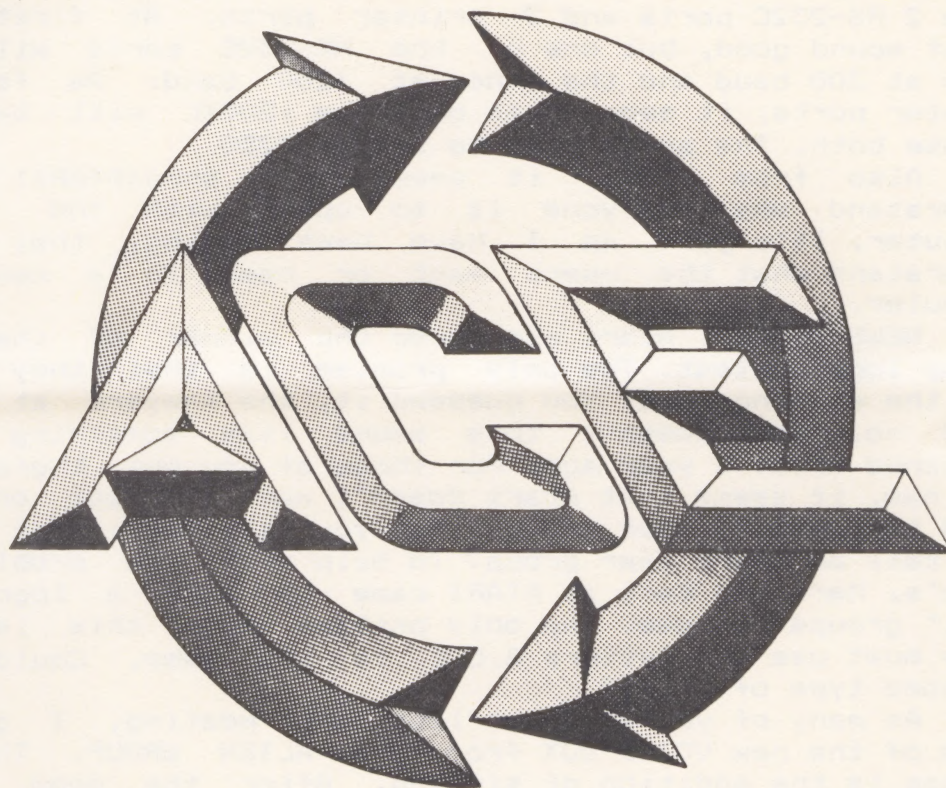


A · C · U · E · O

OFFICIAL CLUB NEWSLETTER

VOLUME 9 ,ISSUE 3      MAR, 1983



**ATARI<sup>®</sup> COMPUTER  
ENTHUSIASTS**



## PRESIDENT'S PERSPECTIVE

Well the elections are over and I would like to thank all of you for your support in electing me as your President again. I would also like to congratulate all of the new and old officers on be elected. I think that 1983 will be a good year for us, and with all pitching in, I'm sure that we will continue to be the best group around.

News from ATARI is that a new interface is coming out to replace the 850. It is called the 860 and it will have 2 RS-232C ports and 2 printer ports. At first this might sound good, but one of the RS-232C ports will run only at 300 baud and the other at 1200 baud. As for the printer ports, it seems that only the 1200XL will be able to use both. The price will be around \$250.

Also from ATARI, it seems that they(ATARI) can't understand why everyone is so upset with the 1200XL computer. It's just as I have been saying, they don't understand what the users want or need in a new home computer.

NEWS BREAK!! Atari announced the winner of the user group logo contest. The only problem is that they can't use the winning logo. You guessed it, the lawyers at ATARI said no. Now doesn't this sound like something that happened about a year ago. For those of you out there that are new, it seems that Atari doesn't want its logo or name used to identify user groups. Now you tell me, what would you call an Atari user group? To help with the problem of logo's, Mark and Earl at ATARI came up with a logo that 'all' groups can use. The only problem with this is that they must use the letters A.C.E. in its name. Could this be some type of bribe?

As many of you know, at last month meeting, I gave a demo of the new VOICE BOX from the ALIEN GROUP. The big change is the addition of singing. After the demo I was asked about upgrading the old VOICE BOXs to the new one. I had heard that they were going to offer an upgrade to the users of the old one in the near future. Now I have been informed that they plain to offer an upgrade for \$75.00. This I think is way out of line with the price we paid for the old ones. I think that \$35.00 would be correct. To add insult to injury, the new box will not work with the old software. Now think of it, if you wrote a program using the old box, you would not be able to sell it or give it away to anyone with the new one! Come on ALIEN GROUP get your act together, or we the ATARI users will switch to S.A.M.

Happy computing  
Gary

PRODUCT REVIEW  
ECONOMICAL COMPUTER DESKS

After surviving for almost two years of owning two Atari 800 computers I decided it was time to get organized. I use one of the computers at my office and the other computer at my home. Fortunately, I have a large desk at work; however, my computer with all of the peripheral still occupied close to one half of the desk. At home my computer with all of the peripheral was occupying an extra dining table that I had moved into my bedroom.

Videoland is a local store that sells computer desks, computer hardware, software and various other electronic merchandise. I bought two computer desks which they sell and that are made by two different manufacturers.

One desk was made by Bush and currently has a selling price of \$99.95. After telling the computer sales person that I was an Atari club member the price was reduced \$5.00. The other desk is made by O'Sullivan and currently has a selling price of \$74.95. My Atari club membership could not get me any further reductions in this already low price.

Both desks are approximately 39" wide and have a desk top that is approximately 39"x20". On the top back portion of each desk top is a shelf that is approximately 10" wide and 6" high. Both desks are made out of particle board that is covered with a formica type walnut grain cover (Bush desk) or a combination of formica type walnut grain and black cover (O'Sullivan desk). Both desks have four semi-caster type rollers that they sit on. Each has a drawer that is approximately 2" high that fits under the desk top on either the right or left side. To the rear of each panel where the computer sits on the desk top there is a round hole that wires and cables can be run through. Each desk comes unassembled and must be assembled by the purchaser.

The first desk that I assembled was the Bush desk. It was the easiest and quickest to assemble and I was able to do it without assistance from another person. Assembly time for me was approximately 30 minutes. The only tool required was a screw driver and it was not necessary to do any gluing in the process. This desk in my opinion flexed more than the O'Sullivan desk. The only time that I noticed this difference was when I was rolling it; in the stationary position both desks are equal. One feature more appealing to me about this desk was the fact that the top shelf does not have a lip extending up on the back edge like the other desk has. My disk drive and the TV that sit on the top shelf of the other desk are slightly raised at the rear where the back edge extends up about 1/8" higher than the shelf itself. Under the shelf that my monitor sits on the area is completely open on the Bush desk without a support or divider on the desk top. In my opinion this gives more flexibility in arranging your equipment than the O'Sullivan desk does which has a partition support located at a third interval from one end. Another feature that the Bush desk has over the other desk is a shelf that is located under the desk top and to the back of the desk. I use this shelf to store my program manuals and other related material. If you have long legs this shelf might interfere with your leg room.



The O'Sullivan desk comes with a bottle of Elmers glue along with various screws, wood dowels and other parts that are needed to assemble it. It took me approximately 1 hour and 15 minutes to assemble this desk. The help of an assistant was also necessary in assembling this desk. I considered the last phase of assembling this desk tricky and my girlfriend, who was helping me, confirmed her conviction that women are the superior sex when she determined that I had put one piece on upside down after I could not find the pre-drilled screw holes. This mistake on my part made things interesting since the parts were stuck together with wet glue and had to be unassembled. The shelf above the desk top, the desk top itself, and the drawer panel facing are covered with a black formica type cover which gives a good contrast to the walnut grain covering that the rest of the desk has. The support and divider board mentioned above for the shelf has a hole drilled in the rear portion of it so that wires and cables can be run through it out of view. One feature that I consider a disadvantage of this desk is a small brace that is placed in the middle of the desk right above floor level. This small brace joins each side of the desk for added stability. Each time that I place my feet under the desk I must be careful not to put my foot on it because it could easily be broken.

It is my impression that both desks are a value at the price that I paid for them. I feel that the Bush desk is slightly more attractive than the O'Sullivan desk but beauty is in the eye of the beholder. For a full time computer user I feel that the extra cost is well worth it to get the Bush desk. If you use your computer less than full time and want to save about 25% on the cost of a desk then you should consider the O'Sullivan desk. I've found that getting organized with a computer desk is adding to my computing pleasure.

#### Program Correction

The author of Cannon Fire submitted the following correction ( I wish more authors were so inclined). This program is available on club diskette #16. The problem has to do with the scorekeeping portion of the program.

To correct the problem simple change line 3035 to the following.

```
3035 IF U<>0 AND U1<>0 AND U2<>0 THEN 3100
```

## The Voice Box: A Product Review

By Dave Gillen

"Yes Master"

Oh my God, I've created a monster! Well, no, not really. You've just heard the first utterances from The Voice Box, a speech synthesizer from The Alien Group.

This device is about the size of a pack of cigarettes. You simply plug it into the last outlet on the serial bus (the same place that you would plug in the Atari 410 recorder). Then drop in a BASIC cartridge and load a program that matches the amount of memory you've got.

On my first try, I did it just like the instructions said and voila...

"Yes Master"

What you get for a mere \$105 (club price) is a little package containing The Voice Box synthesizer, a diskette (or cassette) containing software to immediately use, and a small packet of instructions.

The heart of this little black box is the SC-01-A speech synthesis chip. By making a separate device do all the talking, you can have your Atari talk and display graphics at the same time. This is an important difference from other synthesizers which erase the screen while they are talking.

The software included is rather interesting. Because I bought the diskette version, I can only speak about its contents. There are programs which allow you to run on either a 16K or 32K system. So 400 owners, you're in luck.

A couple of the programs allow you to build dictionaries of words and their associated phonemes (the little parts of words that The Voice Box can say). These dictionaries can be saved to disk for later use. There is a "talking face" (requiring 32K) that is rather amusing. Also there are routines (in BASIC and 6502 assembly source code) which you can use in your programs to make The Voice Box speak. All of the files are available for scrutiny; nothing is hidden. So, you can change them and abuse them to your heart's content!

Lastly, there is the documentation and it looks as if the folks at The Alien Group left it until last, too! You do get fairly straightforward instructions on the connection and use of The Voice Box. However, if you want to learn about how it works or some of the finer details of the software, you're out of luck.

On the whole, I would recommend The Voice Box. If you are seriously interested in voice synthesis, this toy offers an easy-to-use approach. Besides, once you've racked up one quintillion on "Space Blasters" what's the next dimension you can enter with your home computer?

"Yes Master"

FEBRUARY MEETING  
SECRETARY'S REPORT

February is the time when new officers are elected to serve ACUGD for the coming year. Gary Sewell and Ed Kobus were returned to their positions as President and Treasurer, respectively. New officers included Tom Schaeper as Vice President, myself as Secretary, and Jack Withrow and Jim Chaney as Members-at-Large.

Ed Kobus and George LaBrie are taking over the responsibilities of purchasing the merchandise stocked by the Club. Also, the Club will no longer order specialty items for a member without first receiving payment. If you wish to order diskettes, label, or any of the other items handled by the Club, contact either of these members.

Jeff Rutherford, the new Education Coordinator, is in the process of constructing course outlines of the various ongoing classes offered by the Club. If you are interested in taking a class, Jeff is the one to contact.

After a lot of discussion on the part of members and Officers alike, a new procedure is being implemented for ordering club merchandise, enrolling for classes, change of address, and any of the other things you have been asked to put your name on a list for. Instead of our usual floating legal-pad list at the front desk, there is now a 4 X 6 captioned form (at the front desk) to fill out and give to an Officer. The form has columns for ordering merchandise (don't forget to attach your check) and a space at the bottom for classes or other information we need in writing. Hopefully, the new procedure will eliminate the lost lists and overlooked information.

We need volunteers to help the Librarian, Ernie Runyon, review the club library. Some very old material needs to be deleted and new material condensed and refined. If you want to help, use one of our new forms and give it to Ernie. He sure could use your help.

Tom Jackson has volunteered to head a subcommittee for cassette users. If you have a disk drive and a cassette recorder, he needs your help to duplicate library disks for the cassette users.

Action taken by the Officers at the January Executive Meeting included approval of a motion for contract labor to prepare and mail out the newsletters to those members not present at the meetings. Cost for this service is

\$.10 per copy. Also approved at the Meeting was the expenditure of \$375 for the acquisition of a RAMDISK to facilitate the copying of library disks.

After looking more carefully into the purchase of the light pen discussed at the January meeting, it was decided the device was not worth the money. Also, the Club voted against the idea of selling our Epson MX-80 and purchasing a letter-quality printer to print the newsletter.

Susan Henderson

— > SEMINAR < —

PROGRAMMING THE ANTIC CHIP

(or Display Lists and Display List Interrupts from BASIC)

MARCH 19, 1983 SATURDAY 9:00 AM TO 1:00 PM

916 E. BERKELEY RICHARDSON, TEXAS

Jim Chaney will present a Seminar on ANTIC CHIP programming from BASIC. The \$10.00 registration fee includes the cost of the Seminar Demonstration Disk and the Summary Notes. The Demo Disk includes a machine language Interrupt Service Routine that allows the user to display a Graphics 0 screen with up to 24 different colors. The Summary Notes document the use of this routine (and others) in a BASIC program. Routines that create Composite Screens (several Graphics modes on the same screen) will be discussed, with examples from the Demo Disk.

MAIL NAME, ADDRESS, PHONE NUMBER, AND \$10.00 REGISTRATION FEE TO: JIM CHANEY 916 E. BERKELEY RICHARDSON, TEXAS 75081  
Afternoon session will be scheduled for 2:00 PM to 6:00 PM, if morning session fills (EACH SESSION LIMITED TO 12 PARTICIPANTS).

JIM CHANEY (214)231-4402

## EDUCATION UPDATE: CLASSES

This month I thought I would try to get everybody up to date on the classes that are offered by the group. No matter what your level of expertise may be, there is a class you should be taking (or teaching). If you are interested in taking a class, just fill out a club order form with your name, phone number etc., and the class that you want to take, and leave it at the front table. An instructor will contact you to make arrangements for a meeting time and place. If there are enough students and instructors, I will try to group classes geographically, to keep your driving time to a minimum. The cost for most classes is a one-time fee of \$5.00 per person. This money goes to the instructors to help reimburse them for their time, refreshments, and materials. If you would like to teach a class, write your name, phone number, and the name of the class that you would be willing to teach on a club order form and leave it at the front table. Teaching is a great way to meet new friends in the club! Also, if you would like to take or teach a class that is not currently offered, see me during break and we will see if we can stir up some interest.

Listed below are brief descriptions of the classes that are offered regularly:

**BEGINNING BASIC** - This class assumes no prior knowledge of programming, and is meant to be an introductory course in Atari BASIC. The course will cover most of BASIC's keywords and features.

**INTERMEDIATE BASIC** - This class is for people who can write simple basic programs and want to learn techniques to add "polish" to their programs. Topics include string-handling, input and output with the OPEN statement, character graphics, program structure and style, and tips on designing "user - friendly" programs.

**ADVANCED BASIC** - This class covers a wide range of topics such as the operating system, player-missile graphics, modified display lists, display list interrupts, machine language subroutines, and interrupt processing.

**6502 ASSEMBLY LANGUAGE** - This course is an introduction to assembly language programming for the Atari's 6502 processor. The course will cover the 6502 instruction set, operation of the assembler program, and techniques for program design and debugging.

**FORTH** - FORTH is a language that is rapidly gaining popularity with Atari programmers because of its speed and flexibility. FORTH is more difficult to program in than BASIC, and easier than assembly language. FORTH is a language, operating system, and programming philosophy rolled into one. Classes are held regularly, and there is a FORTH interest group that meets once a month. - Jeff Rutherford



ANOTHER VIEW OF THE PRODUCT  
Signalman II Modem  
From Anchor Automation

Reference: PRODUCT REVIEW, Signalman II Modem, From Anchor Automation; by Keith Steensma; ACUGD Official Club Newsletter, Volume 9(?), Issue 2; Feb, 1983

While I appreciate Keith Steensma's review of the Anchor Signalman Mark II modem last month, I am dissatisfied with my Signalman Mark II and I am very concerned that, due to the positive review, others will buy a product that may not be entirely satisfactory. Hence, I feel compelled to present another view of the product.

My original modem had a bad plug and Anchor replaced the modem - I was without a modem for about two weeks that time. It seemed to work fine (using only the Source) until I tried to access three local bulletin boards (including the ACUGD board). The modem would randomly switch into "garbage mode" and then back to correct mode. I called Anchor and their representative offered to replace it again. They replaced it with one of a higher serial number as Keith mentioned in his review. This exchange took about 10 days.

The modem works better now but still goes into "garbage mode" on occasion. I have enclosed a printout showing what I mean by garbage (Figure 1). This printout happens to be the beginning of the membership roster from the ACUGD bulletin board. At that time I was using an ATARI 800 with the ATARI Telelink I cartridge. While I suspect that other transmission troubles I am having are due to the modem, I cannot obtain incriminating documentation such as the enclosed listing. Even now I am not 100% sure that the problem is due to the modem because there are too many pieces of hardware and software involved to easily "point the finger" at the problem component.

I appreciate the willingness on Anchor's part to replace the modem but I am not interested in a continuing level of cost in terms of time and money to ship the modem to them and to do without it while they send me another one, assuming they are willing to keep replacing it. Therefore, I requested that Anchor refund my money. They will probably tell me to ask my retailer for a refund.

I hope that Anchor is able to get their problems corrected - I applaud them for their attempt to get a modem to the market at a reasonable price. However, no matter how inexpensive it may be, it must work! I am not satisfied with my experience with the modem.

PLANO-TARI  
 3709 ATRIUM DR.  
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 867-5264

PRINTER & ACCESSORIES

C.ITOH 8510A PROWRITER parallel printer with 1K of buffer  
 (expandable to 3K). ONE YEAR warranty ----- \$389.00

Ribbon Cartridge for PROWRITER printer above ----- \$4.50

Parallel Cable for above printer or any standard Centronics  
 printer ----- \$24.00

MODEM

SIGNALMAN MARK II Modem (Reviewed in the Feb. A.C.U.G.D.  
 Newsletter)----- \$79.00

9 Volt DC Adapter for above Modem ----- \$9.00

MISCELLANEOUS

RAMDISK by AXLON (128 K of RAM for the ATARI 800)----- \$350.00

LETTER PERFECT (40/80 column) Word Processor ----- \$95.00

DATA PERFECT (40/80 column) ----- \$75.00

VISICALC by VISICORP ----- \$185.00

ABC Basic Compiler by Monarch (40K & disk drive) ----- \$50.00

MAC/65 by OSS ----- \$55.00

BASIC A+ with OS/A+ ----- \$55.00

## DALLAS 15

Reviewed by Howard Mann

1. DEFENDER.BAS - This game has good graphics and is playable. It is a standard Defender game except that you can't dive underground. It uses joystick ports 2 and 3. It is not as challenging as some, but for BASIC it is fairly good. I would give it a seven on a 1-10 scale, although I think the game was sacrificed for the graphics. I played this one several times.

2. SPACERES.BAS - I loved this one! The challenge is difficult to impossible, and fun! The graphics could use some upgrading though. You descend from an orbiting platform to the landing pad through a meteor storm using only thrusters and skill. After you descend you pick up a cheering person and begin to rise through the meteors again. On the way up you shoot meteors for points and dock in your mother ship for refueling before descending again. There are 6 people per planet, and unlimited planets. This deserves a good 9. I play this again and again.

3. IBC.BAS - International Bridge Contractors. This is a text simulation that I find impossible (without minor changes to program, like unlimited cash.) You build bridges of varying sizes. Variables are your materials, work crews, and experience. But once you start to fall into debt, it is usually fatal. I'll give this a solid 4, mostly for effort. A fair game.

4. HEXAPAWN.BAS - An interesting problem, but almost impossible to loose. You face the computer on a 3x3 grid with three pawns (as per chess). You have the first move, and the additional advantage of random computer moves. This earns a 6 for originality.

5. PHAROAH.BAS - A full graphic adventure! This adventure, of basic difficulty, is excellent. To find the mummy's eyes is the object. Whoever wrote this one, please write more! The trouble I had was with finding the commands. List line 5000 for these. This game gets played the most of any on this disk. I would give this a 9 and recommend it most highly.

With an overall average of 7, this disk is worth getting, if only for Pharaoh.



## QUESTIONS & ANSWERS

by the "PHANTOM CHIPPER"

SOMEBODY HAD A GREAT IDEA! Why don't you write a Questions and Answers column for the Newsletter? If I had not been engrossed with a sip of my favorite suds at that very instant, I might have been able to punch him out before the vote was taken. Alas, here I be at the keyboard, favorite suds on the right and dictionary on the left. I QUIT IF ANYONE COMPLAINS ABOUT SPELLING OR HILLBILLY GRAMMER!! This column (sounds like I'm in the Army again) will be a regular feature if YOU supply the questions. The MEMBER-AT-LARGE officers (guess who volunteered their services ... I'm still not even) will accept WRITTEN questions for next month's Newsletter. Please print (enclose in plain brown wrapper if you so desire) ... my eyesight is not what it once was (and brown wrappers are my most favorite). Or better yet, make the Officers write down the questions (don't just get even ... get ahead)! Enough trivia, on to the questions!

QUESTION: What is the difference between the LIST/ENTER and SAVE/LOAD commands? Which is the best to use?

ANSWER: GLAD YOU ASKED THAT QUESTION! You see, the truth is that our computer (let me call our Computer "Big C") doesn't care much for that BASIC stuff! As soon as you type a BASIC command into the keyboard, Big C puts it away in a much shorter form. This new form is called the "TOKENIZED" line. In this TOKENIZING process, the fancy names we think up for our variables are converted to a single byte ... a number (from 1 to 128). A lot of other things happen to all the nice little symbols we are accustomed to seeing, but in the long run, it all gets shrunk down to a minimum number of bytes (takes up less MEMORY, you see). The variable names we spent so much time composing get stuffed into a reference table called the VARIABLE NAME TABLE. The first name in the table is represented in the TOKENIZED line as "1". Then the second name Big C finds and stuffs into the the table is TOKENIZED as "2". In addition to the VARIABLE NAME TABLE, Big C creates a VARIABLE VALUE TABLE. Each entry in this table takes up 8 bytes. Each byte in this table spells out something about the variable (such as what kind of variable it is, what it's value is, or where it is stored in memory). BELIEVE ME, THIS HAS A LOT TO DO WITH ANSWERING THIS QUESTION! When it comes time to store your program away on Disk (or Tape), Big C will do one of two things. If you use the "SAVE" command, Big C will write out the VARIABLE NAME TABLE, VARIABLE VALUE TABLE, and the TOKENIZED COMMANDS. If you use the "LIST" command, Big C forgets the TABLES and un-TOKENIZES (that's my word, think up your own if it doesn't please you), your basic commands before writing them to Disk (or Tape). So, Big C takes longer (all that un-TOKENIZING) to LIST a program instead of SAVEing it. You may have also noticed that Big C takes longer to ENTER

(rather than LOAD) a program. Why? You guessed it ... a new VARIABLE NAME TABLE, VARIABLE VALUE TABLE, and TOKENIZED COMMANDS!! When you ENTER the program, Big C treats it just like you were typing it in from the keyboard (wish I could type that fast). Right about now, I hope you are wondering why anyone would ever LIST a program (SAVE/LOAD is faster, and usually takes up less space on the Disk/Tape). GLAD YOU WERE WONDERING THAT! The old Catch-22! Big C NEVER FORGETS A VARIABLE NAME ONCE IT HAS BEEN TOKENIZED! In order to "forget" a deleted variable we must create a new set of TABLES by use of the LIST/ENTER commands. Advice from the Phantom Chipper: use SAVE/LOAD unless you have deleted a variable name from the program.

QUESTIONS & ANSWERS (plural)? Well, it was a two-part question. Next month the questions will be longer and the answers less wordy. That is, IF you submit questions! No questions and yours truly is off the hook!!!

ENJOY THE BIG C \*\*\* THE PHANTOM CHIPPER

#### FORTH MEETING

The next FORTH MEETING will be held 03-10-83 at 7:30 the home of Dave Gillen. 3020 Country Square Dr. Apt #2234, Carrollton, Tx 75006 245-2732.

#### ACUGD EDUCATION SIG

The next meeting of the ACUGD Education SIG will be held Wed., Mar 30, 1983 at the home of ED FOERSTER, 10216 Best Drive, Dallas, Tx. 357-7602.

#### For Sale

Atari 810 Disk Drive, \$350. Call Bob Strong after 4:30 at 867-5264 or at work 851-8368.

### An Atari Vacation

Why would anyone want to take their home computer on vacation with them. That's a question my wife would ask just before leaving on our trip to Padre Island this last Thanksgiving. In this article I am going to answer that question and give a few short reviews.

We had planned a vacation with my parents and my brother and his girlfriend for the week of Thanksgiving. Padre Island is a wonderful place for outdoor activities but leaves something to be desired at night ( especially South Padre ). So I conceived the idea of bringing the Atari to use as a videogame so we would have something to do after the sun set.

So into the trunk went the Atari and disk drive along with the towels and bathing suits.

Now, some of you may remember that a major cold front hit Texas the week of Thanksgiving. Not only did you not want to go swimming in the ocean, you probably did not even want to step outside. The Atari and several game producers are responsible for turning a possible gloomy vacation into a fun one.

Throughout this intensive game-playing several favorites emerged. Everybody enjoyed "PREPPIE" and was probably played more than any other game. I think this is due to the fact that "PREPPIE" is almost as much fun to watch as it is to play. Another favorite was "DEADLINE". My wife, Mother and myself spent a whole day tracking the elusive murderer (to no definite conclusion). My brother and I enjoyed several games of "THE SHATTERED ALLIANCE" (we each won a battle and drew the third). My dad enjoyed "SEVEN-CARD STUD" with its programmable player personalities. My brother's girlfriend would slam in the "PAC-MAN" cartridge every chance she got.

All-in-all we had a good time and everyone was glad I had brought the Atari on vacation. Plus I made two new FORTH converts.

Tom Schaeper



## NEXT MEETING -

HOLIDAY INN - 1735 N. 35E FRWY  
TAKE VALWOOD EXIT OFF 35E NORTH.  
CONFERENCE RM 1  
TIME: 2:00 PM DATE: APRIL 2, 1983

## MEETING AGENDA

1:00 TO 2:00 SALES  
2:00 TO 2:30 BUSINESS MEETING  
2:30 TO 2:45 GENERAL QUESTIONS  
2:45 TO 3:15 TECHNICAL QUESTIONS  
3:15 TO 3:45 BREAK, NEWSLETTERS AND SALES  
3:45 TO 5:00 DEMOS ETC.

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Half Page - \$25.00  
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Purchasing : Jack Withrow 680-8947  
                  Ed Kobus 492-2922  
Education : Jeff Rutherford 1-727-2945  
BBS : 214-589-1254  
Library : Ernie Runyon 817-595-2243

The clubs Technical Reference Manuals are available for  
\$5.00 + \$1.50 shipping or pick up at club meeting. A real  
good deal for a 104 pages that are nicely bound (spiral  
spine).



ATARI COMPUTER USER GROUP of DALLAS  
(A.C.U.G.D.)

...an independent user education group not affiliated with ATARI, INC. This is the official newsletter of the A.C.U.G.D. and is used for the education of its members as well as dissemination of information concerning ATARI computer products.

Subscriptions are \$16.00 per fiscal year, beginning in January and prorated each quarter. Other user groups may obtain free subscriptions with exchange of newsletters.

All material may be reprinted in any form, provided that A.C.U.G.D. and author, if applicable, are given credit.

ATARI COMPUTER USER GROUP  
of DALLAS

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