days and how it wasn't marketed. In the mean time if you know of someone looking for an ST then J&R Music is selling the 520STFM for only \$299, give me a call for details.

The highlight of the meeting was a new import from overseas called Fighter Bomber. I purchased this game on a Recent trip to Atlanta at Tevex for \$41 and it was well worth the price. The game features 7 different aircraft that you can fly as well as 7 different aircraft for you to fly against. The graphics are great with a great amount of detail in the views of the aircraft and your targets. FB is kind of like a souped up version of F-15 Strike Eagle with more attention payed to the game than to being a simulator.

The game is very forgiving in that it is easy to make landings and even features a mid-air refueling phase for extra long missions. Add in the ability to make your own missions and save them to disk and you have a great game that you will enjoy for a long time. About the hardest part of the game is that you might run into enemy fighters while out on a bombing run.

They are very persistent and they will even try to ram you, so you really have to try to stay away from them. The enemy fighters appear to be very nimble and are hard to shoot down, save your sidewinders for a good shot -- you only have two and you better use them wisely on long missions. Don't worry if you get shot down though because it does not erase your pilot from the disk and you can replay the scenario with no penalty. Of all the simulators that I've see lately this is a definite MUST for you to purchase.

Don't forget that the next meeting will be on MAY 13 at the Library. I hope to see you there!



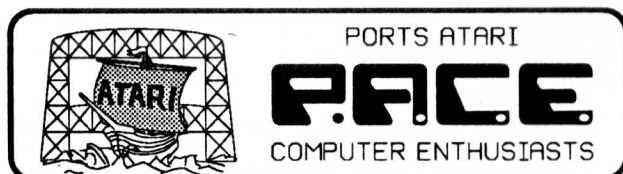
General Meeting: Wed., April 11, 7:30 pm, La Vista Rec Center, FOCUS Meeting: Wed., April 25, 7:30 pm, La Vista Rec Center. Our next FOCUS topic has not yet been decided, so now is the time to speak up if you have a favorite area you want us to cover -- even if you want us to repeat a subject we already did.

By the time you read this, the Computer Expo should have already happened. I hope all of you got a chance to come out and see what we (and others) are doing. This show has been a hit for Omaha junior high schools for several years now.

I have included a sample announcement I have used on several of the local BBSes to announce. Please put a similar one up on any that you frequent (if you do not already see it there) -- ask to have it as a bulletin rather than just a message if the sysop allows it.

"Have you got an Atari computer? Would you like to meet others who do? Do you want to know more about how to use your Atari? Have you come up with a special way to use your machine (or want to know about such special uses? THEN YOU OUGHT TO BE WITH O-ACES!

O-ACES is a non-profit group interested in helping each other get more out of their Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December). WHEN: 2nd and LAST Wednesday each month, Doors open by 7:30 pm. WHERE: La Vista Recreation Center, 8116 Parkview Blvd, (just off 84th Street, south of Food-4-Less and east of 84th at the light) Call 592-5427, for more info on O-ACES!



| | | |
|------------------|------------------|----------|
| President | Tracy Hendershot | 525-1058 |
| Vice President | Larry Nadeau | 525-7430 |
| Sec/Treasurer | John Zupansic | 394-9326 |
| ST Librarian | 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 af independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInkr 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...

Spring has finally arrived in the Twin Ports! You still have time to put the finishing touches on your .IMG files, reconcile your databases and go through your tutorials. There's work to be done OUTSIDE this summer, so get your indoor chores completed soon.

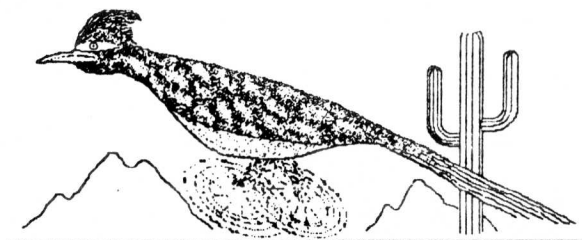
The Ports Atari Computer Enthusiasts is now entering its 6th year as an Atari User Group. Congratulations to those who have

been with the club since PACE's start, March 1985!

There's an awful lot going on in the Atari world this month. Maybe some of it will trickle into the Port Cities. We do have all of the major chain retailers in our area, but yet to see any of the new products locally.

A few of news bits I have run across this past month: The "old man" (Jack Tramiel; semi-retired) is back at the helm of Atari. It seems that the company has not been performing up to the Jack's expectations, and some internal disputes needed to be resolved. Welcome back Mr. Tramiel! *520 & 1040 ST's are out of production, being replaced by the STE. *There's a new ST magazine coming out called ST Journal. It will be sent to about 10,000 ST users. This one will be patterned more like PC magazines and not like the common tabloids. *A new ST Emulator for use on the AMIGA is floating around BBS's across the country! Yes, it's true but details are sketchy at the moment, but I'm sure we'll hear more about it. My advice to them: Just go out and buy an STE!!! *New color monitors for the STE made by SONY. Picture quality is reported to be first rate. There is a speaker on each side of the monitor. Since there is a three voice sound chip in the ST, two voices will come out one side, and one will come out the other. Stereo/PCM sound will be heard with the STE. The sound is reported to sound "spectacular!"

That's all for this month. Remember, NO PACE meeting in April due to the Easter holidays, and the May meeting will be held on Sunday, May 20th, at 6:30 in the Wisconsin DOT Bldg. Come to the meetings to pick up your AIM Disk of the Month! Hope to see everyone there. Long Live Atari!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

| | | |
|------------------------|---------------------|---------------|
| President | Richard Covert | (602)993-6463 |
| Vice President | Lance Summers | (602)584-1183 |
| Treasurer | John Steiner | (602)849-8949 |
| Membership/Sgt. Arms | Mike Zachary | (602)273-1185 |
| Recording Sec/ Editor | Jim Keho | (602)934-9181 |
| Disk Librarian | Charles Cullinan II | (602)992-9040 |
| Publications Librarian | Donald Thompson | (602)486-1593 |



P3Atari Computer Enthusiasts (P3ACE)

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

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

The Prez Sez by Rick Reaser

This is going to be a short column this month to make up for last month's long one. Rather than going through the Revolution! item in the column, we have put them onto Vector Space(719) 687-1838. We also have the ST disk in the library, for those of you that want to read it that way.

By the time you read this, Steven Leser will have his BBS up and running on an Atari 1040ST, with 20M hard disk, give it a try at (719)-591-4620. It will be limited to 1200 baud until Steve gets a faster modem. It will be running on StarNet software, which Steve tells us, has just been released to public domain. It will have many SIG areas for Atari 8bits, STs, and other brands of personal computers.

The Club has purchased subscriptions to both PSAN and Current Notes. We will bring these two high quality "User Group" magazines to the club meetings each month. Remember that we also will have the AIM Disk of the Month available as well.

For those of you that haven't read about it in the computer rags, Atari is getting bigger and bigger into the music world with MIDI. In fact, Mick Fleetwood and Donnie Osmond manned the Atari booth at the (not so recent by the time you read this) NAMM convention. If we could only get that kind of support for my 8-bit. [Note: Hybrid Arts MIDITRACK III provides a very good MIDI connection for the 130XE. With a \$100 Casio keyboard and a little work anyone can make good music.]

At the February ST meeting, Dave had an interesting Flintstones game running and a not so interesting (I am told) discussion of new fantasy adventure games. Of course, the March 8-bit meeting was snowed out, except for yours truly.

The April ST meeting will feature new desktop publishing demos, to include Pagestream and Word Flair. The May 8-bit will feature my new Diamond Graphic Operating System and Drawing program in all its glory. Special Note: The May 8-bit meeting will be at Dave Koster's house, 6145 Hayseed, in beautiful downtown Stetson Hills.

That's all for now. See you at the next meeting.



WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

| | | |
|-----------|-----------------|--------------|
| President | Andy Learner | 815-397-5316 |
| 8 Bit VP | H. Jake Olbrich | 332-5303 |
| 16 Bit VP | Mark Kunkel | 874-5546 |
| Secretary | Roger Creedy | 877-3769 |
| Treasurer | Thom Lofthouse | 654-1863 |

From the PREZ:

I for one was really glad to see someone respond to JAKE's article. Even though Lloyd Pulley re-read the article "several times", it seems that he actually did get Jake's point. The main difference between the two gents (IN MY OPINION) is that nowhere in his article, did JAKE do any "ATARI bashing", on the contrary, he is on loyal 8 BITTER, true to his OLE 800.

I did like your further explanation of the terms LLOYD. I edited Jake's article in the first place, and it took me several screenings to figure out the gist as well. BUT HEY! If you re-read something in a quest to understand, hasn't the author done his job? Me thinks so!

I am really looking forward to the upcoming multi-user ATARI

SWAPFEST. We will be actively supporting the first annual "Midwest Atari Swapfest", held this year at the Days INN in Gurnee, Illinois on April 22nd. Bob Brodie from Atari, and Dorothy Brumluve of noted programming fame will be there as well.

Bob is going up to the Milwaukee (MILATARI) meeting the day before, and then we are having an "OFFICERS PIZZA", with him that night in GURNEE. This little MINI-FEST, is just a first attempt to get all our local groups together in one event. We tried to have an ATARI-FEST, a couple of years ago, but it just never came off. We are a participating club, however, LCACE is really doing all the major work. My kudos Larry Grazus, Mike Brown, Steve Kostelnik, and Chairman - JOHN SCHULTZ!

We are completing our T shirt logo and will have them at the meeting. Price is still only \$12.50.

G'data, Andy

8Bit Questions & Answers?

Is anyone interested in using their Atari 800 or XL in monitoring their home energy use in real-time? Or does anyone use their computer to read the signals going to their cars computer for engine diagnosis? Or is anyone interested in doing so? Do we have any mechanics in ATARILAND? Would anyone like to know just how much electricity a clothes dryer uses? Or more precisely, not what Commonwealth Edison says it costs, but how much your unit uses, when you use it, how you use it, and in the real-time of your using it? Not 30 days after the event when all you can do is pay the bill. Contact our BBS or call the 8bit VP.

If Jerry Falkenhan of Atari APX fame for his programs on FAMILY CASH FLOW reads this, I want to talk to you. If anyone knows of his whereabouts, please let me know. Again call the CAMILLE BBS or the 8bit VP.

Thanks JAKE.

P.S.==> Our club recently had the opportunity to assist in the transfer of 200 disks Double Density Data Perfect file (1) only, to an If Brand Machine. Thanks to Leo at LJK for his support. No, it doesn't work that way either. And special thanks to Carolyn Cushman at ANTIC for her sincere efforts, and Charles Cherry, for returning my call and trying to be helpful. Look for an article in Aim on how we got the job done.

Thank God for OMNIMON.

Where have all the good guys gone? David Young and Bill Wilkenson. Gone from Atari, everyone. Long time passing. Long time ago.



Rushmore Atari Computer Enthusiasts (RACE)
3512 Lawrence 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.

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: I want to welcome another new member to the ranks of RACE. Viron is a serious MIDI user and purchased his ST for its built-in MIDI features. Let's promote RACE and invite new people to our meetings. Tell someone who is thinking about buying a computer about Atari. Show a user of another brand Atari's advantages. Spread the word so more will discover power without the price. April -- the meeting will be on Sat. 21st. May -- the meeting will be Sat. 19th.

The August meeting will at Mark W.'s house so a modem demo can be done. See all you race drivers at the meeting!

March RACE Minutes by Rick Burton & Gregg Anderson

As usual the meeting kicked off late, around 2:20 as usual. We began with Old Business. The MIDI Software list is pretty much finished and ready to turn in to Westmore Music for the proposed MIDI show at the Rushmore Mall. Rich Burton will contact F.A.C.E. and try to find out why we've not heard back from them on the Disk Exchange program.

Under New Business we have: Gregg Anderson has contacted Bob Brodie at Atari in hopes of getting a usable video tape/computer animation to use in a proposed TV advertisement for the club. Bob said he'd call Gregg back if he found something we could use. It was brought up that the club begin advertising again in the local newspaper (Rapid City Journal). This will be rather expensive but if it increases our membership, it may be worth it.

Every member of RACE has been encouraged to create an 8 X 11 flyer to advertise RACE in the local area. The flyer should be attention getting, simple and direct. Next month, the inputs will be reviewed by the membership and final selections for posters to use will be made.

It was suggested that a free membership be offered to prospective members during the MIDI show at Westmore Music. It was also suggested that we gather extra copies of AIM and have them ready to distribute during the show.

REMEMBER: The August meeting will be held at Mark Wolf's new house. It will be Modems and Telecommunications.

March Demos: 8-Bit: Ken Kayl brought his system and demoed a number of PD games as well as an impressive (legal) copy program. 16-Bit: Gregg Anderson brought in several of RACE's PD monochrome games and demoed them, as well as some European game demos from his various English magazines.

Planned April Demos: 8-Bit: Planned are additional demos and instructions in the use of the Atari 8-bit system for new users. 16-Bit: Planned are some introductory lessons in programming in the C language.

8-Bit Library Corner: by Ken Kayl Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8-bit library. What will we offer this month? Let's first review RACE's Disk #47.

KARMIC CAVERNS which is a one player game where you must travel through a cave avoiding the nasties and touch the base to score. **BACK TRACK** is a Pacman type game where you avoid the monsters and eat dots to score. **STAR CRYSTALS** has star particles dropping on you which you must avoid. To gain extra points you need to catch the \$ (dollar sign). **DREADED ADVENTURE** you have fallen into your Atari computer and must escape. This is a text adventure. **PIRATE COVE** is a 2 player game where you attempt to get the skulls to fall into your pot at the bottom.

On 47B we have: **RAINSTORM** acid rain is falling and you must avoid the rain drops. **PARALAX** is a arcade type game in which you attempt to avoid being shot by four space craft, while you attempt to touch 16 dots on the screen. **TRIAD** is a Tic Tac Toe type game except to place your X's or O's you need to win at a arcade type shoot'em up. **BUMPBALL** is pinball type game. You control the ball on its journey attempting to get it to land in the high points positions. **MOONBASE** has you rocketing through space avoiding asteroids. **BAJABUG** is a Baja Buggy type game.

On disk 66A is **THE WIZARD** this is a text adventure creator or editor. With this you can create your own text adventure.

On 66B is the text adventure **THE WORLD OF DUNE**. In Dune you are Paul Atreides.

These and the entire 8-bit library will be at the April meeting. Cost is \$2 for members and \$3 for nonmembers.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

| | | |
|------------------|-----------------|---------------|
| President: | Tim Barr | (602)821-1200 |
| Vice Pres: | Marc Dyer | (602)897-0314 |
| Treasurer: | Lee Whiteside | (602)962-9415 |
| Secretary: | Blaine Nelson | (602)969-1949 |
| Disk Lib. | Mike McKittrick | (602)982-9065 |
| Publication Lib. | Walt Schultz | (602)897-7098 |

SEVAC Seconds -- Thanks to Marc for filling in during my absence. And thanks to the other officers for graciously allowing me the chore, um I mean honor, of preparing the minutes of the March meeting for AIM.

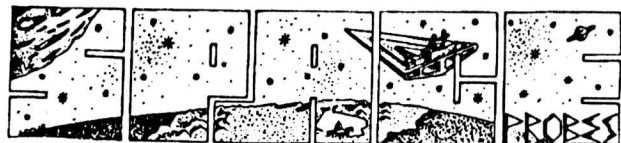
The club treasurer reports \$1450 on hand. We have had several renewals due to the high quality of AIM magazine. Some of us received our March issue just the day before the meeting. AIM has informed us that a new printer should result in more timely mailing. The current AIM disk is available in the club library.

Our Pres demoed **OPUS Ver. 2.2**, a \$15 shareware spreadsheet. **OPUS** allows up to 255 columns by 999 rows, fast calculation, and spline curve graphs. **GDOS** is required (not included) to support graphs. Commands are not Lotus compatible and macros are not supported, but registered users receive ver. 2.3 which allows loading and saving .WKS or .WK1 files.

FONTZ! by Necept was demoed by John Rojewski. This program creates or edits **GDOS** bit mapped fonts. Macintosh or Amiga fonts may also be loaded and converted to **GDOS** format. **FONTZ!** lists for \$35 and looks to be a good value for owners of **GDOS** programs such as Easy Draw or Timeworks DTP.

The new **Pagestream SIG** met following the general meeting. The hot topic was how to best set up pages for an 8.5 x 5.5 manual printed in landscape mode on 8.5 x 11 paper. We are excited by this opportunity to pool our knowledge and learn how to wring the most from this complex program.

Come to our April 21st meeting for the annual **SEVAC** swap meet.



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: 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.

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| Treasurer | Kathi Koenig | 892-0881 |
| Newsletter | EdJoseph 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 Enthusiasts of El Paso is the only Atari ST and Mega user group in the El Paso area. The 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 STE-EP 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 |

Local BBS's that support the ST Club ST El Paso BBS 751-7837 Data Retention Center 821-0006

From the Prez...

STE-EP is coming! The ST Club voted unanimously at the March 10 meeting to create the ST Enthusiasts of El Paso BBS, or STE-EP. If you do not have a modem yet, please make an effort to enter the world of telecommunications today! STE-EP will have the LATEST files online, our entire club library will be available to club members, and eventually, we will get hooked up with other ST users around the country. We are creating this BBS, not to slight Jenkins', who has been great to us, but to compliment STEP. There will even be a message base dedicated to what is new at Jenkins'. Frankly, I am as excited as a schoolboy about STE-EP. I think ALL of the ST Club members will be happy with it. And with 1200 baud modems going for less than \$50 these days, there really

is no excuse not to join in on the fun! Being a club member, you will have access to all the BBS, and up to 2 hours of time per day! (If you need more, no problem!) The number and the details will be coming in next month's AIM. For you members that live out of town, now you can easily keep in touch with the friends that you left here in El Paso.

The March meeting featured Spectre GCR by Gadgets by Small. Stanley Page gave an excellent demonstration of the GCR, and I think most members went away feeling sorry for the fools that spent thousands on a Macintosh. Thank you Stanley.

We also agreed again to participate in AmigoCon. For you new members, AmigoCon is a science fiction convention held yearly in El Paso. This year's AmigoCon will be held the last week of April, and we will be there showing those folks what a real computer is. If you would like to volunteer some of your time, please call me, and I will give you the details.

James Foote won the doorprize: Rocket Ranger. Congratulations.

The club needs to form a publicity committee, to tell the area about us. Bill Marquis and Suzy Santos are on this committee, and need your help. Please help if you can.

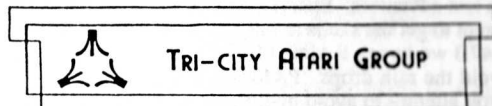
We finally have a member with a working PC Ditto II, so I believe that there will be a Ditto demo soon.

April meeting: Best of Public Domain.



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, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

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



The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

| | | |
|---------------------------|---------------|----------|
| President | Steve Volker | 865-9035 |
| ST Librarian/Tech Advisor | LeRoy Valley | 686-6796 |
| Treasurer/Secretary | Marty Schmidt | 792-6029 |
| 8Bit Librarian | Ted Beauchamp | 686-8872 |

Club dues are still only \$20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!



First Up

I have a twelve year old daughter who is a real sweetheart, and this weekend we were working together on a project for her Space Exploration class. Her project involved making a model of the Gemini X spacecraft. Duplicating it's slick 'n shiny, black 'n white silhouette, and reading about the limited seating area and stunted capacities, reminded me of something truly amazing that we take for granted nearly everyday.

In nearly every conceivable way, the computer you have sitting before you on your desk, or gathering dust down the hall in 'johnnie's' bedroom, or entertaining your kids out in the living room, is Science Fiction! Compared to the old, slow, and memory-starved relic that was used some twenty-one years ago to navigate, direct and make possible man's first steps on the moon!!

The advancements that have been achieved in those last twenty years are absolutely astounding! There is hardly any part of life, from the lures dropped down in that cold, crystal clear stream running across your grandfather's 'little acres' up north, to the myriad of synthetic body parts and monitoring machines bent on keeping us alive and younger longer, that are not in some way affected by those little silicon wafers buried deep inside your sleek, humming, 'repetitive' machine. Hmhmhm...

If Gemini X, or Apollo XI astronauts, had had access to computers as powerful as those we 'play' with today.... I wonder if they would have stopped at the moon...

What You Missed... Well just as we promised, there were some in-depth and comprehensive considerations involving the latest versions of our 'favorite' DTP's PageStream and Calumus. (Favorite to mean we have spent more time reviewing them, then any of the others), and even the demonstrators learned a thing or two about the products this time! Though Calumus is absolutely amazing, PageStream has a few things up its sleeves that only it could do. In fact the only clear winners were the ST users themselves, to have two such fine products written for our machine.

In spite of a fairly enthusiastic crowd last meeting, our Great Logo Contest for 1990 was a bust!! No entries at all were submitted. (Go figger it!) The officers had a few ideas already up their proverbial sleeves, so expect a change in name and design soon.

What You Shouldn't Miss... Next time, we will be venturing into the world of Sound Digitizing! Look for LeRoy at the demo desk again, dazzling us with still another wonderment beyond our imaginations. (Well, time is short...so, so are the club notes.)

On Another Note... Check out the local Atari BBS, Mr. Premium itself!, *Charlie!* This thing has more lines than Carter has liver...well you know. It can be reached at: (517) 793-9186, or 793-1319 or 793-1345 or 793-6136 or 793-6152 or 793-7576, or 793... (sheesh! Just pick one!)

Equipment Volunteers For Next Month... LeRoy and Bob will be bring it all for the ST. Ted has the 8-bit stuff.



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 St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers 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.

The March general meeting of WAUG was held on 3/13 in the Michigan Union on the campus of UofM. The meeting was called to order several times starting first at 7:30pm and continuing through approximately 8pm as stragglers kept strolling in. President Craig Harvey managed to feed tidbits of news from the Atari world (including information on new DRAM availability, new products, and the like...) while the machines were being set up for the feature topics. Craig proudly announced he had been honored for his software programming efforts by receiving 3rd place recognition in the annual ShareWare Review, sponsored by ShareWare Connection, for his Diary desk accessory. Congrats Craig!

The Atari User's Convention, held near Toronto, will take place on Sunday April 1. Craig noted that he will be attending the show to distribute copies of his Diary program, sharing a booth with Bill and Pattie of AIM.

Newsletter Editor David B. announced he will be selling the copy of PageStream that he won in the raffle last month (since he does not own an ST...) and will have further info available upon the return of our Treasurer (Long Lost Dick Selke) as he felt Dick should have equal chance to bid on the package. ("Dick Who???" many people asked!) Apparently all is fair in Love and Software.

Craig announced the upcoming meeting topics: April 10th -- Scanners and Graphics; May 8th -- Derrick Mihocka will personally demonstrate his 8-bit emulator and his Quick ST series; June 12th -- Officer Election/Swap Night.

Member Ken Antkowiak demonstrated the power of ICD with his SpartaDOS X cartridge, installed in tandem with ICD's R-Time 8 clock cart. Ken noted the command line processing seemed difficult at first, but it's well worth using instead of relying on menu-driven systems. This cartridge is amazingly configurable and, when coupled with the ICD Multi I/O board, is a combination hard to beat ANYWHERE in the 8-bit computer world.

Guest Ben Cranston brought copies of P.D./Shareware releases of several systems that emulate UNIX on the ST, showing how he set up and used the system for his own personal computing needs. Ben described the MINIX package, a commercially licensed version of "the real thing," which he has ordered but not yet received. Ben further showed how the UNIX system, in conjunction with the MX2 desk accessory, allows for true multi-tasking on the ST. (And they said it couldn't be done!)

ST Librarian Russ Crum announced a new catalog disk with additional features reflecting the club's new library rental policies and pricing. Russ also announced 2 DOMs, one from AIM and the other containing all the UNIX files that Ben had demonstrated.

Before the meeting adjourned, Craig read an article about Bell Telephone's current push to turn some BBS systems into "business accounts," meaning those BBSs which charge a fee will be required to pay the going rates charged to businesses rather than the currently permitted residential rates. There is apparently a test case in the works against a 16-line system in Grosse Ile and the flurry of information about what is REALLY going on has been clouded with false information.

The next meeting will be held on April 10.

UNYACE Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

April 1990

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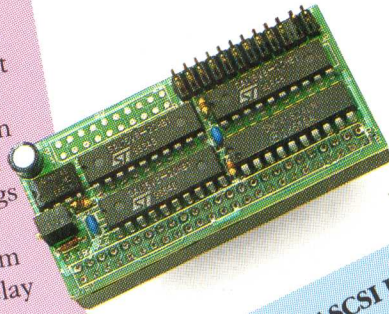
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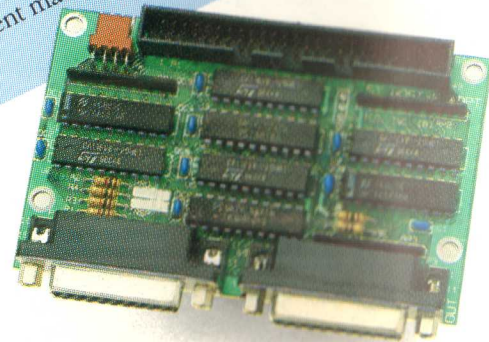
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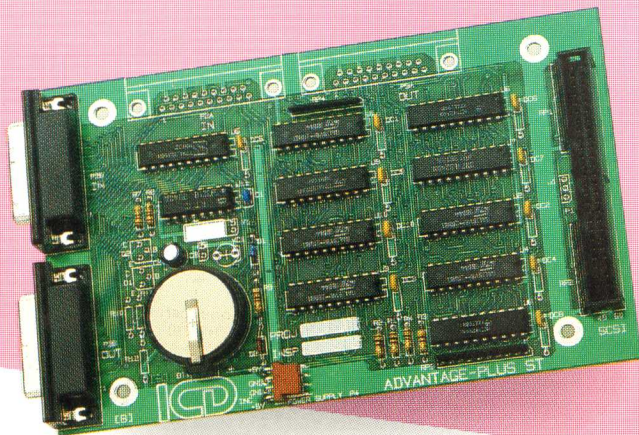
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