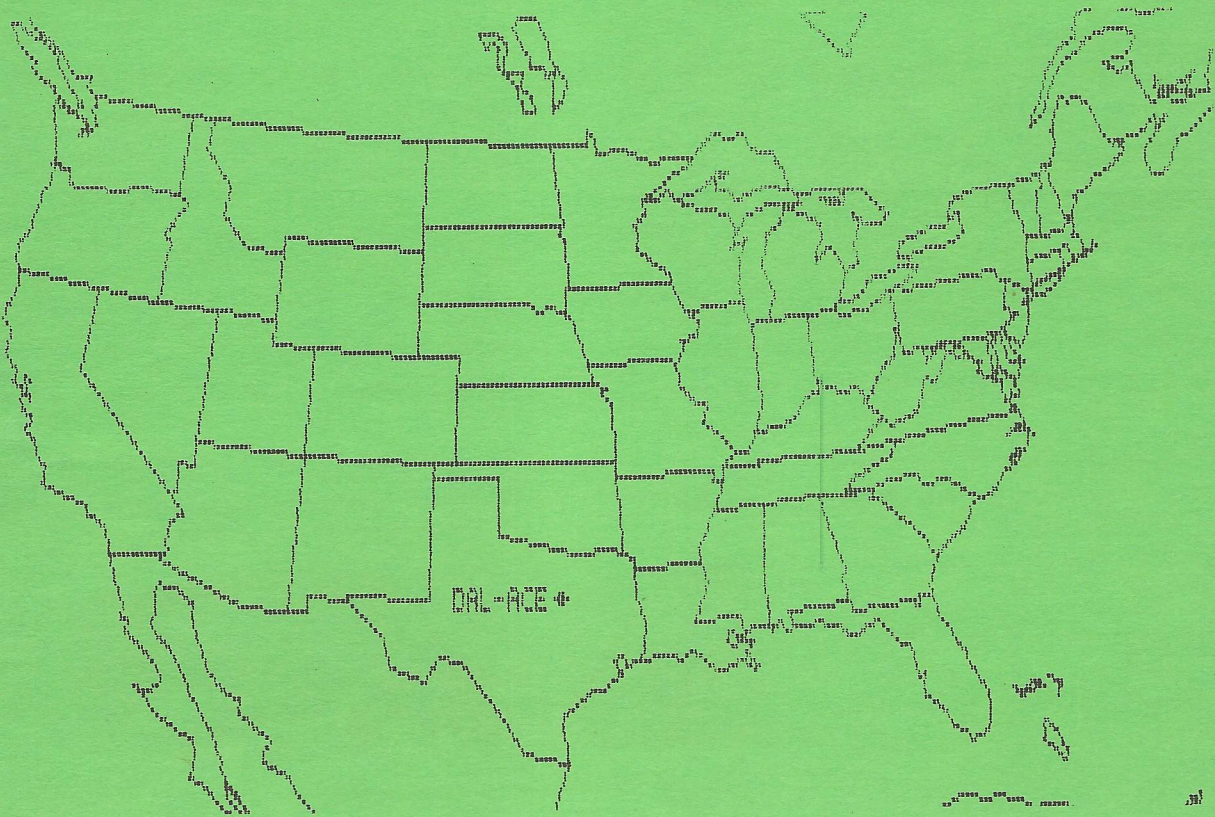


DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 7 ISSUE 2

FEBRUARY 1986





President's Perspective  
Dateline, Dallas: 22Jan86

Hello and goodbye!

This is my last perspective as the president of your club. First, the news and then I'll philosophize.

#### Garage Sale

This is a reminder that Our Fantastic Garage Sale is back. It's reincarnation at The Infomart has a new twist, though. In order for us to make it work, we must justify it as a money-making event. So, it will cost you \$1.00 or 10% of whatever you make. The LESSER of the two. This is the fee we are charging for the privilege of setting up at the table. Actually that's pretty cheap! There will be a can for you to make your deposit in. The table will be available during the same times as our club sales in the vendor area.

#### Whither Goes the Amiga?

Normally, I refrain from writing about the computer marketplace. I generally do this because I'm usually the last to find out about what's going on! This time, though, I think I may have something.

In reading some of the stories from several networks, I came across this little tidbit about Commodore:

"Commodore announced two plant closings and associated write-downs that may result in a loss for the 2nd quarter ended Dec. 31, retreating from a profit projection the company made a few days ago. A semiconductor plant in Costa Mesa, Calif., and a computer assembly plant in Corby, England will be closed. There will be 300 workers dismissed in the States and 250 in England, reducing total workforce to between 3,000 and 3,500. A spokesman said the company would have a pre-tax operating profit. Sales of Commodore's new Amiga have been at the low end of the company projections - partly due to a lack of software that can take advantage of its graphics and video capabilities."\*

Dare I say that the Amiga's days may be numbered?

#### Annual Meeting

This is our annual meeting. The items of business to be conducted today are:

Approval of amendments to our bylaws  
Election of the board of directors

The exact text of the amendments is in last month's newsletter. Essentially, these amendments adjust the club's fiscal year to coincide with the calendar year and establishes when the new officers' term of office begins. The reasoning for these amendments is to synchronize the availability of new officers with the requirements of the Dallas Computer Council. It should make life a bit easier for our representatives.

Here again is our slate of officers.

President  
Larry Dineen  
John Pellet

Vice-President  
Morris Stephens

Vice-President Of Communications  
Susan Henderson

Treasurer  
Don Adams

Secretary  
Ralph Green  
Mark Lewis

Members-At-Large  
Rod Ashmore  
Ed Conway  
Frank Corlett  
Jeff Golden  
Randy Ochmann  
Mark Salas

It should be pointed out that we will elect 4 Members-At-Large.

Nominations are not limited to the slate, however. Additional nominations will be accepted from the floor prior to the election. Also, all candidates will be asked to say a few words about their intentions. Questions may also be asked at that time.

#### What Is This User Group Stuff All About?

Many times I wonder why people join our club and what they expect from it. In my many readings, I came across an article in the DALTRUG newsletter\*\* that best sums up what I think a user group is all about:

"I am a very strong proponent of user groups (not just ours--all of them). User groups provide the best and most reliable source of information for serious computer users. Membership and active participation in a user group gives you access to a local network of experts who can assist with virtually any computing problem you may encounter. But, unless you get involved and get to know 'who knows what', you stay in the dark."

The author continues by suggesting that "the value you get out of...(your club)...is proportional to the effort you put into...(it)." What have you done for DAL-ACE today? What has it done for you?

#### Swan Song (Thanks To...)

Well, as I said, this is my last perspective. I have enjoyed my two years on the board of directors in different capacities. Whether you know it or not, all of you have taught me quite a bit. This was my first attempt at managing a large group of people. I hope that I have served you well.

I also hope that a little bit of me has rubbed off onto



you. It always makes me feel happy when I find out that I've contributed to others in some way.

This year was brought to you by many people. It takes a lot of work to make this club a success and I would like to recognize those folks who have made this a great year.

First, to our ever-diligent BBS SYSOP, Howard Chang. A big THANK YOU. Our BBS is in great shape and I trust will be even better in 1986.

Next to the folks that make sure you get your newsletter if you decide not to pick it up yourself...thank you Kathy Barros, Roger and Steve Markley, and David Miller. An extra thanks goes to Roger for his regular trips to the printer.

And what about our club library? Thank you Jeff Golden for making it the best ever. I don't know the names of your assistants, Jeff, (shame on me) but they deserve kudos for their work on Saturdays.

Thanks to Marc Salas and all of the folks that made this year's Toys for Tots the best ever!

Ahhh but there's more. There's your ever-vigilant board of directors:

Thanks to Bob (and his patient wife, Dee Ann) Dain for housing our board meetings. The food was always great, the chairs comfortable, and the environment warm. I'll miss those meetings the most.

Many of our better (and sometimes stranger) ideas come from our lesser-known Member-At-Large, Tim Clarke. I hope those ideas never stop.

Thanks to John Olson for stepping forward at that needed moment and becoming our Secretary.

Thanks to our trusty Treasurer, Don Adams. You play a mean devil's advocate, Don!

This year's programs have been great, thanks to our surviving Vice-President, (the one you seldom see) Morris Stephens.

Finally (I saved the best for last), thank you John Pellet. John has been a strong support during some of our more trying times this year. He's also been an outstanding newsletter editor. Walk up and shake this man's hand the next time you see him!

And thanks to all of you for keeping me honest!

Will I be fading away into the sunset as others have done? No, I'll still be around. In fact, there's been this rumor floating around that I'm going to be your next newsletter editor...well, all I have to say about the rumor is, "Look folks, I need those articles by Saturday!"

#### Closing

For the last time, I want to thank you for reading my perspective of things. Remember, you really DO know more than you think! Be ENTHUSIASTIC and enjoy your club.

Dave

\* This tidbit was attributed to the January 10, 1986 issue of The Wall Street Journal, page 4.

\*\* Reprinted from John McGinty's article in the December, 1985 issue of the DALTRUG Newsletter, titled "Editor's Memory Dump."

#### BOARD ACTIONS

15 January 1986

A quorum of the Board of Directors took the following actions:

\* Authorized purchase of desk, chair, and disk holder for the ST BBS by the SYSOP.

\* Authorized funds to establish a bulk mail permit account at the Richardson Post Office, simplifying newsletter mailing procedures.

\* Authorized purchase of the following equipment for the BBS and demonstration purposes: 1) power strip/surge protector, not to exceed \$35; 2) 2 phone line surge protectors, not to exceed \$30; 3) a monochrome display (TV or monitor), cost not to exceed \$100; 4) an 800XL, not to exceed \$75; 5) a 256K Newell upgrade, not to exceed \$85; and 6) an ST case, not to exceed \$25.

\* The following issues were discussed, but no action was taken: 1) DCC events and relations, 2) appropriate followup for members who do not renew, and costs and methods for doing so, and 3) purchase of a printer or alternatives for the ST BBS.

#### Atari ST ROM Installation

Courtesy of Batteries Included, Inc.

BI recently installed a set of TOS ROMS in our 520 ST without the benefit of any documentation from Atari (not even socket numbers for the chips). I thought that others may have difficulty with the installation so have outlined the process here. It is NOT possible to do this without some experience soldering, etc.

Tools needed: Philips screwdriver  
Slot screwdriver  
Needle nose pliers  
Fine soldering iron (not a gun!)  
Fine jumper wire  
Desoldering wick or tool



Parts needed: 4 - 0.1uf bypass capacitors  
 6 - TOS ROM's  
 1 - fine solder (about 12 inches)

- \* Remove all cables and open the case (6 screws on the bottom).
- \* Unplug keyboard cable.
- \* Straighten metal twist tabs holding top of metal shield to bottom.
- \* Remove top metal shield.
- \* Remove 3 screws holding main board to bottom of case (near rear of ST).
- \* Lift out main board and bottom metal shield together (this may take some wiggling and twisting).
- \* remove bottom metal shield from circuit board.
- \* There should be 6 28 pin sockets near the front left corner, with sockets U4 and U7 filled.
- \* There should also be a jumper wire running from pin 3 of resistor pack RP2 to a solder pad located in the notch of socket U3. If not, your machine is different from mine and you are on your own!
- \* Mark and remove the two EPROMs from sockets U4 & U7. Store them in anti-static material.
- \* Install the 4 bypass capacitors in locations C1, C2, C4, C7. This may require that the holes be desoldered first.
- \* Remove the jumper from RP2 to U3.
- \* Remove the solder bridges from the underside of the EPROM sockets joining pins 27 & 28. This is important! Check for solder splatter and make sure that the pins are still properly soldered to their own pads.
- \* Carefully jumper pin 3 of RP2 to pin 27 on all 6 EPROM sockets in a daisy chain fashion. This finishes correcting the alterations Atari makes to the board so they can use a pair of 2764 EPROMs instead of the 27256's the board was made for.
- \* My TOS EPROMs were labeled L0, L1, L2, H0, H1, H2.

They are installed in the following order starting with the rearmost socket:

U2 - H2 U3 - H1 U4 - H0 U5 - L2 U6 - L1 U7 - L0

Watch the orientation of the notches on the chips! As usual, using this info is at your own risk. All I am saying is that this is what my 520 ST needed.

Put the system back together, don't leave the metal shields out, and connect it up. The system still needs the floppy to pick up desk accessories, etc, but otherwise boots from ROM.

Good luck, Keith Hope, Sr. Eng., Batteries Included

### CES - The First Day

By Jack Powell, January 9, 1986

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Las Vegas, NV - The Consumer Electronics Show! Only six weeks have passed since ANTIC attended the massive COMDEX in Las Vegas (just enough time for three holidays, two turkeys and an armload of gifts). And now, here we are - back in "Sin City" for an equally massive CES.

### FAMILY OF ATARI PRODUCTS

Atari Corp. displayed their "family of Atari products" in a huge booth with over 81 monitors featuring videotapes of everything from Dig Dug on the 2600 video machine to Star Raiders on the 520 ST.

Whereas Atari had displayed primarily ST software support at COMDEX - a show primarily for the high end of the computer industry - their exhibit here at CES is focused on the mass-market; the K-Mart's and the Toys-R-Us outlets.

The Atari exhibit is three huge walls of monitors. Looking from left to right, while standing in the middle of the purple corral, one first sees 12 monitors displaying 2600 games, including Pole Position, Stargate, Moon Patrol, and Joust. The 2600 has been redesigned as a smaller unit and will sell for \$39.95. Release date is expected to be February 1st.

To the right of the 2600 screens are twelve 7800 screens. The 7800 video game machine was developed by the previous Atari company and exhibited at the June 1984 CES just weeks before Jack Tramiel bought Atari and temporarily squelched the project. The machine features excellent color graphics (due to the "Maria" graphics coprocessor) that appear to be slightly better than the 8-bit computer line, but not quite up to coin-op (or ST standards). Maria has exceptional bit-block transfer capabilities.

At CES, the 7800 was displaying crisper and faster versions of the same games as the 2600, plus Pacman, Xevious, Asteroids, Food Fight, Robotron, Galaga, Centipede, and the first two Lucasfilm games: Rescue at Fractalus and Ball Blazer. Although Atari told us the machine was ready to market immediately, they have not yet settled upon a price. The unit should sell for between \$69.95 and \$79.95.

There were an additional 48 monitors showing videotapes



of mostly ST software coming from third party developers. Unlike the COMDEX exhibit, where Atari was surrounded by third party ST developers (using Atari's equipment), at CES, the third party support was represented on cycling video displays with company title credits.

Atari was also displaying the "Boink" comparison of bouncing balls on the three 68000 machines - the Macintosh, Amiga and 520 ST. Over in the 8-bit area, however, Atari was delighted to have just received a new Boink demo for the 130XE from XEVIQUS - a software store and ST development company from Seattle, which had been responsible for the previous 8-bit Boink.

The latest Boink features a spectacular, spinning 3D fuji in place of the familiar ball. Additionally, one side of the fuji displays the well-known scrolling rainbow. Very impressive. You can find it in DL4 of the 8-bit SIG\*Atari by or before January 14th.

#### STAR RAIDERS

Star Raiders, the classic 8-bit arcade game, is being adapted by Atari for the ST by programmer Rob Zdybel. A demonstration of the ST version was lighting up a monitor in the Atari area. The game is about one-third complete, and there's no warp drive yet, so we can't report on that particular effect - sorry. But the ships are displayed with solid modeling rather than wire-frame. And, currently, the most impressive part of the demo is the control panel on the lower half of the screen. It's a very detailed graphics display reminiscent of the control panel in Koronos Rift. Atari has no price yet on this software, which it hopes to get to market by early March.

Meanwhile, on the 130XE, Atari was showing the long-awaited Star Raiders II. The game looks remarkably similar to a previously unreleased arcader called "The Last Starfighter", which some insiders may have seen about a year ago in a beta version.

But Atari has done a lot of work on the game to improve its playability and make it look more like a sequel to Star Raiders. The star field now moves in response to your joystick giving the illusion of special dogfighting. It's more difficult to lock in on your destination planet and the orbiting algorithm has been fixed so you can slow yourself down by pulling on the joystick - but you can no longer go backwards. This makes bombing runs a lot more of a challenge. Other added goodies include shields, space stations and a tactical display. Star Raiders II should be in the stores very soon at a price of \$39.95.

Atari displayed no new hardware at this CES. The 1040 ST

is not on display, and the rumored 80-column card and 3.5 inch drives for the 8-bit machines were also absent. According to Atari spokesmen, both the 80-column interface and the smaller drives will be announced at the Hanover Fair in Germany.

When the drives are shown, they are expected to be single-sided, holding 325K, formatted. The access time on the 3.5 inchers will be about twice as fast and DOS 2.05 and 2.5 files may be "upwardly" ported to the new drives but you won't be able to port files in the other direction.

Atari will be marketing a packaged 130XE which includes 1050 disk drive, 1027 printer, and bundled software. The "starter package" will sell for \$399, and the software will be Silent Butler, Star Raiders, Music Painter, Paint, and AtariWriter. The package will become available February 1st.

#### THE 1040 ST

Although Atari was not displaying the 1040, they did officially announce its existence. Photos reveal a machine identical to the 520ST, with the exceptions - as previously reported by ANTIC - that the disk drive slot is where the mouse and joystick ports once were, and the ports have been moved to the right-front under the keyboard. The depth of the back section is about 1.5 inches deeper than the width of the current drive slots. Also, it appears as if there is a slightly different eject mechanism in the drive.

The new machine, featuring one megabyte of RAM and built-in double sided disk drive, will sell for \$999.95 (monochrome) or \$1199.95 (color).

Atari has slated the 1040ST for exclusive distribution to "authorized" computer dealers and said the 520ST will be given wider distribution "beyond computer specialty dealers." The 520ST will be aimed toward the consumer who wants to trade up from an 8-bit to a 16-bit.

Atari also announced the availability "next month" of a 20 megabyte, 5.25 inch hard disk peripheral - the SHD-204. No other details were provided on the eagerly awaited peripheral.

Once again, Atari is "packing them in." Every time we stopped by their exhibition area the crowds were thick. ST Software developers are scattered throughout several CES exhibition halls. Over the next four days ANTIC will bring you the latest details and keep you up to date on the products and the press releases.





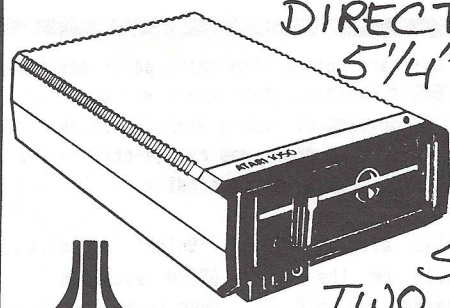
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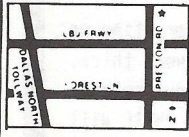
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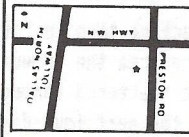
ALL SOFTWARE INCLUDED!

# VIDEOLAND

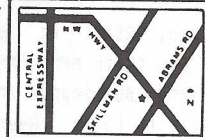
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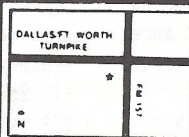
**NORTH DALLAS**  
661-8974  
1340 PRESTON RD  
NORTH OF I-635  
ACROSS FROM SEARS AUTO



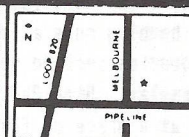
**PRESTON CENTER**  
780-7619  
8301 PRESTON RD  
7 BLOCK SOUTH OF  
NORTHWEST HWY



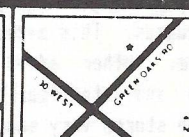
**MEDALLION CENTER**  
368-2838  
309 MEDALLION CENTER  
NORTHWEST HWY AT ABRAMS



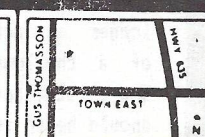
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5827 GREEN OAKS RD  
ACROSS THE STREET FROM  
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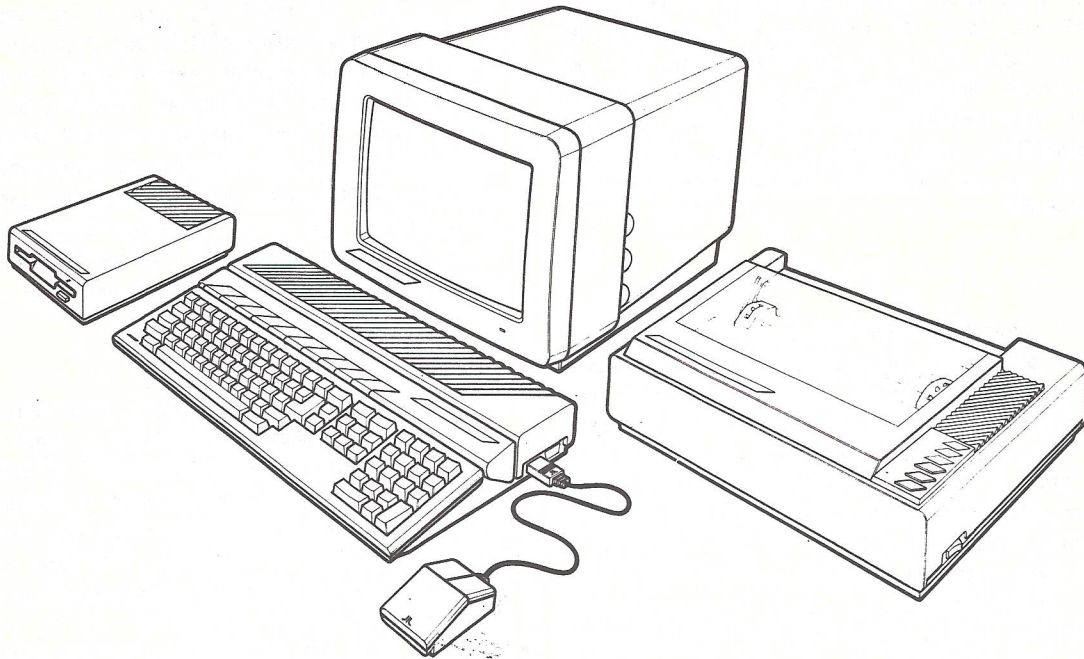
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## ST-WRITER: Power Without Any Price?

By Frank Sommers

Reprinted from Current Notes, December, 1985

Owners and future buyers of the 520ST are seeking a machine with a power and capability that lifts you up, out and beyond available 8-bit machines, including the excellent 130XE. Most, if not all, comparisons of the ST and the Amiga agree that the eye-grabbing animation and sound of the Amiga are countered by the superior word processing capabilities of our loved, cherished and to-be-protected Atari ST 520. But to stay true, we need for this high-powered machine, equally mighty software. Does STWRITER, just issued by Atari, as a hasty transplant for the missing or deceased GEM WRITE, meet that criterion?

## COST

The price is fetching. New buyers will receive the word processing program (along with NEOCHROME, the stand-in for GEM DRAW) free. Current owners can download it from Compuserve, obtain it from their user's group, or acquire it for the cost of a disk from their friendly computer store. This contrasts starkly with Express at \$40, Mince (an editor rather than WP) at \$125, HABA WRITE at \$50, or Final Word (an expansion of Mince) for \$140. But free is less than that if the documentation and the program don't get you up and running, i.e., assist in making you more productive in your writing than you were with your previous writing device or software program.

## DOCUMENTATION

What do you get? STWRITER's documentation is contained on the disk and you read it on your ST after booting and loading TUTORIAL.DOC. Along with this 17-page electronic tutorial comes an 18-page reference manual (REFERENC.DOC) and a quick reference file that provides you with all commands and function controls in four pages (QUICKREF.DOC). The rest of the disk packages contains the STWRITER program, a configuration file for those with non-Epson compatible printers as well as a data file, which you can edit, that contains the relevant printer codes, and, finally, a short file telling you how to start up STWRITER's tutorial.

## PRINTER CONFIGURATION

For those of you with Epson compatible printers the program configures instantly with the running of Config.Prg, a file included with ST WRITER. This generates an auxiliary file on your disk named XYZXX.DAT

that ST Writer looks for and reads, if available, each time you print a file to a printer. The configuration file that comes on your ST Writer is set up for Epson printers and compatibles. Reportedly, a program and instructions to let you customize this file for other printers is available for downloading from the Atari BBS (408-745-5308), and hopefully is available from your local computer store. For those of you familiar with control codes for your printer, usually the decimal equivalents of print characters, you may load the XYZXX.TXT file into STWRITER, and then edit it, with ST Writer, placing printer control codes (decimal values) where indicated. Do not add or delete any lines from this file. If four lines are provided for a particular function (for example, turn underline on), enter whatever decimal codes your printer requires and fill the remainder of the lines with a null byte (decimal 255). Save file when edited and then run STconfig program to create your own customized printer data file.

## FOR THE NOVICE

The package assumes the user may be confronting his first word processor program and starts with due gentleness, succinctly describing what this "beast" is that stares at you, how it will serve you, and after a few insights into typing with a WP, suddenly there you are, being asked to type in your first tutorial. This takes you thru the basic controls, and shortly you are saving and loading a program as though it was old hat. By the time you have finished your second tutorial, you are familiar if not skilled with global search and replace, deleting letters, whole lines, and even blocks of text, which you can also move, copy, delete and restore if in error. The tutorial follows with formatting and printing tricks while the reference manual contains a detailed alphabetical glossary of terms and commands -- this in addition to your quick reference listing.

## FOR THE SKILLED VETERAN

Those scarred soldiers of the 5-year jungle hunt for the best available Atari word processor may remember their first page editor, or the long awaited 1981 Atari Word Processor's 3-inch hard cover, multi-sectioned, 100-page volume that left you wrung out and shaking after several days of intense study, a week of trying and more study. And the slow climb up thru Letter Perfect, Text Wizard, Bank Street Writer, then a new version of LP, and finally Atari Writer, only to be tempted by other Merlinesque potions that might turn your computer into gold, like Paper Clip, Home Text, Writer's Tool and the rest. If you wear those service badges or already are using STWRITER and wonder how others evaluate it, read on.



## COMMANDS AND EASE OF USE

The program loads and splat your screen turns black with white-lettered menu choices capitalized in red. The choices, with two additions, are identical to Atari Writer: Create, delete, edit, load, save, print, and index files to disk. The commands are rather obvious, the usual ones, and are triggered by pressing the first letter of the word.

One of the new boys is the "Receive 850" command which permits you to transfer your old files from your 8-bit Atari to the ST and save them to disk. A handy touch, as you connect your two computers via the 850 interface and a modem cable adapted to the ST and plugged into the interface. After setting up STWRITER and pushing Load, you set up your Atari, load in an RS232 handler, and commanding it to SAVE the file you have loaded into memory for transfer, you assign the name "R:". Push <Return> and watch your Atari file print out on your ST monitor. A magical sight.

Similarly, the new "Save to Disk" command facilitates ready preparation of documentation for your programs, which can easily be reloaded to Printer or Screen, as those of you who have W.A.A.C.E. club disks have been doing to learn about their programs.

Now with all of that, how easy is STWRITER to use? Those of you familiar with Atari Writer or Atari Writer Plus or the old Text Wizard, the forebearer of Atari Writer, will discover that the adjustment is probably greater in using the ST keyboard and its function keys, F1-F10, than it is in adjusting to STWRITER, so similar are the two programs. (Even as I type I have to look to find the ST arrow keys; just not where they were on the ole 800 or 130 XE). So a fair answer would be that there is an adjustment, as there is in switching from any word processor to a new one. In fact most, if they unzip their soul, will admit to having seldom found an easier WP than the first one they used for any considerable time. Switching over to a new one, for the over-15 crowd, demands that most difficult skill, unlearning. And as I confess that, I find myself breaking stride as I try to delete a word, and hesitate between the Backspace key and the Delete key (the first deletes the letter to the left of the cursor, the second the letter or space under the cursor) and unlearn the way I did it with Atari Writer or Paper Clip.

## THE GOODIES

So, where's the jazz in this program!? I shan't plod thru the standard commands, or attempt to use this review as a partial tutorial. The commands are nicely

documented throughout the tutorial manual itself and covered again in both the Quick Reference document and the Reference Manual. With the manual loaded into ST WRITER, a fast search command will glide you thru your document, directly to the item.

One of the first bits of jazz for the power voyeur is catching a print preview of your work exactly in the size and shape it will appear on paper, in either single or double column format. It glides by, and those of you drawn to the ST 520 by the prospect of a real 80-column word processor, will ooze pleasure at your first try. A ping on the escape key, and at the sight of the Menu, a P for Print and you are asked to select whether you wish to do it to screen, disk, or printer. "To screen," you say, and selecting the number of copies and then the exact pages to preview, another ping and there it is, all 80-columns of it. (Exceptions are the usual lack of visual representation of elongated, or condensed print.) The global search-and-replace commands, (F6 and F7 function keys), function normally, but again, more eye dazzling to observe than on the 40-column screen, as the monitor rolls back, like a blinking eyelid and then swims up with your replaced portion staring at you.

So too with the block move, copy, and delete commands (F5). A Shift/F5 double keying produces a small luminescent rectangle in front of the block; a repeat of the command at the end of the block, and everything between the two markers is at your mercy. You can delete it, you can transfer it to another location, and if it is the choice in structure and symmetry, you can copy it again in another location. And everytime you do any of these things, you are visited by a small blip of pleasure at the power you have over all those letters on your monitor.

A few other nicities. Blocks can also be saved to disk for later use as you wish. This is handy for saving special format lines that you use regularly, or text that you may wish to merge into other letters or chain to other files. The global replace command can be used to delete globally by merely declining to type anything into the "Replace with:" prompt.

Printing is flexible. You have a combination of sixteen different print styles, depending on how you elect to combine bold, italics, elongated, condensed, and regular print. You may also, should your printer support it, use escape code inserts to tailor your print fonts as you could with the Atari Writer. This was one of the draw backs, for the merchant printer, of Paper Clip.

Sub-files. Some of you know the satisfaction of being able to have more than 64 titles on your disks when using

(Continued on page 15)







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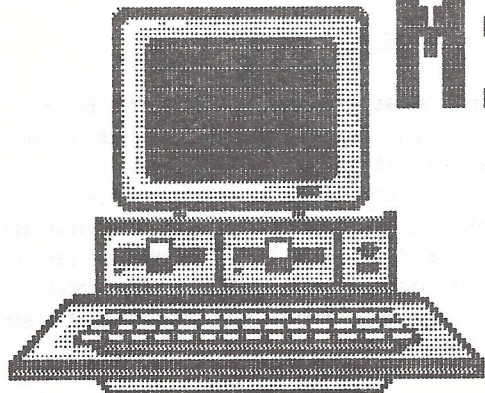
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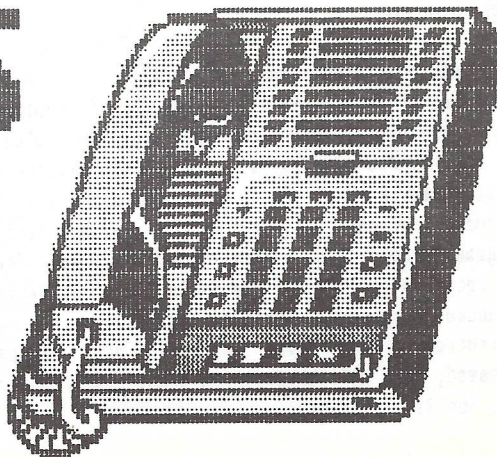
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## CES - The Second Day: PRODUCTS

By Jack Powell, January 10, 1986

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Las Vegas, NV - Though most CES insiders agree this year's Vegas show has far fewer software exhibitors, a thorough search reveals a wealth of Atari related goodies at this giant, electronic toy store.

Many developers, having decided the high cost of booth space is not worth the exposure, are displaying their wares in hospitality suites scattered throughout this desert city, while still others simply wander the fair and show off their wares at other's booths.

In one hospitality suite, Datasoft was displaying the recent 8-bit products, Goonies, Zorro, and Alternate Realities. The latter fantasy role-playing epic is currently being adapted for the ST by a team of programmers led by John Butrovich. Philip Price, the game's original author, will act as creative consultant. The ST version of AR will take advantage of the ST's greater power and RAM capacity to include many concepts Price had always wanted in the game. There will be magic spells, for example, and you will be able to get a job and earn money - as well as meet others and earn their admiration... or their hatred. The ST AR was started two months ago and Activision hopes to have the first disk - The City - to market by Christmas of 1986. The second disk of AR will be The Dungeon. It is also currently under development for both the ST as well as the 8-bit machines. No release date has yet been set but both versions will debut simultaneously. A third disk, The Arena, is currently being brainstormed. Arena will allow users to pit two developed characters against each other.

Batteries Included was demonstrating their fine collection of Atari software. The Isgur Portfolio System - a high end financial package - has been released for the IBM. According to BI, it will be available for the ST sometime in 1986. BI is also developing a full-scale telecommunications program called I\*S talk, and a time management and billing system called I\*S Time. These too will become available for the ST in 1986. Batteries also announced a special purchase policy for educational institutions. For every three or more BI packages purchased, BI will throw in an equal number of the same title for \$10. Not bad!

Soniture, Inc. showed off the Space Pen, a

three-dimensional light pen, currently available for the 8-bit computers, and soon available for the ST. Space Pen requires its own software to take advantage of the third axis, but it will take the place of a touch tablet on two-dimensional software products. Space Pen is \$150 on the 8-bits, and \$175 on the ST.

Compute! Publications has a new book: The ST Programmer's Guide. The 356 page volume retails for \$16.95 and includes an introduction to ST BASIC, plus explanations of the BASIC keywords. There is also a section on Logo concepts and a rundown of the Logo primitives. In back of the Programmer's Guide is an explanation of the GEM VDI calls and how to access them from BASIC. Although GEM theory is explained, there is no listing of AES calls and no explanation of C access to either VDI or AES.

Microprose is showing a new 8-bit strategy simulation called Conflict in Vietnam, written by Sid Meier and Ed Bevers. The game, which is due in early March, is similar to the company's Crusade in Europe or Decision in the Desert. There are five battle scenarios you can choose among, which are based upon five decisive battles of the 60's "non-war". Microprose was also demonstrating Silent Service, for the ST. Programmed by Silas Warner - who did Castle Wolfenstein - the game is expected to hit the dealer's shelves in late March.

PrintMaster, a printer utility similar to Print Shop, is being developed for the ST by a company called Unison World. The product, which is currently available on the IBM PC and Commodore 64, was not being shown at CES.

## HELP FOR THE UPRINT

Digital Devices makes a printer interface for the 8-bit Atari called Uprint. The initial releases of the product had a few bugs in it and the company originally established a replacement policy which they now feel is unfair. They have asked ANTIC to pass the word that all owners of the earlier Uprint (you can tell the earlier models by the existence of a copy switch) may receive a free exchange. Simply return your original unit along with \$6 for shipping.

Jim Schwaller of Extended Software was showing Disk Library, an ST file cataloging utility currently available for \$39.95. Extended Software is also related to Classic Image Software which is planning the release of a marble-rolling game for the ST called Diablo, due out in late March. Classic Image is, somehow, related to Classic Covers which makes plastic dust covers for all Atari peripherals...right down to the mouse.



Accolade announced a February release date of Sundog. The announcement was made from a hospitality suite and, though Accolade was not demonstrating the program on the ST, ANTIC has seen it and can attest to its superior graphics.

ABACUS Publishing displayed their newest ST books. ST Internals is all about the ports and the BIOS and includes a listing of BIOS system calls. ABACAS also has a 68000 machine language book for the ST. Both these books are currently available. Coming January 27th will be their GEM Programmer's Reference book featuring the VDI and AES calls. All three books retail for \$19.95.

XETEC, Inc. is developing a CAD package for architectural drawing. The ST program, which was demo-ing, will be available in the second quarter at a price no higher than \$99.95.

#### BACK AT ATARI

Meanwhile, back at the plum-colored Atari corral, Charles Andrews demonstrated his home-brewed 320XE. The machine has been upgraded to contain 192K RAM over the standard 130XE's RAM. It is completely compatible with any XE software and enables such niceties as two RAMdisks plus one floppy - without touching the 130XE's memory. Atari was interested in the idea, and asked Andrews to display his upgrade machine for awhile to get reaction from the CES crowd. If any of you want to see this product in the Atari lineup, contact John Scruch at Atari.

Bill Wilkinson of O.S.S. premiered their Personal Pascal for the ST. It looks like another winning language from this company. Version 1.0 boots to a familiar GEM menu bar with drop-down menus for editing, compiling and linking. Default options for the compiler and linker may also be adjusted from here then optionally saved to disk. Compiler options, for example, include pause on errors, chain to linker, debugging options, and GEM or TOS structure for final output code. The editor is a command-based text editor that has a full Help screen for all commands, and a cut and paste function very similar to the ACTION! editor. We were particularly impressed with the fact that the editor also has auto-indent. A feature sorely lacking from all ST program editors up to this point. O.S.S. has designed their own custom calls to access both GEM AES and VDI. Not satisfied with the original design, they rolled up their sleeves and made a few changes. To open a workstation, for example, you need only one call: InitGem. That's it!

Documentation consists of a very full-looking, 284 page paper-bound book. The language is currently being shipped and retails for \$74.95.

#### MIDI MARVELS

The Casio exhibit at CES is a sprawling display of synthesizers, watches and other electronic marvels. In one corner ANTIC found Micro-W, a company with a novel approach to MIDI software. Q.R.S. Music Disks are player piano rolls translated to MIDI song drivers for the ST. The company discovered the original Q.R.S. player piano company was still making the rolls and set about converting all that music to synthesizer code. As a result, for \$19.95 you can buy a disk of Scott Joplin rags. Or, how about some Gershwin? An entire catalog of disks is expected to be available soon. Just pump 42nd Street into your synthesizer and then alter it to suit your fancy.

Also, for the MIDI crowd, Hybrid Arts - creators of the MIDI Track-3 for the 8-bit machines - stopped by the ANTIC booth to discuss their latest MIDI software for the ST. DX-Droid, is a patch librarian/editor and the first MIDI product to use a form of artificial intelligence. DX-Droid can actually program your Yamaha DX-7 for you. Programming the DX-7 is said to be so complex, there are people who are paid to do it. Hybrid Arts will also be releasing a sequencing program called MIDI Track ST, which will be able to read and write SMPTE time code. It can also record and play back system exclusive data. (Those last two sentences are for you MIDI freaks out there.) MIDI Track ST will be available in both a "professional" and a "consumer" version. DX-Droid will be available in February. No release date has been set for MIDI Track ST. For those of you with a strong interest in MIDI's, you might want to log onto the Hybrid Arts MIDI BBS at (213) 826-4288.

#### MESSAGE TO ALL SIG LEADERS from Morris Stephens, V-P

It is one of my responsibilities to arrange for the reservations of the rooms for the SIG meetings. It is the responsibility of the SIG leaders to notify me of their SIG's needs: room, chair, table, tel line, power, etc. Presently, I have heard only from the New Member SIG, the Communications SIG, and the Adventure SIG, as far as their requirements for March. No other SIGs will have rooms provided for them unless I hear from them at least two weeks prior to the meetings. Please get your reservations in timely if you expect to have a room provided for your SIG.



CES - The Adventure Continues...

By Jack Powell, January 11, 1985

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Las Vegas, NV - Wandering the fantastic world of Kerovnia, searching for a way to remove the cursed wrist bracelet, you come upon an old and gnarled tree stump...

> PUT THE POINTY HAT ON THE STUMP.

The pointy hat is on the stump.

> PUT THE TOP HAT IN THE STUMP.

The top hat is in the stump.

> PUT THE GREEN BOTTLE IN THE HAT IN THE STUMP.

The green bottle is in the top hat.

> PUT THE WHISKEY BOTTLE IN THE HAT ON THE STUMP.

The whiskey bottle is in the pointy hat.

> PUT THE METAL KEY IN THE BOTTLE IN THE HAT IN THE STUMP.

The metal key is now inside the green bottle.

> PUT THE KEY IN THE BOTTLE IN THE HAT IN THE STUMP IN THE BOTTLE IN THE HAT ON THE STUMP.

The metal key is now inside the whiskey bottle.

The above dialogue is from The Pawn, a new text-with graphics adventure for the ST created in England by Magnetic Scrolls and distributed in the US by Firebird, Inc. The Pawn may be the most advanced adventure game we have seen. Adventure fans who take a close look at the way the various objects are juggled above, will realize there's a brand new parser coming their way.

The Pawn is the first illustrated adventure to take full advantage of the ST's graphics potential. The pictures were designed with Neochrome. And they look spectacular. ANTIC was shown a demonstration of this exciting new game at CES. We estimate the program to be late alpha. The pictures have not yet been condensed for optimum disk storage, and the title screen is on a separate disk. Firebird expects a March release date at a price of \$44.95. The Pawn uses some very sophisticated programming techniques. The title screen alone has the capability of using up to 512 colors simultaneously.

When the program begins, you are faced with a full, medium resolution text screen. At the top is a menu bar - but with a difference. The drop-down menus are shaped as ragged scrolls. Anytime during the game, you can grab the top bar with the right mouse button and pull down a full low resolution picture. That's right. A

full, 16-color, low resolution picture, scrolling smoothly over a medium resolution text screen. It acts just like a window shade. At any time, you can scroll the picture, part - or all of the way up to see your words.

The company was deliberately vague regarding the plot of the game. Simply put, you find yourself in the land of Kerovnia with some kind of band about your wrist. The country is surrounded by a barrier that you cannot pass as long as you wear the wrist band. To leave the game, you must leave the country. And the object of the game - surprisingly enough - is to leave the game. There are 110 locations and 40 screens.

And the parser, as demonstrated above, is very advanced - particularly in its use of objects. For example, you come upon a rake, a hoe, and a trowel. Checking your inventory, you find you have nothing but the clothes on your back... and that nasty wrist bracelet. So, you remove your clothes to find that you now have a shirt and jeans. Now, you type: TIE THE TOOLS EXCEPT THE TROWEL TOGETHER USING THE CLOTHES BUT THE JEANS. And the response is: The hoe is now fixed to the rake. Objects may be referenced by location as well as by name: PUT THE KEYS IN THE BARROW. PUT ALL IN THE BARROW IN THE POCKET. Response: The wooden key is in the pocket. The metal key is in the pocket. Also, any living character you run into has a character and will talk with you. You can talk to your horse and receive some pretty strange information. Also, here's another example of complex object programming. You see a mat on the ground. You get on your horse, then type: GET MAT. Response: you can't get the mat. ASK THE HORSE TO GET THE MAT. Response: he does. GET THE MAT. Response: you now have it. Infocom fans will have a ball.

The Pawn is designed with several ways of winning. You can be an aggressive adventurer or a passive explorer. There's little likelihood of a fast death if you're a nice person, but those arachair warriors with a violent bent will find it much more of a challenge to stay alive.

The Pawn has been in the works for over two years. It was originally designed for the Sinclair QL, but quickly swerved in the direction of the Atari ST. The programmers on the project include Anita Sinclair, who designed the front end interface, including the drop-down scrolls; Hugh Steers, creator of the intricate parser; Ken Gordon, who implemented the verb routines and the data handling; Rob Steggles, author of The Pawn scenario; Roddy Pratt, who programmed the low-level routines such as the interrupt handlers for the title screen; and, finally, Jeff Quilley, the artist who  
(Continued on page 16)



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one of the other 8-bit operating systems, such as MDOS or SPARTA DOS. GEM makes all that possible with the STWRITER, which permits you to store and query files in folders. If you are using the "Index File" command to see the directory of a disk, you can also see the directory of a folder on that disk where you may have elected to squirrel away your STWRITER text files, all under one folder heading, or a doc folder where you keep all your STWRITER tutorial and print configuration documents, to save clutter on the main screen. With an A: or a B: response to the Index of Files query, "Path name?:" (read, which disk), you type a right slash and immediately, the directory of the individual folder will slide down the screen.

#### DEFICIENCIES

After a double column file fills up beyond about 75 k, you notice a slight slowing down of the cursor speed. The typing can back up on you, and you detect the program is about to crash. If you use the F1 function key to fast scroll to the top of the file, and then try to fast scroll back you arrive at a blank screen with a blinking cursor. An effort to scroll up one page at a time, appears to lock up the program. A hurried attempt to fast scroll to the top of the buffer, leaves the screen motionless. At that you may curse the cursor and, if you haven't saved your file recently, bemoan your loss. By accident, something may interrupt before you reboot in anger. After the interruption, you suddenly look back at the monitor and the screen is back at the top of the buffer. A check and you discover it always recovers within 60-90 seconds, if you wait. Is this a perpetual weakness in the program when printing double columns? Try running your file thru the print preview to screen. Then go back to the end of the file. You will find, as I just have, as I type, that the the previewing has taken the paralysis out of the cursor and it skips along as rapidly as your fingers demand. Why? A mystery, seeking a future explanation. But it still crashes for a while if you use the F1 function key to scoot to the end of the long file.

#### RANKING

Where does STWRITER belong in the tryouts for Miss ST WP of '86? Quite honestly, my enthusiasm, which had been surging, slackened when the cursor slowed and crashed at the end of the file fast-scroll-freeze up. With the apparent cure, (print previewing of the large double-column file, I will now suggest that ST WRITER for the 520ST is at least an equal to the best of the 8-bit WP's for the ATARI. ST WRITER is not a powerful dedicated WP program, of the kind you would expect ATARI would have insured would be available by now to guarantee

the success of a superb new-generation machine. Each of us has different needs in computer writing, but whether you favor Paper Clip, Writer's Tool, or Atari Writer with or without the "Plus" appended, or are a Letter Perfect fanatic, you will likely be pleased to find a writing program up to your ST. Some of you will wish for modifications or improvements. Those of you who have adjusted to Paper Clip, will long for the double-window wonder-trip for editing and rewriting. Speed editors will yearn for expanded "movement" or cursor play, the ability to jump from word to word, rather than letter to letter, or paragraph to paragraph, or to be able to delete whole words at one key command, or to delete an entire file, not just from the cursor to the end, but from the cursor to the beginning of the file. So there will be "wish lists", as there should be, for a more powerful writing tool. And an instant facility will not be acquired in one or two sittings, but rather in ten or fifteen, before you think about what you are writing, without pausing to decipher a command. But to date, this is the best word processor for the ST that I have encountered, and as my first WP companion on the ST I may have trouble turning my back on it. It gets better and better with each encounter. Unless the first view of the incomplete GEM WRITE was misleading, ST WRITER could make it obsolete before it's debut.

#### FOR SALE

360K full-height 5-1/4 DS/DD IBM disk drive with external housing, power supply, and cord; used very little, \$125.

ATARI 1050 Disk Drive with Happy Enhancement and Warp Speed software, like new, includes 200 games and programs on 20 disks, \$325.

OSCAR Databar barcode reader/programmer for ATARI, with programs, \$40.

CARTCLONE and THE PILL cartridge-to-disk backup systems, \$40 each.

ATARI 1200 XL 64K computer with BMC 14" color monitor, Okimate 10 color printer, 1050 disk drive, Hayes 300 modem, R-Verter modem interface and cable, printer interface, DOS 2.5, AtariWriter, Basic cartridge, modem program, solid walnut printer and monitor stand, all like new, \$625.

Tecmar Jr Captain expansion board for PCjr, 128K, printer port, etc. new, \$225.

Call Mike Caddell 750-2888 weekdays, or 680-0940 evenings, weekends.



(Continued from page 14)

created the beautiful, and detailed pictures. Magnetic Scrolls next project will be another adventure called The Guild of Thieves.

Also, Firebird, Inc. was showing a completed arcader for the 8-bit machines called Chimera. Chimera, which will retail for \$19.95, is a 3-D maze-arcade game with a sci-fi background. It's also a bit of a fantasy/role-playing adventure in that you wander the maze picking up objects which you may or may not need. The big novelty is artificial speech, which is most obviously noticeable at the end of the game - when you die with a blood-curdling scream.

#### THE BLACK CAULDRON

Sierra On-Line, which sells the popular King's Quest II, demonstrated The Black Cauldron for the ST. The game is based on the recent Walt Disney feature animation and is similar in structure to King's Quest II. Black Cauldron is expected out in February at a price of \$24.95. Also from Sierra is Donald Duck's Vacation, and ST OneWrite. Donald will be out in March for \$24.95. ST OneWrite - an accounting series - is expected in April at approximately \$149.95.

#### ACTIVISION

Activision took a luxurious hotel suite at the Desert Inn to demonstrate their ST support. Of particular interest was their Music Studio, by Audio Light, Inc. (See DALACE ST DISK #3 - JLP)

Music Studio will drive the internal sound chip - but to really appreciate its capabilities you should hook it up to a synthesizer through the MIDI port. The Music Studio is a composition-oriented MIDI product using the standard music notation system. It is not a sequencer product, although it does have rudimentary monophonic MIDI input capability. (In other words, it does not emulate a multi-track tape recorder.) The program supports 15 different instruments in one song, and 8 different voices simultaneously. It also has very powerful MIDI channel assignment capabilities.

You can instantly replace or temporarily delete any instrument. Limited blocks of music may be delineated and then worked on, with such options as cut and past. The Music Studio also has four tracks, each of which control all 15 instruments. There are pop-up windows for such control as redesigning the ADSR (Attack, Delay, Sustain, Release) envelopes of the sound chip.

You may add lyrics and print the music on hard copy. You can have a great time with this software. There's even a "paint box" mode consisting of abstract color patterns, for those with less music training. The Music Studio is due in February or March at \$49.95. Activision also announced there will be an 8-bit Atari version of the program as well.

ANTIC also saw Borrowed Time, an Activision murder mystery graphics adventure set in 1930. You play the role of Sam Harlow. The graphics on this are very nice, and in many cases have some simple animation. An interesting touch is a window of most-used words which can be pointed to by the mouse. You can also pick up and drop objects with the mouse.

ANTIC spoke with Activision's Vice President of Product Development, Kenneth Coleman. He told us Activision was committed to the Atari ST. The immediate releases, he said, would be programs which had been converted from their stronger titles then improved to take advantage of the ST's superior abilities. But Coleman was looking forward to the succeeding generations of ST products which would be designed specifically for the 68000 processor. And he told us that by next Christmas, Activision would be releasing programs that were conceived and designed totally for the 16-bit machine. Because of the greater memory and speed, he said, increasingly complex simulations were possible.

Coleman also gave us an idea of the kind of effort Activision puts into each product. Every program has a team consisting of a producer, who oversees the entire project; one to two programmers, a graphics artist, a sound/music programmers, a writer, and a concept person.

"When you see the 1987 products," said Coleman, "you will say, 'Wow!'"

#### AUTO PC BOARD DESIGN

FLASH! - Abacus Software just received, and began demonstrating, a PC Board Designer for the ST. The product - which was generating great interest - was originally developed in Germany for the Sinclair QL, then adapted for the GEM system. ABACUS considers the product to be mostly suitable for the vertical market. Nevertheless, though there is yet no title or set price for the program, ABACUS has written three-dozen orders in the past two days.



## COMMUNICATIONS COLUMN

by John Pellet

The LAST time. As you heard at the last meeting, this will be my last column as VP-Communications. If you so wish it, I will write you next month from a loftier position, i. e., President. In any case, momentous changes in this club are taking place, and I'd like to talk about a few of them, as well as where I see us going in the next year. Before I do so, I'd like to thank several people, whose efforts have kept me sane (or reasonably so) this year.

## THANKS!

Thanks Howard! Due to your efforts the BBS has gotten better, bigger, and busier every month. I know that this type of improvement doesn't just happen. It takes steady, dedicated effort. To do this yet stay within the budget allocated by the Board is even more difficult! Thanks again.

Thanks Jeff! Its a real joy to have an active, enthusiastic disk librarian, much less one who runs the hassle we call a library without complaint. The end result has been a continuing growth in the main revenue source of the club. And continuing reduction in the price of club disks. Another potential headache for the VPC, handled with aplomb! Thanks again.

I don't have an editor to thank. But this editor would like to thank all you contributors (whoever you are?), the production and distribution people (listed inside the back cover), our valiant advertisers (may you forever prosper), and Jim Chaney, whose gift of time and facilities not only made my job much easier, but it kept the production people from having to drive to my place in south Arlington for production meetings.

All of the above should amply demonstrate that while there are several areas of responsibility delegated to the VPC in the Bylaws, no one can do them all. Without the help of the people who decided to help make the club better, whether named above or not, the things we've all come to expect from the club would not appear.

## ONWARD AND UPWARD!

By the time you read this I hope we have our second BBS up and running. This will make us one of the few Atari clubs that have 2 BBS's, and the only one I know of that supports 2400 baud. This also means that there are more BBS expenses than ever before - so buy those club disks.

This club is now going through the upheaval that Apple clubs survived a year ago. There are now 2 completely different Atari machines out there. Most people now in the club do not remember when 800's with 16K cost more than a current ST system. Only a tiny fraction spent the well-over \$1000 that an 8-bit system cost 3 years ago. Many of those who did now have ST's. But I perceive most club members as users, not the inveterate hackers that formed the original Atari corps. By the same token, many of the people active in the club are from that first group. The needs, wants, and expectations of the two groups are NOT the same. I'm not at all certain that they can be best-served within one club - but I'd like to try. I believe that the two groups can benefit most by working together. But to do so requires effort by BOTH groups. I want to encourage such cooperation!

This club has, for the past couple of years, hovered around three to four hundred members. We've gone up and down but we haven't really GROWN! I believe this can be traced to one basic reason - lack of enthusiasm. If every member of this club would write one letter or make one phone call each month for the club - JUST ONE - I think we'd grow by leaps and bounds. Instead, a couple of dozen volunteers try to do too much, get burned out, and drop out. And the club rocks along about the same. If you pay your dues, come to the meetings (once-in-a-while), and gripe about what the club does for you, REMEMBER. This is a VOLUNTEER group. If you're not volunteering then you're not part of the club, you're part of the problem. I've said it before but it remains true, YOU GET OUT WHAT YOU PUT IN! If elected, I plan to assume that all members have volunteered to help - and if I don't hear from you then you'll hear from me!

## PLAN OF ACTION!

I'd like to propose that the following things get done within the first quarter of the next year:

- \* Generate and distribute a DALACE fact sheet available for handout at local retailers who support the Atari.
- \* Create a letter/petition drive asking local retailers who do not currently support Atari to consider doing so.
- \* Create and distribute a survey sheet asking club members what they want from DALACE and how they will help the club produce it.

While the above things need to be done, I'm NOT going to do them ALONE. Whether President or not, I'll work to the best of my ability, but I won't do the job alone. I believe the job of President is one of direction, support, enthusiasm, and DELEGATION!



## COMING ATTRACTIONS

by Morris Stephens

Happy Valentine and welcome again to another DAL-ACE meeting. This month's meeting is one of the most important meetings of the year, it being the meeting in which we elect new officers. I certainly hope that most of you are here to participate in the election process. And I urge any of you who believe they can contribute something to the club to consider running for a position.

After the elections, we will have, as usual, demonstrations of products on the market which may be of interest to you. For this week, Mr. Mike Trombley has volunteered to show us the new Atari XM301 modem with the software that comes with it and with a public domain program, Express 1030. He will then demonstrate the very popular "Silent Service." After his demonstrations, a representative from Data Times will tell us about their new on-line service. DataTimes allows users with modems access to "The Dallas Morning News" databases, which includes information published in "The Dallas Morning News" since August, 1984. DataTimes also allows access to the databases of other newspapers such as "The Arkansas Gazette", "The San Francisco Chronicle", "The Baton Rouge State Times", "The Daily Texan" (the UTA newspaper), and several other fine newspapers, including "The Journal Record", a national business and legal newspaper published daily. There are many other features of DataTimes, but I will leave that for their own representative to cover at the meeting.

I hope our attendance at the demonstration will reflect our appreciation for these people taking their time to come in and show us these products and services.

## Schedule for February Meeting

|                |                            |
|----------------|----------------------------|
| 11:30 to 12:00 | New Member SIG             |
| 12:00 to 1:00  | Business Meeting/Elections |
| 1:00 to 2:00   | Demonstrations             |
| 2:00 to 4:00   | SIG meetings               |

## NEXT MONTH

Tentatively for next month, we have scheduled some programs which one of our members wrote himself and which will be donated to the club to include on our club library disks. All of these programs are for the 8-bit computer.

In future months, we may have a demonstration of the new "Voice Master" speech synthesizer from Covox, Inc. This nifty little device not only is a speech synthesizer, it also includes features for word recognition and making music. The "Voice Harp" feature allows you to play and record music you hum or whistle. Other items we hope to have demonstrated include the U-Call modem interface, SpartaDOS, the new R-Time cartridge, which allows your 8-bit computer to keep time even when it is turned off, the new AtariWriter+, and many other 8-bit products as well as new products for the ST.

## LAST MONTH'S MEETING

As THEY say: "The best laid plans of mice & men ...", etc. Last month we had planned for a demonstration by Megamax of their "C" compiler for the ST.

Unfortunately, they did not show up. My apologies for the non-show. I understand that their compiler is scheduled for release this month. Perhaps they will reschedule.

A very special thanks to Mr. Bob Childress for responding to our call for help and providing some fine demonstrations with very short notice and under very difficult circumstances. I hope the difficulties we had will not discourage him from returning and doing an encore performance. I am sure he would be more inclined to return if the attendance had been better. Because of the circumstances, we were a little slow in providing the equipment he needed, which delayed the demonstrations. My apologies for the delay, as providing the equipment was my responsibility. I do hope that our members recognize that sometimes things happen that prevent us from keeping to an exact schedule, and that they will be patient with us and stick around. It is very difficult to get volunteers to do these demonstrations and we certainly do not want to discourage them by not attending.

## THE USUAL MONTHLY CALL FOR VOLUNTEERS

I would like to remind all of you that we always need volunteers to help with the demonstrations. We need people to demonstrate the products and we need people to help set up the equipment.

I would also like to extend the offer to provide, temporarily, software and products to anyone who would like to use them to demonstrate them at one of the future DAL-ACE meetings.



EDITORIAL STAFF

Editors: John Pellet, 792-3175  
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 Production Crew: Frank Corlett,  
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 Distribution Crew: Steve Markley,  
 Cathy Barros,  
 David Miller,  
 Advertising Manager: ??? VACANT ???

NEWSLETTER SUBMISSIONS

Submissions are WELCOME in ANY form. However, it is extremely helpful if all submission(s) can conform to the following form:

- Condensed print (16\*17 CPI).
- Column width of 56 characters (3 7/16 inches).
- Page length of 9 inches (54 lines @ 6 LPI).
- Right and left margins justified for text.

All submissions should be given to one of the staff above or brought to the production meeting both printed out and on a DOS or TOS disk.

NEWSLETTER PRODUCTION SCHEDULE

Newsletter production meetings are usually held at 1 PM on the Saturday two weeks before the regular meeting date at Jim Chaney's house, 916 E. Berkley in Richardson. The editor will have any changes from this schedule.

MARCH Production Mtg: Saturday, February 22, '86  
 APRIL Production Mtg: Saturday, March 29, '86  
 MAY Production Mtg: Saturday, April 26, '86  
 JUNE Production Mtg: Saturday, May 31, '86

INFOMART DIRECTIONS

From north Dallas, take either Stemmons (I-35E) or the Dallas North Tollway SOUTH. From Stemmons, take the Oak Lawn exit, turn east (left) and park at Infomart, on the left just after you go under Stemmons. If you're using the tollway, exit right on Mycliff, go left on Harry Hines to Oak Lawn and turn right. Infomart will be on your right. From the south, take Stemmons north then follow above. Infomart is the big white steel and glass building south of the other 'marts. The main entrance faces Stemmons. Guests are WELCOME!!

\*\*\* MEETING INFORMATION AND AGENDA \*\*\*

10:00 DAL-ACE KIOSK OPENS  
 10:00 - 11:00 NEWSLETTER EXCHANGE SIG  
 11:00 - 12:00 CLUB SALES  
 11:30 - 12:00 NEW MEMBER SIG  
 12:00 - 2:00 BUSINESS MEETING  
 CLUB DEMONSTRATION  
 1:00 - 4:00 CLUB SALES  
 2:00 - 4:00 OTHER SIGS

Meeting rooms and additional information will be posted at the DAL-ACE kiosk at the main entrance, which will be manned from 10AM to 4PM. Club (including disk-of-the-month and garage sales) and vendor sales will take place in the basement.

FUTURE MEETING DATES

MARCH MEETING: March 15, 1986  
 APRIL MEETING: April 19, 1986  
 MAY MEETING: May 10, 1986

NEWSLETTER ADVERTISEMENTS

Personal sale ads are free to current members

COMMERCIAL RATES:

Full page (7 1/2" H by 9" V) ..... \$35  
 Half page (7 1/2" H by 4 1/4" V) ..... \$25  
 Quarter page (3 1/2" H by 4 1/4" V) .. \$15  
 \* Long term contracts are available \*  
 \* at reduced cost. \*

Ads must be camera ready. Copy must be received PRIOR TO the production meeting date at left. Mail copy to DAL-ACE Newsletter, P.O. Box 851872, Richardson, Texas, 75085-1872 OR contact the Advertising Manager listed at left. Copy received after the deadline will be run the following month. For contract advertisers, if no new copy is received by the deadline then the most current ad will be re-run.

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**DAL-ACE VOLUNTEERS**

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 EDUCATION CHAIRMAN ... ??? VACANT ??? ..... ???-????  
 BULLETIN BOARD ..... HOWARD CHANG .....BBS 540-3270  
 DISK LIBRARY ..... JEFF GOLDEN ..... 252-3268

DAL-ACE BULLETIN BOARD #1 ..... 540-3270  
 DAL-ACE ST BULLETIN BOARD ..... ???-????

**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.

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