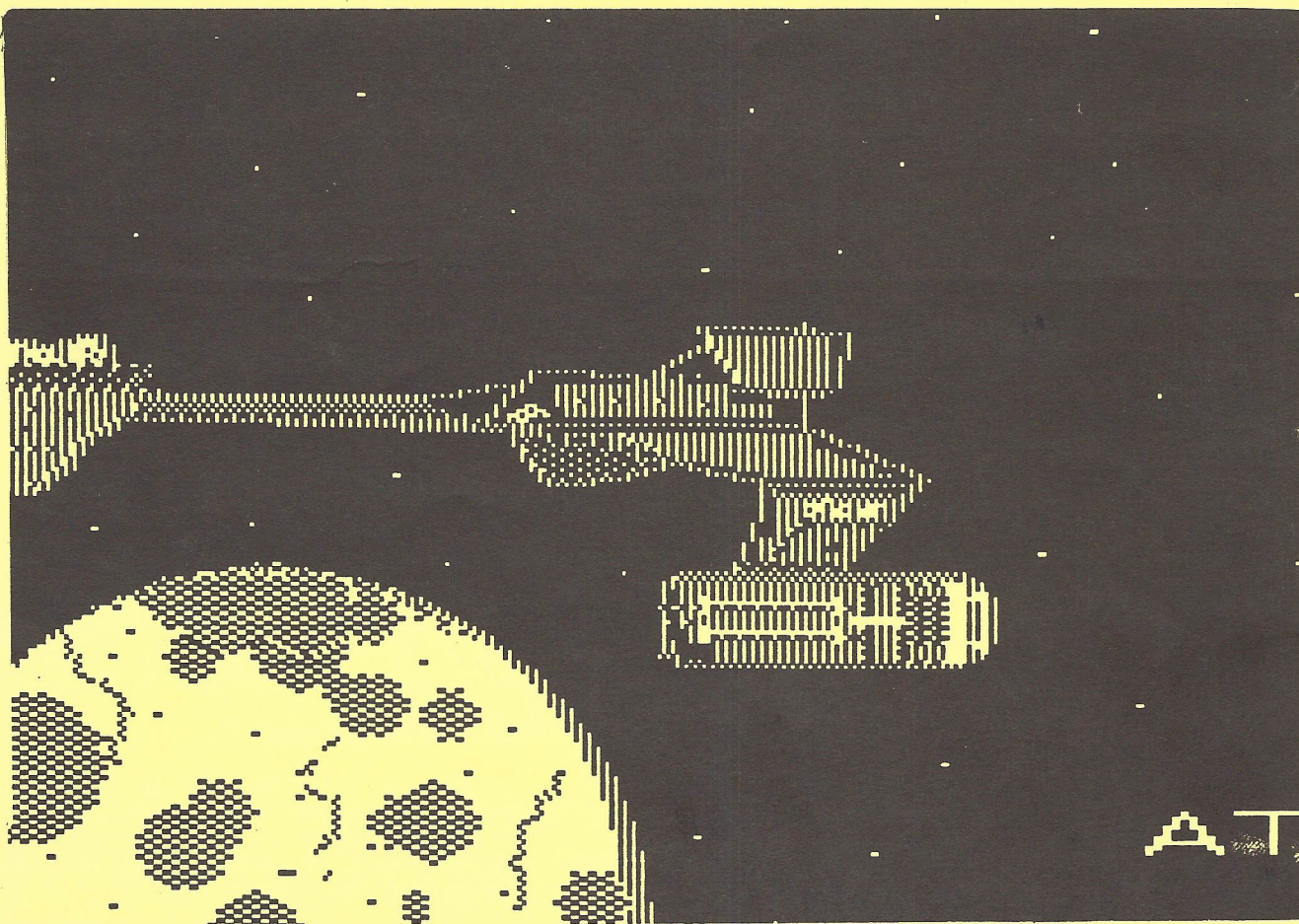


DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 6 ISSUE 2 FEBRUARY 1985



PRESIDENT'S PERSPECTIVE

The BIG news this month is the NEW machines that Atari announced at CES, a total of 6 machines (that number has since grown to 7). In addition to the new computers, Atari is bringing out a whole line of peripherals; printers, disk drives (hard and floppy), and monitors. And the prices are incredible! First let's take a look at the computers.

THE "XE" COMPUTERS

These computers (4 of them) are based on the 6502C chip and will run the current line of software (if software authors observe all the rules). The 400/800 and XLS use the 6502 chip (the forefather of the 6502C). The operating system for the NEW machines is the same as the XL system. The 65XE appears to be the 800XL with a new case. The 65XEM is called the MUSIC machine and has 8 voices. The 65XEP is a portable model with a 5" monochrome monitor and built-in disk drive. The 130XE sports 128K of RAM! They all sound GREAT!

THE "ST" COMPUTERS

WOW! This series is based on the 68000 chip (like the Apple Macintosh). BUT the rest of the machine is far different from anything on the market today (including the price). The GEM (Graphics Environment Manager) operating system was developed by Digital Research Inc and supports icons, drop-down menus, 2-button mouse, windows, bit block transfer, vector drawing, real time clock and virtual device interface (1.33 megabyte serial transfer rate per second). There are three 32K-bit mapped graphic modes: 320x200 pixels in 16 colors, 640x200 pixels in 4 colors, and 640x400 pixels in monochrome. Color selection is from a choice of 512 colors (8 levels of red, green, and blue). The plug-in cartridge will host a 128K addition to the 192K operating system. The choice of video ports (all built-in) include standard TV signal, composite video, RGB monitor, and High resolution monochrome. The standard interface ports include Centronics parallel printer, RS232C serial modem, disk interface (hard and floppy), and two joystick ports (one configured for the mouse). The keyboard has its own microprocessor and sports a separate, 18-key numeric keypad and separate cursor keys. The sound generator supports 3 voice channels internally and MIDI interface controls for external music synthesizers. There are two announced choices for language: Basic or Logo. The 130ST comes with 128K RAM and the 520ST comes with 512K RAM. A third ST with 256K RAM is said to be "on the way".

PRICES

The real NEWS on these machines is the pricing! The prices listed below were downloaded from Compuserve (ANTIC byline).

| | |
|------------------------------|---------------|
| 65XE COMPUTER | \$120 |
| 65XEM COMPUTER | not finished! |
| 65XEP COMPUTER | less than 400 |
| 130XE COMPUTER | less than 200 |
| 130ST COMPUTER | 399 |
| 260ST COMPUTER | 499 |
| 520ST COMPUTER | 599 |
| 500K 3 1/2" DISK DRIVE | 199 |

| | |
|-------------------------------------|-----|
| 250K 3 1/2" DISK DRIVE | 149 |
| DOUBLE DENSITY 5 1/4" | 150 |
| 10 MEGABYTE HARD DIRVE | 599 |
| 300 BAUD MODEM | 50 |
| 14" COLOR COMPOSITE MONITOR | 199 |
| 12" GREEN MONITOR (WITH 80 COL)... | 149 |
| 12" RGB ANALOG COLOR MONITOR | 299 |
| HIGH RESOLUTION MONOCHROME | 199 |
| DAISY WHEEL (12 CPS) PRINTER | 149 |
| DOT MATRIX (80 CPS) PRINTER | 149 |
| NON-IMPACT COLOR (50 CPS) PRINTER | 150 |
| NON-IMPACT BLACK (20 CPS) PRINTER . | 99 |

And the BEST was saved for last: Atari is pricing all software at \$49.95 or less for both the XE and ST series! YES, my order is "in" for a 520ST!

68000 ASSEMBLY CLASS

In February I will be attending the Motorola school for 68000 assembly programming. By the time the new Atari machines arrive (late March) I will be ready to teach a similar class for DAL-ACE. You may call me at 231-4402 for sign-up on this class. I would recommend that students have previous assembly level programming experience.

FAREWELL

Well, this my last time to write the President's Perspective. It has been a good year for me and I greatly appreciate the fine support I have received from the membership. During the next year I hope to publish several Atari programs (for both the new and old machines). Maybe I'll get the final version of *Wordman* finished. Many THANKS for the experience!

Respectfully Jim Chaney

EDITOR'S STRINGS

ELECTIONS:

What direction do you want the club to go; what do you want from the club (what are you willing to contribute); what did you like or not like in the past; what is the attitude and philosophy of the candidate; who made a contribution of time and/or effort in 1984?

1985 will be a pivotal year for DAL-ACE. The actions of ATARI will be felt in every user's group in the nation (new product, support for old product, compatability). Will the DAL-ACE officers elected be flexible enough to handle the challenge of current and new members needs?

MEMBERS CONTRIBUTE:

Morris Stephens has volunteered to be the DAL-ACE Newsletter Advertising Manager. Thanks, Morris.

John Pellet has contributed Spell Wizard to DAL-ACE for use by the Newsletter Staff. Thanks, John.

New User's Corner

By Dave Gillen

Welcome to DAL-ACE! If you are new to the club you will want to read this article to get an idea about what goes on in your club. If you are an "old-timer", you should read this, too! You never know what you may be missing.

This column will appear periodically to share with you some of the aspects of DAL-ACE. Many times we just take your money, give you a newsletter and let you figure out for yourself what's going on. Well, I hope to guide you a little on your journey through the home computer maze.

DAL-ACE is a collection of folks that are interested in Atari computers and in sharing information about Atari computers. We're all here to give some and get some in return. I hope you are, too.

Let me start by telling you about the meetings. Once a month, we get together for a meeting. We try and hold this meeting on the first Saturday of each month. Sometimes the gathering place isn't quite so cooperative! If we can't meet on the first Saturday, we will tell you the meeting date in the newsletter.

Monthly meetings are broken into three parts: socializing, business meetings, and socializing/demos. Yes, we do a lot of socializing! While we socialize, you may buy things from the vendors, see a demo, buy disks from your club library, participate in a clinic, sell something at the garage sale table or just hob-knob with other Atari enthusiasts.

Our business meetings are unique, too. Yes, we do all of the boring stuff like tell you the bank balance, number of members, announcements (or silence) from Atari, and general club business. Then we turn the floor over to you. You can stand up and sell something (that's where I first met the current president), ask for some quick help on a technical subject, shout out the latest price for a disk drive you saw at a store, or just sit back and take it all in.

After the business meeting we put on a demo or provide a guest speaker. If you have something to share (don't be afraid either) see the Vice President (his number is on the back of the newsletter). He's in charge of arranging the programs that you see.

Does it all end with the meeting? No, of course not! We have periodic classes on several subjects (generally programming languages). There are Special Interest Groups (SIGs) that get together on their own (about once a month) and shoot the breeze on whatever they're all interested in! Check inside the back cover of the newsletter for the SIGs that presently exist. If you

don't see what you want, raise a flag and DO something about it! This is YOUR club.

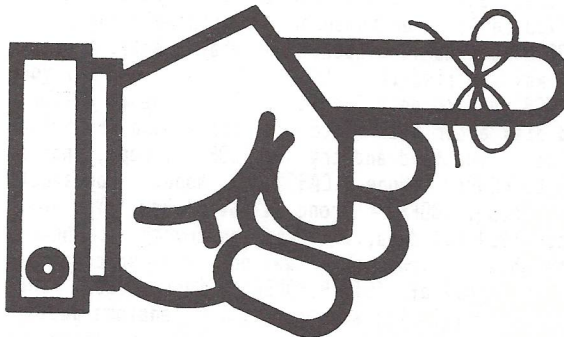
In between meetings you can stay in touch with other Atari enthusiasts through the club's bulletin board. An electronic bulletin board is a computer system connected to the public telephone network with a little box called a modem. The bulletin board is a place for posting messages (topics of interest, help on a subject, sale of something) and transferring programs. In order to use it, you must have a computer with a disk drive, a modem, and a program that uses the modem. For more details, contact the DAL-ACE VOLUNTEER for the BULLETIN BOARD who is listed on the back of the newsletter.

Before I forget, let me mention a little more about this newsletter that you're reading. We're very proud of the newsletter. We disseminate club news and events through it. If it appears in the newsletter, it's official! The newsletter thrives on articles submitted by club members, though. So, please contribute as often as you can. We'll take ANYTHING ORIGINAL! Pictures, program reviews, hardware reviews, gripes, programs, if you can think of it, we can use it! See the NEWSLETTER EDITOR in the DAL-ACE VOLUNTEERS on the back of the newsletter for more information.

Yeah, I'm just about out of words but I have one more thing to mention. That's your club library. It's a collection of programs that other club members have written or programs that we have obtained the rights to reproduce. You can buy from it during the meetings.

You can contribute new programs ANYTIME! We have some high quality stuff in it so take the time to browse through the library's catalog during the meeting to see what we have. If you have questions or contributions (please!), see the DAL-ACE VOLUNTEER for the DISK LIBRARY on the back of the newsletter.

Welcome to YOUR club!



DON'T FORGET!
Contribute an article this month.

DAL-ACE
Disk Management System

Submitted by Morris Stephens

A new disk has been added to the Club Library this month; and in their continuing search (read: desperation) for creative contributions (filler) for the DAL-ACE Newsletter, the newsletter editors have allowed (forced) me, the genius (hacker) who created (pieced together) this masterpiece (MASTERPIECE), to describe (muddle through) the operation of the program and explain at an intellectual (simplistic) level you can understand, just what this program will (is supposed to) do.

Picture, if you will, the following scene: (or perhaps you need only recall your experiences from last night):

BEFORE:

Here you are in your computer room (kitchen) sitting at your desk (dining table) with floppies strewn all over (some actually in their protective sleeves), power cords dangling from every side like jungle vines, and last week's nacho chips crunched underfoot. At the December Club meeting you won a taped version of that big 1977 hit from Hactivision, "MS QBERT." Loading this 150 to 200 times a day from tape (or more often if you don't have something even more exciting, like Apecks' ultimate intellectual offering, "My Third Alphabet), takes a lot of time. So you decide to transfer the program to disk; and, since it's such an important program, you want it on a disk by itself as a bootload program. After all, you certainly don't want to hide it on a disk with such losers as the notoriously dull "Pengo catches Donky Kong, Jr. in a Crossfire on a Kid's Grid in Twotonhams Land resulting in sheer Kayos" or the super boring trio from Broaderbuns: "McAdam's Apple Panic", "T.I.B.M. Panic", or "TRASH 80 Panic." And, somewhere buried in the clutter before you (or behind you, or under you), is a nifty utility program that will do just the very thing you want. But, how to find it? You have no file index or disk list, and you don't have the disks labeled. And worse,...you can't even remember the program's name. Is it BOOTCOPY? DISKCOPY? BTLDCOPY? Or what? Well, there's only one way to find it - trial & error. First, you load in DOS (and in only 3 tries). Then, one at a time, you feed disk after disk into your drive and check the directories. You find and try BOOTCOPY....nope, that's not it. DISKCOPY? Nope. CASSDISK? Nope. How about CASSBKUP? Nope. OOPS! Wrong %&##@!! key. You just wiped your 1984 tax data,... and the crunch you heard under the wheel of your chair was not a nacho chip, it was your only copy of "STRIP POKER." Sorry Zelda. And so it goes....until the wee hours.... Tensions build, your blood pressure rises, and precious time is wasted.

Does all that sound familiar. Do you say you've relived this scene over and over? Well, Bunkies...your troubles are over (sound of trumpets). For DAL-ACE brings you... (drum roll)... "DIM\$" (Disk

Management System), the ultimate in disk organizing software (actually, it helps keep track of all programs, cassette and cartridge as well as disk programs. So I suppose, for accuracy's sake, it should have been named APROMS - A PROgram Management System - but I didn't really care much for that name. Anyway....on to the next scene:

AFTER:

As (Adrienne, Adrian) holds open the car door, you step from your sleek black Rolls Royce Shadow, custom cobra-snake-skin attache case securely cuffed to your left wrist. Catching (Adrian's, Adrienne's) meaningful glance as you ascend the gang plank to your 45 foot Columbian ketch (the smallest in your fleet of 4), you nod to (Nicole, Nicholas) who smiles knowingly as (she, he) casts off the main bow line. You enter your private stateroom where (Bridget, Brian) assists you in removing your blue blazer, brushes you lightly, and then reluctantly retreats aft. (Felicia, Philip) helps you don your favorite silk lounging jacket, gently massaging your back as you sit down in front of your 4-drive, 10,000 magabyte A800 XL Supercomputer. (Melissa, Miles) smiling enticingly, pushes back the top of your extra wide Thomasville roll top computer desk, automatically triggering the power switch built into its guide tracks, and thus awakens J'CN. "Good morning (Sir, Madam). What is your pleasure today?" he asks. You gently brush aside (Elinor's, Elliott's) carressing hands and reply, "I wish to translate into Euclean terms, Kant's categorical imperatives, to determine if it is possible to overcome, through mathematics, the fallacies attributed to his meta-ethical system as postulated in the 'Critique of Pure Reason'."

"(Sir, Madam)," prompts J'CN, "if you will insert your DIM\$ Master Disk into my primary drive I will locate the Euclean Translator program for you."

(Clarissa, Clark) steps forward and removes the cuffed case from your wrist, winking as (she, he) retreats to the far wall. You twist the heel of your left shoe and remove a key from the secret compartment, then insert it into the lock of the left latch as (Candace, Kent) retrieves another key from a safe hidden in the floor beneath a lush hand-made Persian rug. (She, he) then inserts this key in the right latch, gently stroking your arm with (her, his) fingers. You give (her, him) a scolding glance as the two of you simultaneously turn the keys, careful not to set off the alarm and the 1/2 pound explosive device. The case opens and you remove the DIM\$ Master Disk. You then hand it to (Rene, Randall), pretending to ignore the alluring aroma of the (Midnight Magic, Brut #9) (she, he) had (added to her morning's bath milk, applied after his morning's shave). As (she, he) inserts the disk into the primary drive, J'CN further prompts, "Now, please insert the data disk into Drive #2."

"A call from the Pentagon!" (cooed Colleen, called Colin).

"Take their name and number." you ordered.

(Joceline, Joshua) hands you the DIM\$ data disk (she, he) retrieved from the safe hidden behind one of the Picasso's donning the stateroom walls. After a brief moment of silence, which is broken only by the whispery whirring of two turbocharged laser disk drives, J'CN remarks, "(Sir, Madam), there are two versions of the Euclean Translator. Shall I call up the descriptions to determine which is the most appropriate for the task?"

"Yes, please." you reply.

"On printer or screen?" J'CN inquires.

"Screen will do."

As the description is scrolled across the 8' X 8', 1000 pixels per square inch, super high resolution wall monitor, you quickly determine that it is the second version that is needed. J'CN indicates that that version is located on Disk #2010 which (Sonya, Sonny) quickly retrieves and inserts in Drive #3. A flick of a single key and the task begins.

In the silence that follows, you reflect upon the recent changes in your life. You cannot suppress a slight feeling of smugness, and a satisfying smile forms on your lips. "All this," you think to yourself, "because of DIM\$. And for such a small investment....a mere pittance of the \$10,000,000 left to me by my dearly departed Uncle Reginald."

OK! OK! Maybe some of these changes won't happen (unless you also happen to inherit \$10,000,000). And if you wear a hat and live in the Valley Ranch Estates, you still might not become a coach for the Dallas Cowboys. But DIM\$ will help you solve your disk keeping problems (and it could also attract good looking (women, men).

At any rate, to be Sirius for just a brief period, DIM\$ will perform many, if not all, of the same functions of expensive commercial disk management programs, and more. With it, you can create a database index of all your programs, whether they are disk files, cassette programs, or cartridges. You can index, sort, update, delete, search, scan, and you can add lengthy descriptions, instructions, and other comments (something you cannot do with other disk management programs.) You can then print your catalog, with or without the comments, print labels, and print individual directories. Using the disk labeling program, you can print labels with a list of all the programs contained on the disk, and in alphabetical order if desired. (The labeling program is designed to be used with 5" labels. These labels can be purchased from me, from Crystal Computer Products, or from various office supply or computer supply stores.)

The program also performs many DOS functions, displays disk directories, and allows the user to search for a program, review the description on the monitor, and then Run the selected program, including many binary programs, direct from the DIM\$ program with the press of a single key.

A printer is not necessary to make good use of this program, but it is recommended. However, if you don't have one or don't have access to one, let me know and once you have created your database and catalog files, I will be glad to print it for you (for a very small fee).

This program is not wholly original. It is more the result of what I call "patchwork programming." The foundation for the program consists of 3 programs (all previously published in the Club Library), merged and greatly modified. One of these programs is an indexing program from the Eugene, Oregon club, one is from an unknown source, and the 3rd is a program I wrote and submitted to the Club last year.

In addition to the DIM\$ programs, there is a Menu program (which supports up to 4 drives, double density format, and MYDOS) and a program to set printer controls. The printer control program was written for the Gemini printer, but should also work with Epson printers with little or no modification, and on other printers with some minor modifications. Some modifications may also be necessary on the labeling program. Please let me know what modifications you may make, whether for your printer or for other reasons, and whether on the main program or one of the support programs, so I can incorporate those changes in the master copy.

Finally, I will give a free copy of the disk to the first person to contact me with the correct origin (or derivation) of J'CN's name.

A SAMPLE OF DIM\$ IS ON NEXT PAGE ----->

*** DATA PERFECT BUG ***

by John Pellet

BUG:

I have Data Perfect version 2.02 from LJK and I just encountered a very strange bug while using it on my new 800XL. The program runs perfectly and everything works EXCEPT it will not print ANYTHING. The program acts and sounds like it is printing but my Prowriter just sits there silently waiting. Most perplexing.

SOLUTION:

It is very easy to fix, however. Just pre-boot Translator "A" and everything is back to normal.

SAMPLE CATALOG LISTING AND LABELS USING DIM\$

| | | | | | |
|-----|----------|-----|-----|-----|--|
| 42. | DISKPEEK | UTL | 038 | 001 | DISKPEEK is a disk utility for viewing individual sectors of a disk. It reads the sector specified by the user and then displays it's contents as a matrix of hexadecimal bytes or ATASCII characters. The sector number can be specified in decimal ('361') or hexadecimal ('\$169'). Type RETURN to toggle from one display format to the other. |
| 43. | DISKTAPE | UTL | 035 | 006 | Disk to Tape backup. |
| 44. | DISKTST2 | UTL | 023 | 001 | DISK TEST TWO is a BASIC program which tests Disks and Disks Drives. This program is extremely slow (15-20 minutes), and will REFORMAT the disk(s) used in the test. |
| 45. | DKBTODKF | UTL | 017 | 002 | Utility program to convert Disk Bootload program to regular Binary load file. (Unable to make work.) |
| 46. | DSKLABEL | PRN | 039 | 008 | Disk Directory Labeler with option to print in alphabetical order. |
| 47. | DSKSPEED | UTL | 012 | 001 | DISKSPEED is a BASIC program which determines the Disk drive speed. |
| 48. | DUPLDISK | UTL | 036 | 006 | This program will duplicate all programs other then DOS. It can be used under DOS 2.05 to copy DOS 1 disks to DOS 2.05 format disks. |
| 49. | EMENU | LST | 012 | 002 | LISTed Menu subroutine (without disk read routine). |
| 50. | EPURGE | LST | 015 | 002 | LISTed utility program which can be used as multi-file delete. |
| 51. | EQUATE | ASM | 041 | 003 | K-DOS System Equate file (???) |
| 52. | ERRORS | LST | 040 | 004 | Subroutine to print error messages |

```

*** DIM$ ***
DIM$ .UTL 185   DIMS2 .UTL 089   DIMSDOC .XXX 092   DOS .SYS 034
DUP .SYS 070   LABELER .PRN 087   LABELER .PRN 089   MENU .SYS 045
RUNDIMS .ARI 002

101 FREE SECTORS
    
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#22          $$$ MY FIRST ALPHABET $$$          V.2
DOB .BYB 039   AUTORUN .BYB 003   ALBONS .      042   CLOWN .      020
ALPHABET. 030   PICTURES.0 004   PICTURES.1 021   PICTURES.2 004
PICTURES.3 021   PICTURES.4 003   PICTURES.5 021   PICTURES.6 003
PICTURES.7 020   PICTURES.5 005   PICTURES.9 021   PICTURES.A 006
PICTURES.8 004   PICTURES.6 007   PICTURES.D 007   PICTURES.E 005
PICTURES.F 004   PICTURES.C 008   PICTURES.M 003   PICTURES.I 007
PICTURES.J 004   PICTURES.K 004   PICTURES.L 007   PICTURES.N 008
PICTURES.N 007   PICTURES.D 006   PICTURES.P 006   PICTURES.O 007
PICTURES.R 006   PICTURES.S 006   PICTURES.T 006   PICTURES.U 006
PICTURES.V 006   PICTURES.W 005   PICTURES.X 004   PICTURES.V 005
PICTURES.Z 009   .      000   $ALPHABET - 000   V4.5A 0.00 000
.      000
242 FREE SECTORS
    
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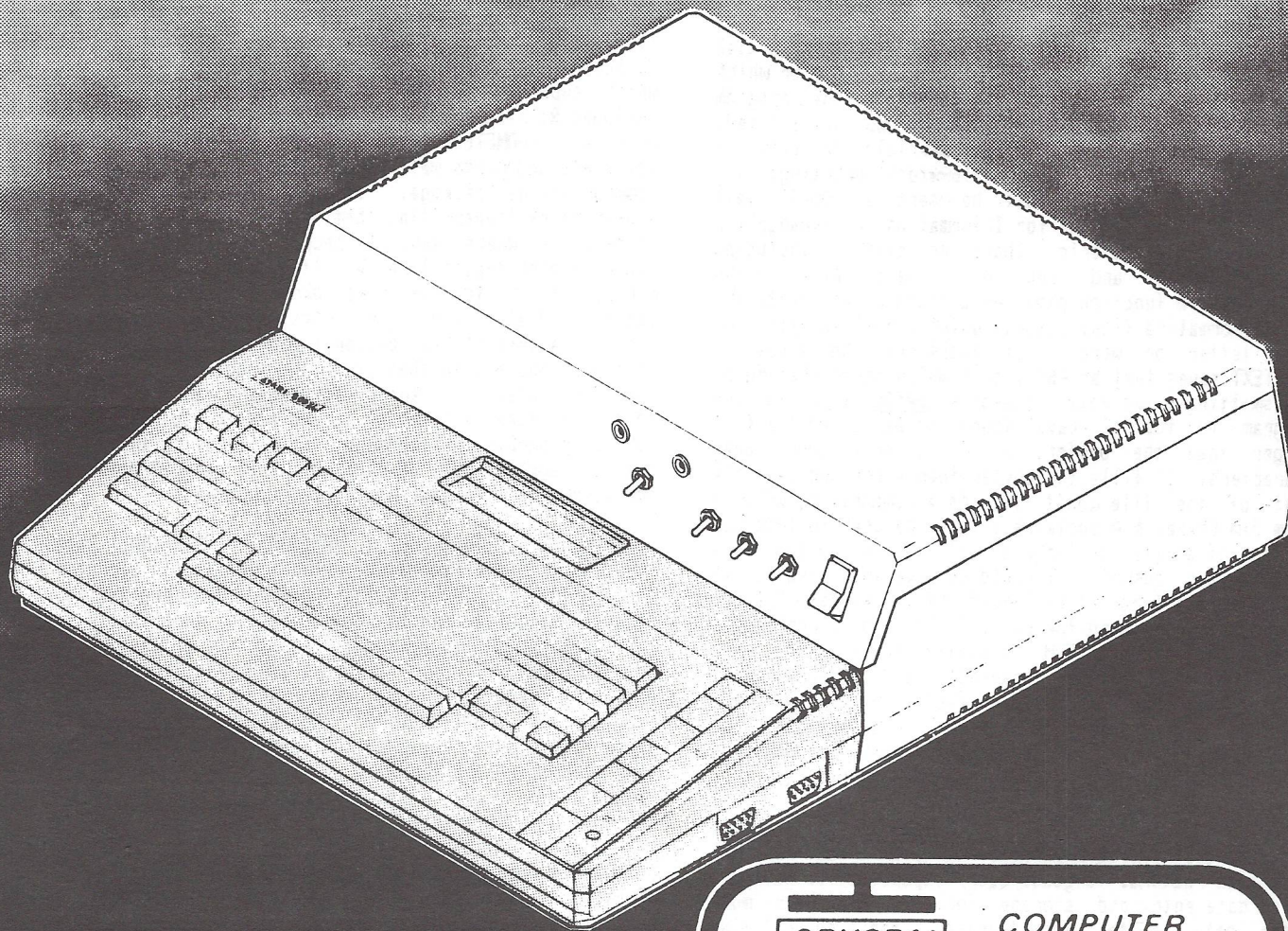
GIVE YOUR ATARI® MORE GUTS WITH THE XL-EXPANDER™

THE POSSIBILITIES OF THE XL-EXPANDER ARE ENDLESS:

- * Modem or Modem Interface
- * Printer Interface with Buffer Upgradeable to 64K
- * RGB Interface
- * Tape Interface
- * Disk Controller
- * Voice Synthesizer & Recognizer
- * Eprom Programmer
- * Burglar Alarm Controller
- * Telephone Answerer
- * Robot Controller
- * Co-processor for CPM & Other Functions
- * Extended Ram
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- * Protected AC Outlet for Peripherals
- * Triple Cartridge Board

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For more information call between 2pm and 9pm. John Blaschka (214)-370-8210



CRYSTAL

COMPUTER
PRODUCTS

*** SOFTWARE REVIEW ***

by John Pellet

HOMEPAK

HOMEPAK by Russ Wetmore from Batteries Included is an integrated package of HOMETEXT - a word processor, HOMEFIND - a natural language database, and HOMETERM - a telecommunications program. Each program is selected from a booting menu and is capable of sharing data in a limited fashion.

HOMETEXT is a user-friendly word processor that anyone can have up and writing in a few minutes. It makes extensive use of the three console keys to pull down menus used to run the program. The SELECT key pages to the file handling menu (load, print, print-preview, delete, etc.). The OPTION key pulls down the special features menu (justify, margins, underline, etc.). The START key pulls down the text manipulation menu (delete block, find string, etc.). Each menu item can be selected by a single keystroke. For the advanced user, menu items may be selected by holding the console key while typing the appropriate letter without going to a menu (i.e., OPTION-E will end the current page. HOMETEXT lets you save a configuration file to disk containing things like screen color and text color which the program will use when it is loading. The program supports multiple densities and every DOS that I tried. HOMETEXT supports only three special features - boldface, underline, and double-width printing. All other printer commands must be sent as ASCII text (American Standards Code for Information Interchange - a standard alphanumeric character set) - including changing fonts and sub or superscripts. The print-preview function provides a graphic representation of the formatted final output, using a point or line for each letter or word - it looks neat and is useful. HOMETEXT saves text as ASCII text which makes sharing or transmitting files easy. The only FATAL flaw in the program is that I have found no way to edit a file larger than the buffer, which is only about 6600 characters. It fills the buffer then stops and says the rest of the file won't fit. As a comparison, WORDMAN from Jim Chaney & Associates allows the user to load any portion of a file too large to fit in the buffer - a much better answer. I could forgive this (and do) if the buffer is large (like almost 30K in LETTER PERFECT from LJK) but find the current situation unworkable - especially since HOMETERM can easily create files much larger than HOMETEXT can apparently handle. In summary, a nice, easy-to-use word processor slanted toward the novice user with a major limitation in acceptable file size. If you have LETTER PERFECT from LJK or WRITER'S TOOL from OSS then you won't be tempted to switch.

HOMEFIND is a "natural-language" database that is by far the strangest filing program I have ever tried to use. It gains natural language query capability by having a fixed data entry and storage format. The user must enter data in the form "subject's tag's object" like "Mike's car's new" or "Robert's favorite color's brown." You can then query the system with commands like "who's Robert" which will print all entries about Robert, or "Who's car's new" which will print the above entry about

Mike. Very different. The program also has no report generator except to echo what's on the screen - I see no way to use it to generate labels, for example. Just as in HOMETEXT, you can store several parameters in a configuration file which will be read when the program loads. I'm not really sure what you do with HOMEFIND. It certainly will not replace DATA PERFECT from LJK or SYNFILE from Synapse. It might let a novice user get started but the limits of what can be done seem pretty low to me.

HOMETERM is a name that should be very familiar to Compuserve users since it has been under discussion in C'serve SIG*Atari for about 6 months. It is the first non-public terminal emulator or communications package I have used and it has some great features. But first some bad news. It does NOT work with all Atari bulletin boards. As near as I can find out, the original Atari BBS software implemented Christensen's Xmodem protocol in a non-standard way. HOMETERM supports the original Xmodem protocol, such as used on Compuserve, and attempts to support most Atari implementations. It seems to have been fairly successful - I had no trouble downloading from the DALACE BBS but could not upload at 1200 baud. Also, ATR8000 users cannot use the program without a customizer program available on Compuserve which supports the MYDOS RS-232 handler in place of the included R: handler - a minor point. Now for the goodies. HOMETERM allows fast and efficient file transfers and works well as a 40 column (or 38 column) communications package. It allows you to compose full lines before transmitting them - great for CB or SIG conferences where several people are sending, or if you're a poor typist like me. It also stores up to 10 macros of up to 120 keystrokes each which allows automatic dialing and logon to most systems. It allows storing a default plus optional configurations to disk, including macros, so that you can toggle C'serve and DALACE setups, for example. In summary, a nice program that is noticeably superior to and easier to use than public programs like AMODEM. It will run on any Atari but is hampered by a lack of full upload/download compatibility with some Atari bulletin boards.

HOMEPAK, a collection of HOMETEXT, HOMEFIND, and HOMETERM is the first major software release I have seen since Atari changed hands. It provides word processing, database managing, and telecommunications capability in one package at an extremely attractive price. While only HOMETERM will rival the more sophisticated products available separately for the Atari, all provide a user-friendly, well-designed, and integrated approach to three areas of interest to most computer users. If you have had your Atari for only a little while and are trying to get started in word processing or telecommunications then I can recommend this package without hesitation. If you are a heavy user of Compuserve then HOMEPAK will probably be worthwhile for HOMETERM alone. If you consider yourself a sophisticated user and you already have a favorite word processor, database, and terminal emulator then you will probably not replace any of them with HOMEPAK.

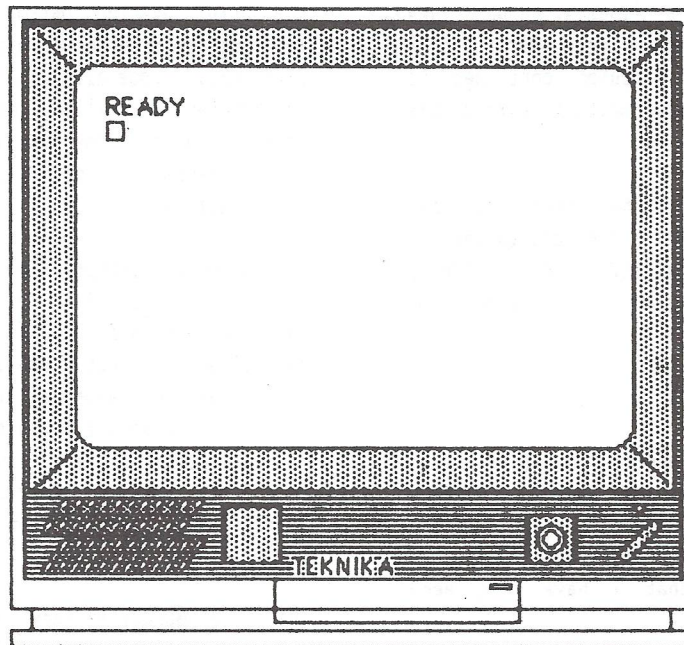
HOMEPAK is available from Toys-R-Us for under \$40.

THE NEW

TEKNIKA MJ-10

AS SEEN IN THE FEBRUARY 1985 ISSUE OF
ANALOG COMPUTING

IN OUR OPINION, THIS IS THE BEST COMPOSITE MONITOR
ON THE MARKET TODAY.



13" COLOR HI-RES MONITOR
SEPARATE VIDEO INPUTS / NTSC COMPOSITE VIDEO
HIGH QUALITY SOUND
WILL ARTIFACT IN GRAPHICS BUT REDUCES ARTIFACTING IN TEXT
EASY-EYE SCREEN
WILL REPRODUCE CLEARLY DEFINED 80 COLUMN TEXT
ACCURATE REPRODUCTION OF ALL ATARI COLORS
LIST PRICE \$299.00

METROPOLITAN'S PRICE: \$270.00

SOME WORDS OF CAUTION

by Jeff Golden

Don't print envelopes in your Atari 1027 printer.

The clearance between the print head and the paper is very close. There is only enough space for a single sheet of thin typewriter paper.

There is a row of spring fingers that hold the paper away from the printhead. When an envelope is inserted, or even a heavy piece of paper, these fingers are pressed outward into the path of the print head. The print head snags the fingers, bends them into a pretzel, and then locks in place over the bent finger. In the meantime, the computer continues to send characters to the printer which is making some very strange noises.

Needless to say, my printer has not been the same since I printed an envelope. I did manage to get six pages of beautifully printed output, (for my \$260), before destroying the printer. This brings up my second word of caution.

If you are considering buying a 1027, DON'T.

I really can't believe that I bought one either. With three other printers around the house, I needed another one like a hole in the head. I was looking for a small light-weight printer that could be carried around, and all the reviews that I have read were positive.

Well here is a 1027 review that is not so positive.

If you can afford to pay \$43.33 per page, then this is the printer for you. On the other hand there are a large number of sturdy dot matrix printers on the market, in the same price range, and they can print on envelopes, and labels, and anything else that you can stuff into them. They will also run up to 25 times faster than the 1027.

If you need a letter-quality printer, there is one on the market that is built like a tank and was originally designed to sell for \$800. Lately it has been discounted to \$299, and can be found on sale at \$245.

Getting back to the 1027. It is very slow, and was measured at less than 5 characters a second. Printing

is done with a horizontal cylindrical print head, that jiggles back and forth as the characters are aligned to be printed. The print hammer is located behind the paper, and has the unwanted attribute of embossing vertical columns into the paper.

The printer noise is tolerable. My kids came up with a perfect description of the printing sound. It sounds like a popcorn popper. Since it takes varying amounts of time to position the print head, and the hammer is slapping the paper from behind, you get an uneven popping sound, at about the same level as a popcorn popper.

You get only one type style, elite, and there is only one print spacing option, 12 characters per inch. Most dot-matrix printers will give you 5, 8, 10, and 16.5 CPI. Some also include graphics, and there are dot-printers that allow you to download different fonts, and even the daisy-wheel printers will allow you to change the type font. The 1027 has none of these features.

Ink is applied directly to the faces of the type slugs by means of an ink roller. There is no ribbon to replace, which might sound great, (according to the advertisement), but then you remember that there are ink rollers to replace. The roller is small and appears to have a limited capacity. I can't tell you how long one will last, since my printer wore out before the roller. Atari provides 2 rollers with the printer, and I have not yet found a local source for new rollers.

The 1027 manual is very thin, mostly pictures. Only one programable print option is listed, underlining.

The printer does have one nice feature that I liked. When you list BASIC programs that have inverse messages in them, the messages print as normal text, not garbage. The <> signs, which are lacking on most daisy wheel printers, also print. Just make sure that your programs are short ones. Anything longer than six pages might expose one of the above problems, that is if you live that long.

If the above sounds like a negative review, it is. My only wish is that someone had taken the time to write a similar review before I had plunked down my hard-earned cash. If one of you out there has had a positive experience with this printer, please write an opposing review for us. It would make me feel better to learn that my decision to buy this printer was not, necessarily, a foolish one.

TEXT DATA IN GRAPHICS MODES

by Jeff Golden

The following BASIC subroutine will enable you to paint character data on your graphics screens.

Plotting characters, pixel by pixel, with BASIC code is not very fast, but there are some advantages. You can place your characters anywhere in a picture, and you can also use upper and lower cases at the same time. Painting a message slowly across the screen can give a static picture a little bit of animation.

As mentioned, the routine supports upper and lower case. It also supports graphics and inverse characters and punctuation. The routine should work in any of the graphics modes that are supported by the BASIC PLOT command.

On line 540, the value entered into TXT\$ is in inverse mode. Also the first and last characters within the quotes are spades, (control-semi-colon).

On line 760, the character between the quotes is a control-X.

To print characters, set X and Y with the PLOT location of the upper-left corner of the first character, set TXT\$ with the character string, and GOSUB GRTEXT, (line 140). An example is in lines 580-600.

```

100 REM *** TEXT IN GRAPHICS ***
120 DIM TXT$(20):GRTEXT=160:GOTO 500

140 REM *** TEXT SUBROUTINE ***
160 CHARSET=PEEK(756)*256
180 FOR TXT=1 TO LEN(TXT$)
190 CHAR=ASC(TXT$(TXT)):INVERSE=0
200 IF CHAR>127 THEN CHAR=CHAR-128:INVERSE=1
210 IF CHAR<96 THEN CHAR=CHAR-32
215 IF CHAR<0 THEN CHAR=CHAR+96
220 CHAR=CHAR*8+CHARSET:YY=Y:XX=X
230 FOR LINE=CHAR TO CHAR+7
240 MASK=PEEK(LINE):BIT=128
250 IF INVERSE THEN MASK=255-MASK
270 IF MASK>=BIT THEN MASK=MASK-BIT:PLOT XX,YY
280 IF BIT>1 THEN BIT=BIT/2:XX=XX+1:GOTO 270
300 YY=YY+1:XX=X:NEXT LINE
310 X=X+8:NEXT TXT:RETURN

```

```

500 REM *** TEST FOR GR.TEXT SUB. ***
520 GRAPHICS 7:COLOR 3
540 TXT$="␣DAL-ACE␣":X=47:Y=32
560 GOSUB GRTEXT
580 TXT$="Dallas, Texas":X=30:Y=45
600 COLOR 1:GOSUB GRTEXT
620 COLOR 2:X=10:Y=25:GOSUB 800
640 X=75:Y=7:GOSUB 800
660 X=140:Y=25:GOSUB 800
680 PLOT 52,60:DRAWTO 52,65
690 DRAWTO 112,65:DRAWTO 112,60
700 PLOT 102,65:DRAWTO 88,78
720 DRAWTO 77,78:DRAWTO 62,65
740 TXT$="00":X=75:Y=67:GOSUB GRTEXT
760 TXT$="␣":X=79:Y=73:GOSUB GRTEXT
780 END

```

```

790 REM *** DRAW CACTUS SUBRTN ***
800 PLOT X,Y:DRAWTO X,Y+8
820 DRAWTO X+8,Y+12:DRAWTO X+8,Y+18
840 DRAWTO X+12,Y+18:DRAWTO X+12,Y-5
860 DRAWTO X+8,Y-5:DRAWTO X+8,Y+8
880 DRAWTO X+3,Y+6:DRAWTO X+3,Y
900 DRAWTO X,Y:RETURN

```

SORCERER

reviewed by Steven Markley

Sorcerer, the second in the Enchanter series, is another great game from Infocom. Like Enchanter, magic is prevalent in this game. When faced with the problem of a locked door, instead of finding the key, a spell must be used. This adds an interesting twist to the game.

In Enchanter there was an apprentice sorcerer, out to "do in" the evil necromancer Krill. After completing that quest he was given the honorary title of sorcerer. This game starts with you, as the young sorcerer, in the complex of the Circle of Enchanters, your peers at a picnic, and Belboz your mentor missing. Your job, find him.

One of the nice things about recent Infocom games is the packaging and documentation. As much time is probably put into the package as is put into the game. There is nice art and a cleverly written manual. Another thing about the package is that Infocom uses it as a sort of soft protection. Some of the puzzles can't be solved without information from the documentation. Sorcerer is one of those games, and if you don't know that, it can be quite frustrating. I just thought I would warn you.

I recommend this game highly, it is great fun and should give you many hours of frustration. Sorcerer can be purchased for around \$40 at the meeting.

Nuff' said

ANTIC ONLINE NEWS

SPECIAL BULLETIN

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Atari Corp. unveils new products and image

Sunday, 6 January 1985

by MICHAEL CIRAOLO, Associate Editor, Antic

Las Vegas--Officials from Digital Research Inc. said today their company has signed the first in a series of agreements with the new Atari Corp for DRI's GEM operating system extension.

This move, combined with DRI's commitment to independent software developers, is expected to bring a wide variety of software to the top-of-the-line Atari computers.

GEM (for Graphics Environment Manager) will run on the Atari ST line of 16-bit microcomputers, which are based on the 68000 microprocessor.

Noted for its ability to enable icons, pull-down menus, windows and mice, GEM also simplifies the job of the software developer, according to DRI's Tom Byers.

"Digital Research has taken graphics abilities into the software realm," said Byers. "With the new Atari, the furnishings--the windows, menus and so on-- are included in GEM. The technological barriers to programming are gone."

Digital Research is currently working with about 10 independent software developers now, and will be hosting a seminar in February for about 150 major software developers.

Following next month's seminar, attendees, attendees will be given GEM toolkits to aid in the development of 68000 software.

DRI's development software will allow independent software vendors to write software for the Atari ST machines on any MS-DOS computer.

Thorn EMI/Perfect Software, Chang Labs, Lifetree Software and Matrix have all agreed to write GEM software to take advantage of GEM's user interface, according to DRI officials.

Future software developers can look forward to seminars across the country, toolkits from DRI and one-year access to a toll-free telephone number for immediate technical support.

Because GEM works independently of operating systems and languages, it is compatible with PC-DOS (version 2.0 and up), MS-DOS and Concurrent DOS.

There is no specific development language for the new Ataris, although Byers recommended C.

Part of the GEM package is the Application Environment Services (AES) supplement. AES includes subroutine libraries to monitor and respond to user input from mouse movement, mouse button clicks, keyboard entry and so on.

Libraries also include software that lets a programmer write a menu in text form and have it translated into pull-down menu form, and several storage/retrieval managers to keep track of graphics, icons and the screen under a pulled menu.

Contrary to earlier reports, the ST operating system was developed specifically for the Atari, although it did have its roots in CPM 68000, according to Byers.

ANTIC ONLINE NEWS
SPECIAL BULLETIN

Tramiel opens Atari up to software artists

Sunday, 6 January 1985

by MICHAEL CIRAOLO, Associate Editor, Antic

Las Vegas--Atari chief Jack Tramiel promised the Software Publishers Association that he would open Atari up to software developers.

"I'll open the new Atari machines up the way Apple opened up the Apple II," Tramiel said. "I need your help, and will give you any support you need."

Tramiel promised technical and financial support for those writing software for his new ST line of 16-bit, 68000-based personal computers.

The former head of Commodore also said he would try to put the new ST machines in the hands of software developers by the end of January, three months before the computers are available on retail store shelves.

Software publishers reacted with a wait-and-see, yet warm attitude to Tramiel's announcement.

Tramiel said he was expecting entertainment, business, educational and scientific software.

"We are serving everyone," Tramiel said, stressing that the ST line was a series of personal computers, not home machines.

Tramiel said he would give financial support to "any young man with good ideas who is starting a business. I'll give him some money for the work he's doing for us."

When asked about continued support for the 8-bit XE series, Tramiel told publishers that he would support an entire line of XE computers and peripherals as long as the consumer continued buying them.

Tramiel said that he had been working with Digital Research for over nine months on the ST design. He stated that Tramiel Technologies Ltd. would have brought the ST series to market, even if he had not bought Atari from Warner Communications. Tramiel said that the sophisticated consumer was "bored with the 6502 technology," and that the ST series was the "most exciting upgrade path" available at the lowest possible price.

At the end of the conference, Tramiel answered a question regarding disk drives with a very surprising quote. "Atari will be introducing a 15 Megabyte hard disk compatible for the ST series for under \$400 before June CES."

MC68000
16/32 Bit Microprocessor

The MC68000 is a 16-bit MPU with 17 general purpose 32-bit registers, a 32-bit program counter and a 16-bit status register. The first eight GP registers (D0-D7) are used as data registers. The next seven GP registers (A0-A6) and the system stack pointers can be utilized as address registers and pointers for software use. The data registers can be used for different data sizes. These sizes are: byte (8-bit), word (16-bit), and long word (32-bit) operations. The MPU has a 24-bit address bus (actually it is 23-bit address line and a hi byte and low byte select lines which gives you 8 megawords or 16 megabytes of memory) and a 16-bit data bus. Five basic data types are supported by the instruction set. These data types are: Bits, BCD digits (4-bits), Bytes (8-bits), Words (16-bits), and Long Words (32-bits). The MPU has 14 address modes of six basic types: Register Direct, Register Indirect, Absolute, Program Counter Relative, Immediate, and Implied. The suprising thing about the 68000 is that it only has 56 instruction types and a total of only 98 actual instructions. The actual 16-bit op-code that the system uses is a combination of an instruction and an addressing mode, GP register number, an op-mode, instuction specific data, or any combination of the four. (instruction specific data is such information as shift direction, branch conditions, operation size, etc.) This provides you with over 1000 actual instructions, but keeps the total number of instructions small.

The MPU can perform ADD and SUBTRACT functions on BCD digits in groups of two digits. It can also MULTIPLY and DIVIDE binary numbers in these formats: 32-bit/16-bit =>32-bit and 16-bit*16-bit =>32-bit. The signed DIVIDE is the slowest instruction to execute on the 68000. It takes 170 clock cycles or 21.25 microsec. at a clock speed of 8 MHz. This means that you could divide any 32-bit number in memory by any 16-bit number in memory over 47,000 times in one second!!

If you are interested in more information several books are available. The first is published by Howard K. Sams & Co. and is called "68000: Principles and Programming" by Leo Scanion. You should be able to order this book though the Howard Sams section of CIS.(GO SAM) The second book I would like to recommend is "M68000 Programmers Reference Manual" available from Motorola Semiconductor Products Inc. P.O. Box 20912, Phoenix AZ, 85036; document # M68000UM(AD4).

***** PERSONAL ADS *****

Personal Ads are printed free of charge for any paid up member of DAL-ACE. If you have something to sell (COMPUTER ORIENTED PRODUCT) or need something for your system, send your "copy" to the newsletter address by the 15th of the month for publication.

FOR SALE:

MPC auto-dial d.c., 300 baud modem \$ OPEN
Mosaic 64K SELECT board \$ OPEN
CALL Bob Strong at 867-5264

GEMINI 10X PRINTER NEW \$175.00
STAR STX80 PRINTER NEW \$ 50.00
MPI DISK DRIVES
80 TRACK, SSDD, MODEL B91 \$100.00
80 TRACK, DSDD, MODEL 92 \$125.00
9"AMBER MONITOR by NEWTEK \$ 75.00
DUAL DISK DRIVE UNIT /p.s. & cable use w/ATR8000
MPI drives: 1-40 track, 1-80 track, both SSDD
Eligant oak + black metal case ALL FOR \$300.00
CALL Charles Davis 724-8084

All 1983 issues of COMPUTE \$ 20.00
CALL Kathy Barros at 530-2353

MPC EPROM Programmer \$ 75.00
ATARI 800 48K (almost new) \$140.00
ATR-8000 16K (new) \$250.00
CALL Wes Newell at 423-2697 to make offer.

ATARI 800 w/128K Mosaic board and Fast Chip
Micro MainFrame Disk Drives:
one SS/DD
one DS/DD w/printer interface and 40K print buffer
Amdek Color Monitor
Riteman printer (Epson compatible)
Hayes 300 modem w/R-Verter software
MPP-1000c Modem
2 each 16K memory boards
Software: Monkey Wrench II, Letter Wizard w/Spell Wizard, Data Perfect and 28 other orginal pieces of software.
Prefer to sell as system
Call Ed Conway at 780-9756

FileManager 800+ (new) \$ 19.00
ATARI EDITOR/ASSEMBLER +4 ASM LANG./6502 BOOKS . \$ 35.00
CALL Myron Walters at 691-3401

WANTED:

ATARI 800 and 2 ATARI 810 DRIVES (unmodified)
CALL Dave Gillen at 245-2732

I will give \$5.00 for five (5) orginal copies (good condition) of page 43/44 of ANALOG #13.
CALL Bill Williams at 817-465-5964(res) or 266-2529(work)

DAL-ACE VOLUNTEER EXPERTS (HELP WHEN YOU NEED IT MOST)

Need help with a computer question or problem? That's one of our functions as a club! SHARING KNOWLEDGE And there is no need to wait till the next club meeting. Listed below are volunteers to help with simple or simply staggering problems. If you need help, call one of our EXPERTS!

Select a name from the list below. In order to somewhat equitably distribute the workload, we suggest that you select the name that is closest in the alphabet to yours. You will notice that each listing includes a letter in parentheses; (B), (I), or (A). The letter B indicates that the volunteer is willing to help users at the Beginning level. The letter I indicates help for users at the Intermediate level. And the letter A indicates Advanced help.

Most of these people work during the day, so we suggest calling during the evening. Also, please don't call after 9:00 p.m. unless you have already made such an arrangement with one of the volunteers.

DAL-ACE RESOURCE EXPERTS

| | | |
|-------------------|----------|-----|
| Bailey, Bill | 271-4784 | (B) |
| Chan, David | 495-8207 | (B) |
| Clarke, Tim | 331-4058 | (B) |
| Davis, Bo | 270-5544 | (A) |
| Dunayer, Adam | 680-9018 | (I) |
| Gillen, Dave | 245-2732 | (I) |
| Gonser, Bill | 642-1430 | (B) |
| Hafele, Harry | 348-7745 | (I) |
| Maxham, Mark | 238-5949 | (B) |
| Mullens, Dow | 272-3004 | (B) |
| Nelson, Albert | 357-8436 | (A) |
| Newell, Wes | 423-1781 | (I) |
| Oradat, Cecil | 690-3155 | (I) |
| Parker, Travis | 840-9586 | (I) |
| Penn, Tandy | 235-8463 | (I) |
| Pennington, Jerry | 223-8132 | (B) |
| Rabinek, Tom | 681-2280 | (I) |
| Rush, Jeff | 661-1289 | (I) |
| Sadow, Phil | 644-3325 | (I) |
| Sagor, Fred | 424-0291 | (I) |
| Scott, Ron | 436-0297 | (B) |
| Sladeczek, Joe | 276-1443 | (B) |
| Taylor, Frank | 242-4958 | (B) |
| Wiant, Jim | 690-4188 | (I) |
| Williams, Edmund | 286-3934 | (I) |
| Zegub, Tom | 234-1958 | (B) |

[List updated as of 11/17/84. Please help us keep the list current by phoning corrections, additions, or deletions to BO DAVIS, (214)270-5544. And if you would like to join the list, please feel welcome.]

DAL-ACE NEWSLETTER STAFF

The Newsletter Staff is made up of DAL-ACE volunteers. If you would like to assist with the Newsletter, or if you have a submission or suggestion, please contact the appropriate staff member listed below.

ART: John Henson, 691-4154

SOFTWARE: John Pellet, 792-3175; Myron Walters, 691-3401

HARDWARE: Mark Maxham, 238-5949

PROGRAMMING: Dave Gillen, 245-2732; Jeff Golden, 252-3268

BOOKS AND MAGAZINES: *** THIS POSITION IS OPEN ***

PRODUCTION: John Pellet, 792-3175; Jeff Golden, 252-3268

DISTRIBUTION: Roger and Steve Markley, 231-6918; Cathy Barros, 368-8499; and David Miller, 391-1926

ADVERTISING MANAGER: Morris Stephens, 1-214-525-6483

EDITOR: Myron Walters, 691-3401

NEWSLETTER HELP WANTED!!!

There are still a few unfilled positions on the Newsletter staff. Please let me know if you'd like to volunteer. Here's what we need:

SIG EDITOR: Contact SIGs each month to find out about activities and meeting schedule.

BOOK AND MAGAZINE REVIEWER: Review the publications which cover the ATARI. With the announced new computers, this would be a great benefit to the membership.

Call Myron Walters to volunteer for one of these positions or to help in any other area.

NEWSLETTER SUBMISSIONS

Submissions will be accepted in any form. However, it is extremely helpful if your submission(s) can conform to the following format:

Condensed print.

Column width: 56 characters per column (3 7/16 inches).

Column length: 9 inches (either 6 or 7 lines per inch).

Right margin justification used with text.

Submitted to newsletter both printed out and on disk.

NEWSLETTER PRODUCTION SCHEDULE

MARCH Newsletter: Copy should be turned in by March 4th. The production meeting will be Saturday, March 9th at 1:00 pm in the home of Jim Chaney 916 E. Berkeley, Richardson.

APRIL Newsletter: Copy due and meeting on March 30th.

DAL-ACE CALENDAR

NEXT MEETING MARCH 23, 1985

FEBRUARY:

- 2nd at 3:00 Adventure SIG
- 13th at 7:30 "C" SIG
- * 22nd at 7:30 EXECUTIVE BOARD
- 27th at 7:30 "C" SIG
- See March NEWSLETTER MEETING

MARCH:

- 9th at 1:00 NEWSLETTER MEETING
- 13th at 7:30 "C" SIG
- 23rd at 12:00 DAL-ACE MEETING

* tentative date

-----> <-----
 --> SIGS <--

"SIG" is the acronym for "Special Interest Group". These groups are composed of members having a common interest in a specialized area of the general computing field. These specialized areas range from languages, to applications and special features of the ATARI. Join in with one of the groups listed below and get more out of your computer! If you would like to start a new SIG, send your name, phone number, and a description of the subject to Jim Chaney, DAL-ACE, 916 E. Berkeley, Richardson, Tx 75081. Deadline for all SIG information is the 15th of the month.

--> GRAPHICS <--

Members interested in the GRAPHICS SIG, please contact Sandra Stephens, 827-0493.

--> ADVENTURE SIG <--

The Adventure SIG will meet February 2, 1984 after the regular DAL-ACE meeting in the small room at 3:00 pm. Contact Steven Markley at 231-6918 for additional information on this BRAND NEW SIG.

--> "C" SIG <--

"C" is a language SIG. There will be two Wednesday meetings in February: 2-13 and 2-27

NOTE: At press time the location of the meetings has not been determined. Call Jim Chaney's the day before the meeting for the location.

Contact Gary Sewell at 214-727-6567 or Jim Chaney at 231-4402 for information on the "C" SIG.

RICHARDSON CIVIC CENTER - RICHARDSON, TEXAS
 DIRECTIONS: From LBJ (635), take Central Expressway (Highway 75) North to Arapaho Road in Richardson. Turn left (West) on Arapaho Road. The Civic Center is on the left between the Hwy 75 service road and the Richardson Public Library. Guest are WELCOME!!

MEETING AGENDA

- NOON TO 1:00 SALES (VENDORS & CLUB)
 DEMONSTRATIONS
 NEWSLETTER DISTRIBUTION
 NEW MEMBER REGISTRATION
 GUEST REGISTRATION
 SOCIALIZING
- 1:00 TO 2:00 SPECIAL PROGRAMS
 DEMONSTRATIONS
- 2:00 TO 3:00 BUSINESS MEETING
- 3:00 TO 4:00 SIGS

VENDOR RESERVATIONS

Vendors may reserve table space prior to the meeting by calling Jim Chaney (231-4402). Fee collections and table assignments will begin at 11:45, after which the vendors may begin to set up their areas. Those tables which have been reserved but not yet claimed by 12:30 may be purchased by other vendors at that time. Prepaid reservations will not be released. Space assignments will be on a "first come, first served" basis, unless prepaid. The current meeting facility allows for approximately 30 vendor tables.

NEWSLETTER ADVERTISEMENT

Personal FOR SALE or WANT ads are free to current members.

COMMERCIAL RATES:

- Full page (7 1/2" H by 9" V) \$35.00
- Half page (7 1/2" H by 4 1/4" V) \$25.00
- Quarter page (3 1/2" H by 4 1/4" V) ... \$15.00

Commercial ads must be camera ready. Ad deadline is the 15th of the month. Mail or deliver copy to DAL-ACE Newsletter, 4033 Southwestern Blvd, Dallas, TX 75225.

**** DISCLAIMER ****

The articles and advertisements contained in this newsletter reflect the opinion of the respective author. Members are encouraged to offer opposing opinions on any subject (relevant to computing) at any time. We will not, knowingly, publish fraudulent or malicious material. The purpose of this newsletter is to present information for your consideration ... the reader, is the final judge of any product or advice presented...MLW

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DAL-ACE BULLETIN BOARD 931-1046

DAL-ACE DALLAS ATARI COMPUTER ENTHUSIASTS

DAL-ACE is an independent, user education group not affiliated with ATARI, INC. This is the official newsletter of DAL-ACE and is intended for the education of its members as well as for the dissemination of information concerning ATARI computer products.

DAL-ACE membership is \$16.00 per year. This newsletter is written, edited, and published by club volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their membership renewal month appears as the first three (3) letters on the address label.

Other ATARI user groups may obtain copies of this newsletter on an exchange basis.

ALL MATERIAL IN THIS NEWSLETTER MAY BE REPRINTED IN ANY FORM, PROVIDED THAT DAL-ACE AND THE AUTHOR, IF APPLICABLE, ARE GIVEN CREDIT. LIKEWISE, PORTIONS OF THIS NEWSLETTER ARE REPRINTED FROM OTHER NEWSLETTERS AND ARE SO NOTED.

DAL-ACE

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