

DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 7 ISSUE 4

APRIL 1986



PRESIDENT'S PERSPECTIVE

By John Pellet

Howdy! Hope I can watch y'all read this at the meeting. If not, I'm still stuck in Arkansas on business! In any case, welcome, and here we go again.

Ideas

I'm going to try to throw out a couple of ideas in this space every month. They'll either be from my fertile imagination or from any other source I can find. I'll credit my sources if they permit. What I would like from you is some FEEDBACK. Come up to me and say, "That's the dumbest idea I've heard in at least 20 minutes," or something, anything!

What about our meeting format? How would you like to have a demo first, followed by the business meeting, followed by the other demo?

Would it hurt disk sales if we didn't open up very long in the afternoon (say at most an hour)?

Is anybody out there writing neat little programs? If so, why don't we see them in the newsletter and the library?

Meeting Explanation

For your information, when you see us listed on the overheads at Infomart as having our main meeting from 11 to 2, that's not quite the way it is. We reserve the big room for that time, but our intent is to signup new members, distribute the newsletter, and discuss whatever is current informally from 11 to noon. We then start the business meeting at about noon, finishing by 1 to leave at least an hour for demos. If you get asked, or see someone who looks confused at about 11, please set them straight. We're trying to cut down on manning our kiosk, so that the officers and volunteers can have more time to paw the vendor tables with the rest of the horde.

Preachin'

We're passing around signup sheets during the business meeting for various volunteers needed. If you can help, please give a little of your time to the club. You'll sure have my THANKS! If you can't help, what you want may not be here - because nobody else volunteered either. You can expect to see signup sheets for Disk Sales, Information Booth, and Cleanup Crew.

SIGS

Below are the current SIG's. Note that the C and Communications SIGS do not appear this month. I asked about them last month and got no reply, so they're gone, at least for now.

ADVENTURE: S. Markley.
 FRACTAL: C. Todd.
 NEWSLETTER EXCHANGE: L. Dineen.
 NEW MEMBER: M. Salas.
 ST: J. Chaney.

If you want to start a SIG, it is VERY simple. Write a description of what you are going to do, where you want to do it, and when you want to start doing it. Then send this to me, the newsletter editor, and the BBS. If you want space at Infomart, let Jim Chaney know at least 2 weeks before the meeting.

Projects - A Status Report

If you looked at the newsletter last month you saw the survey put together by Dave Gillen. I think he did a nice, quick job. Hope you've sent your opinions in. Bob and I are running slightly slower (but we don't have to fill space in the newsletter!). Hopefully, when you read this you can also see at least a draft version of our flyer at our kiosk.

DCC News

DCC set another couple of records at the March User Forum (as they call the Saturday circus). Fifty-eight (58) vendor tables were sold - more than ever before. Crowd estimates were in the neighborhood of 2500 - also an all time high.

The Mid-Cities TRS-80 User Group was up for final voting on admittance. Per DCC policy, 75% of all DCC representatives must vote for a proposed affiliate for acceptance. Therefore, with 24 representatives, 18 must vote in favor of affiliation. At the last DCC meeting, 18 were present, and affiliation would require a unanimous vote, which did not occur. The final vote tally was 15-for and 3-against, so the motion failed. DCC then voted to suspend its rules and vote again at a later date. This farce just points out again that DCC desperately needs bylaws. There was again no action on bylaws, since no copies were available prior to the meeting and several representatives were vehemently opposed to consideration of such a serious issue without prior consideration of the specific proposal. This should give you have some idea of the way DCC typically does business.

DCC has had an ongoing committee effort to address the "freeloader" problem. Some clubs seem to feel that since guest badges are available at no cost then nobody would want to join their club. They therefore want DCC to charge an admission fee for guest badges. After much discussion, over at least three months, DCC voted to leave the free admission policy as-is. Most clubs seemed to feel that the freeloader problem was not impacting their membership significantly and DCC had enough hassles without trying to handle money in the quantities required to implement a fee system. At least one club (INT ST UG, formerly ACED) plans to start charging \$2 admission at the door for non-members in April.

With the large increase in vendor tables, several rules changes were made for setup in the vendor area. The informal system whereby clubs previously got tables has disappeared. We are now using the same system as vendors, but at no cost. I hope the additional red tape is invisible to everybody except Jeff.

DCC is attempting to plan and implement a special program for the first anniversary meeting, in May. A committee is looking for a speaker that would have industry-wide impact. If you have an idea, or a contact, let me or Jim Chaney hear from you!

There will now be 3 overhead projectors in the lobby. 2 will post schedules as before, with the third showing which showrooms are open and any special events thought to have wide interest (beyond a single club).

Thanks

That's the latest and greatest from the precipice (I'm not sure which side).

ENTHUSIASTICALLY YOURS,
John Pellet

Editor's STRING*

Hello!

Thank you for filling out last month's survey. Oh, you didn't fill out your's yet? Well, if I receive it before the next production meeting (April 26), I'll add it to the totals. Be sure to catch the May newsletter. The survey totals will appear there.

Starting in future issues of the newsletter will be two new columns. The first one, *Atari Sources*, will list known places where you can buy Atari hardware, software, and services. The second column, *Bits and Bytes*, will be brief snippets of little helpful items that you may have uncovered and would like to share with other Atari users. Both of these columns will appear periodically as the material (and space) permit.

Of course, in order for either of these new columns to be a success, I'll need your support. What I want you to do for *Atari Sources* is tell me of places you've found to buy Atari goodies. No, this is not going to be a substitute for advertisements, just a simple directory that you and others may use. For the *Bits and Bytes* column, I need those tips (or "Ah Hahs!") that you've discovered over time. Neither has to be fancy, just straightforward.

Send either to the Newsletter Editor, P.O. Box 851872, Richardson, Texas 75085-1872. Or, send it to me on either of our bulletin boards.

Last on the newsletter front, I've moved! If you have newsletter material for me, call me at 931-6058. I'm also on Startext at MC 113942.

As always, you DO know more than you think! Share some of it with your fellow Atari users.

Dave



DCC AFFILIATE LIST

Compiled by John Pellet

The abbreviations used below include NWS (newsletter), BBS (bulletin board), DOM (disk of the month, or similar public domain disk library), DP (door prize, either routinely or for special events), CL (classes), and GP (group purchases).

Apple Corps of Dallas

For users of Apple, Macintosh, & Lisa

Dues are \$20 per year

Benefits include NWS, BBS, DOM, DP

Information from Mike Firth, 214-627-7734(w)

BBS: 214-267-8245

Dallas Atari Computer Enthusiasts (DAL-ACE)

For users of all Atari models

Dues are \$16 (family) per year

Benefits include NWS, 2 BBS, DOM, DP, CL, GP

Information from John Pellet, 817-792-3175(h)

BBS: 540-3270, 267-4913

Dallas Microcomputer Users Group

For users of all Tandy/Radio Shack computers

Dues are \$15 (family) per year

Benefits include NWS, BBS, CL, GP, DP

Information from John McGinty, 214-262-0457(h)

BBS: 214-289-1386 - NO ANSWER

Metroplex Epson Users Group

For users of all Epson computers

Dues are \$12 per year

Benefits include NWS, GP

Information from Steve Mitchell, 214-235-0786(h)

North Texas PC Users Group

For users of IBM PC, XT, and AT users

Dues are \$24 per year

Benefits include NWS, DOM, GP

Information from Jim Graham, 214-931-8505(h)

North Texas ST Users Group

For users of Atari 520ST and 1040ST

Dues are \$20 per year

Benefits include NWS, DOM, CL

Information from Gary Sewell, 1-214-727-6567(h)

Society of Commodore Owners and Pet Enthusiasts (SCOPE)

For users of Commodore, Pet, Vic, and Amiga

Dues are \$18 per year

Benefits include DOM

Information from Ed Wilson, 214-871-0625(h)

Society of Petroleum Engineers

Microcomputer Applications Group

For users interested in petroleum engr. applications

Dues are \$10 per year

Benefits include NWS, DOM, GP, prof. networking

Information from Wes Eckles, 214-349-7988(h)

Timex/Sinclair Users Group of Dallas

For users of all Timex/Sinclair models

No dues, postage required for newsletter

Benefits include NWS, DOM

Information from Julie Barrett, 214-578-8255(h)

TI Professional Computer Users Group (TI-PRO)

For users of TI Professional Computer

Dues are \$10 ea + \$5 per add'l family members per year

Benefits include NWS, DOM, DP

Information from Charles Sullivan, 214-995-3833(w)

Dallas TI Home Computer Group

For users of TI-99/4 and 99/4A

Dues are \$15 individual or \$20 family per year

Benefits include NWS, BBS, DOM

Information from Richard Roberts, 214-579-7822(h)

Women in Computing (NIC)

Not hardware specific. Restricted to women.

Dues are \$35 individual, \$20 student, \$10 NWS only.

Benefits include NWS, seminars, professional directory

Information: name/# with answering service 214-954-8663

CALL BACK

WORKS

972 7107 817 CORRECT

NO LONGER AROUND

NOT THE RIGHT NUMBER

972 - OWNED BY SOMEONE ELSE

J NOT WORKING

RM167 RM168

CBAD RM165

LEFT MESSAGE

06015

CALL PLACE CALL BE AS

HOT COMPUTER DRAID

Gary Gardner called MARCH 19, 1989



ZOOMRACKS - A Database?

Reviewed by John Pellet

Quickview Systems provided a review copy of ZOOMRACKS to DAL-ACE. This review is based on my use of and experimentation with that copy over a two week time period. Zoomracks will probably be classed as a database, but it really is much more. If you're interested in a novel mechanism for information storage, please read on.

Zoomracks is available from several local retailers for the ST for under \$80 (sometimes much under).

Zoomracks is a memory-based data storage program that acts like a LARGE set of card files. Because it is memory-based, either TOS in ROM or 1 Meg RAM is needed to effectively use the program. With TOS in ROM, only about 2800 bytes are available for data, but with TOS in RAM, over 200,000 bytes are free.

Zoomracks starts out with several automatically loaded macros which can run either a canned demo or a full-blown tutorial. If you don't want to do either of those you can go straight to creating and/or using your own racks. When you open a preexisting (or new) file (called a Zoomrack), you will see displayed the top line of each record (or card, called a Quickcard) to a screen window. Since you will probably have more Quickcards than there are screen lines, you can scroll up and down with the cursor keys or mouse. The width of the screen window depends on how many other Zoomracks are open and displayed (up to 10, counting any macros and the required directory) and whether you are displaying all open racks, or just the one you're in. If you choose to display more than one rack, Zoomracks will automatically either compress (default) or truncate (at your option) each to fit it's share of the screen. Once you've opened a rack, you can display one card at a time. Think of the top line as an index with the rest of the card presenting the details. All cards in a rack may be sorted within a rack on any ONE field (called Fieldscroll).

Once you have a rack or card displayed, you can either add to it or edit it. Unlike most other databases, Zoomracks does not require (nor permit) that you define things like field type or length. Within the limits on card length, all fields are treated as characters and may be of any length. If you have more than one field on a line, the relative widths of the display windows of each field may be set, but the actual entries are not limited by the displayed length. This is a real plus if you, like me, frequently find your fields one character short when entering that 50th record. Field names may or may

not be displayed, again at your option.

For example, if you had three racks open, including macros, the directory, and an address rack, the top portion of your screen might look like this:

MACAUTO	ADDRESS	DIRECTORY
Print CARDS	Jones John and Jane	ADDRESS
Add CARDS	McAlIn Eric Antoine	MACAUTO
Srt n 1st Nm	Smith Rbrt Ethn Jnr	YOURFILE

Note the vowel removal for compression. If you then changed the display to individual cards, you might see:

MACAUTO	ADDRESS	DIRECTORY
Print Cards	Jones John and Jane	ADDRESS
#	123 West Main Street	MACAUTO
\$	Alintn, Pnnslyvn 2081	YOURFILE

If you then changed the display to one rack you might see:

ADDRESS
Jones John and Jane 123 West Main Street Allentown, Pennsylvania 20812

If you then chose to display the field names you might see:

ADDRESS
SURNAME: Jones GIVEN NAME: John and Jane STREET: 123 West Main Street CITY: Allentown STATE: Pnnslyvna ZIP: 20812

In all, a tremendously versatile display, capable of displaying huge amounts of information from diverse sources simultaneously.

Once you have all of the cards in a rack completed, you might want to print some of them. Getting printed output is as simple (or complex) as printing the desired cards. Zoomracks only prints one or all cards in a rack. What you see is what you get. Therefore, if you want to print only some cards, you MUST copy and sort to a new rack. If you want information in a different format than your established rack, you MUST reformat the rack, or a copy of it. While this can be very complex, it is no more so than developing complex printouts in any of the other powerful database programs. And since Zoomracks is memory-based, sorts or reorganizations are lightning

fast. Moreover, while you can only sort 1 field deep, you can concatenate fields to a new field, so this limit can be avoided.

The only glaring weakness or absence, feature-wise is the total lack of non-character fields. There are no numeric or logical fields. A phone conversation with Paul Heckel at Quickview confirmed this limit but brought the welcome news that the next release will have numeric fields. DAL-ACE may be asked to beta-test the next release in late spring, so if you are interested, please contact our review coordinator, Jim Chaney.

The manual is very complete, containing a good tutorial with many examples, plus an index. Four lines of context-sensitive help are available at any time (if the help file is on the disk) The manual describes in detail the format for data storage on the disk. Racks may also be stored as ASCII. Provisions are made for importation of data. The only weakness in this area is that SDF files do not appear to be supported. It would certainly be nice to be able to import DIF or SDF files directly. In any case, after reading this manual, I did not feel the need to rush out and buy something that would tell me how it works (unlike H&D Base, for example).

The bad news I saved for last. Zoomracks was written for the IBM PC and has been ported to the ST. As such, it's user interface makes heavy use of the function, control, and alternate keys but very little use of the mouse. The mouse is used to select a rack and card. It cannot be used to make a menu selection. Moreover, during the time I was using it, the command structure did not make sense. Other than by reading the menus which are popped into the bottom of the screen, I never knew whether to use an alt key, function key or something else. I am sure that after more use the command structure would be more inherent, but I kept doing the wrong thing quite often. Some of this confusion could have been eliminated if either a quick reference card or, preferably, a flow chart of all menus had been provided with the documentation. Several times the manual referred to a menu choice within a submenu without referring to the submenu, resulting in my simply trying each menu until I found the one I needed.

Please understand that the above comment should not be regarded as overwhelmingly important. Powerful software is often complex, with a steep learning curve. Zoomracks is probably less guilty of this than many. In any case, it was very easy to get up and running, but some of the more sophisticated commands were substantially more difficult to master.

In conclusion, ZOOMRACKS from Quickview Systems is a

powerful, fast, innovative metaphor for a database. If you are currently using a card rack, or need to display a lot of related information at a time, or just need a strong data organizer, then Zoomracks is worth investigating.

ULTIMA II 16-BIT SOFTWARE REVIEW

by LAWRENCE A. DINEEN

Ultima II for the ST is the sequel to Ultima I and as such is a faithful sequel to that adventure. Those of you who are interested in adventures will probably enjoy playing this one.

The graphics are nothing to shout home about, but are adequate in fact they are the same as on the 8 bit computers. The only concessions made to the ST are the use of the Gem interface for information about your status, and the use of the mouse for movement. Windows are also used for the playing screen, command screen and score part of the screen. The game is slow to play and if your a novice at adventures you will probably be killed several times before you get the hang of playing, then you will probably get killed anyway, but at least you will expect it. Don't worry you can reincarnate yourself and start from where you were killed. You can also save the game you are playing so that you can restart it after eating, sleeping or whatever.

The instructions are clear and concise providing enough information to get started. Included is a cloth map of the world, showing the location of the time gates. These gates appear in different times and take you to another time which takes us to what the game is about.

In this role-playing sci-fi fantasy you play a hero who volunteers (idiot) to seek out and destroy the evil sorceress who is destroying the earth. Unfortunately, if you succeed or fail no one will ever know, because you will have changed the time from which you came. There are a lot of places to go but it can be tedious trying to get to them.

Since I am not in love with adventures and at the price of \$50.95 I don't think this game is really worth the money. However, if you are an adventure fanatic and have just finished playing Ultima I and wish to do the next one in the series, it will be entertaining. In fact if you have an 8 bit machine, get it for that machine and save money.

Atari XE News - A 320K Upgrade

Downloaded from the ICD BBS by John Pellet

3/9/86 - There is now a 256K upgrade floating around for the 130XE. This upgrade is fully compatible with the banking scheme used in ICD's RAMBO XL and is now supported with our RD.COM. The 256K upgrade adds 256K to an existing 64K main bank for a full 320K of RAM. This upgrade was designed by Scott Peterson and does require completely desoldering 8-16 pin ICs. It is not a job for the inexperienced!

The instructions for this mod are given below. Please be aware that ICD does not provide support for users installing this mod. We will provide service for those who attempt it (\$45) or complete professional installation for \$100 including parts and shipping one way.

We have not seen much interest or support from mass merchandisers for the XE line. Hopefully now that Commodore is doing a slow death, things will change.

ICD will continue to support the 8-bit Atari line and continue to develop new products for it as long as there is interest and we don't take a beating from rip-off artists.

The 130XE/320K upgrade, by Scott Peterson.
(modified by Tom Harker of ICD 2/28/86)

After reading and building both the 800/288K upgrade (D.G.Byrd), and the 800XL/256K upgrade (C.Buchholz), I decided that there had to be a way to upgrade the 130XE. There is, and thanks to the "Freddie" chip (CD61991) this modification was much easier to design than either of the other upgrades.

Since all ICs are soldered directly to the board on a 130XE, installation requires excellent soldering and de-soldering skills.

To install this upgrade you will need: a #2 phillip head screwdriver, small needle nosed pliers, wire cutters, a low wattage soldering iron, a de-soldering tool, and some fine (30 gauge) hook-up wire. See the parts list for the chips needed.

First, remove both the case and the metal shield to get down to the mother-board. Then de-solder and remove the eight ram-chips U26 thru U33 (MT4264). They are the inside row (closest to the TV RF module). Next, replace these with sixteen pin low profile sockets. Take a piece of wire and solder it from pin 1 of one of the

new sockets to pin 1 of the next. Continue to do this until all the pin #1s of the new sockets are soldered together. Plug the 256K DRAMs into the sockets you have just installed.

Next, cut and bend up pin 15 on U23 (CO14795 the PIA). Take your new 74LS158 and break off pins 5,6,7,9,10,11,12,13,14. Bend up the other pins except for pins 8 and 16. Install this "piggy-back" on top of U20 (HD14050 - located just to the right of C50) and solder pins 8 and 16 of this 74LS158 to pins 8 and 16 on U20. Now connect pin 15 (74LS158) to pin 8 (ground) with a short jumper wire.

Take a piece of wire about 4 in. long solder one end to pin 30 on the chip marked "CO14805" (this is O2 on the GTIA) on the mother board, and the other end to pin 1 of the new 74LS158. Next, solder a wire to pin 15 of U23 the PIA (the one you cut and bent out) and connect the other end to pin 2 on the new 74LS158. Solder a wire to pin 16 on U23 and connect the other end to pin 3 on the new 74LS158.

Take a 33 ohm 1/4 watt resistor and trim the leads to about 1/4 in. Solder one end of it to pin 4 of the new 74LS158. Connect a wire from pin 1 of the new DRAMs (any one of them) to the other end of this resistor. Re-assemble the RF shield making sure you are not shorting it to any of the modified hardware. Assemble the case and you are finished!

PARTS LIST.

- 1 - 74LS158 (2 to 1 Multiplexer).
- 8 - 41256 dynamic RAM (150ns).
- 1 - 33 ohm 1/4 watt resistor.
- 8 - 16 pin low profile sockets.

The next page is a quick over view of the bit table and numbers to be used in location 54017(PORTB). I have finished modifying a RAMDISK handler for the extra ram. It uses a ram based OS so BASIC XE or XL can't be used.

The best deal for this mod is to use SpartaDOS (available with SpartaDOS Construction Set or the US Doubler). The new RD.COM file supports it as a full 256K RAMDISK (any drive number) or a 192K RAMDISK with 64K reserved for BASIC XE. This 320XE modification is also totally compatible with ICD's RAMBO XL mod for the 800XL and 1200XL computers. MYDOS 4.0 also supports a very large single density RAMDISK. With BASIC XE you can use a 1500 sector RAMDISK and without it you can have about 2000 sectors.

This upgrade has been built and tested on a BBS, where it

has run for days on end without a memory loss or error. If you need help or more information feel free to call the Peanut Gallery (408)-384-3906, 24HR, 300/1200 baud. Leave mail to the Sysop (thats me). Good luck and let me know if you write a better handler for DOS 2.5.

Questions on SpartaDOS with this mod and RAMBO XL will be answered on the ICD BBS B15/968-2229, 24 hours, 300/1200/2400 baud.

130XE/320K Memory Control Register 54017(\$0301)

Bit 7 6 5 4 3 2 1 0
D a b C c d B R

D=0 enable diagnostic ROM.

B=0 enable BASIC ROM.

R=1 enable OS ROM.

C=0 enable extended RAM.

abcd= memory control bits.

Bank #	Control#	
Bank 0	----->1311	
Bank 1	----->1351	
Bank 2	----->1391	
Bank 3	----->1431	
Bank 4	----->1631	Basic= off
Bank 5	----->1671	OS = on
Bank 6	----->1711	ENH = on
Bank 7	----->1751	
Bank 8	----->1791	
Bank 9	----->1991	
Bank 10	----->2031	
Bank 11	----->2071	
Bank 12	----->2271<--\	
Bank 13	----->2311 \	
Bank 14	----->2351 /	130XE Banks
Bank 15	----->2391<--/	

If you are using MYDOS 3.016 and wish to use BASIC XE and a RAMDISK at the same time, boot DOS and poke 5275,163 and 5324,16. Go to DOS and write the new DOS. This will keep the two from "bumping" into each other. A similar poke can be done to DOS 2.5, it is poke 4838,163. The handler I have will set up 192K of the extra ram as 2 5D RAMDISKs or 1 DD RAMDISK.

If you are a hot-shot programmer (I'm not) I think a print spooler that uses part of this ram would also be very nice. This mod is easy to do and perfect for running a BBS. One note, on CompuServe there is a mod by Rich Andrews which should not be confused with this one, his uses 33 new chips but mine uses only 9 new chips. Have fun!

PRINT MASTER

A First Look by John Pellet

In a few words, "PRINT SHOP for the ST."

PRINT MASTER from Unison World for the ST (previously released for the IBM PC) is very similar to PRINT SHOP from Broderbund, the program we've known and loved for a while. This is not intended to be a full review, but rather a quick look, highlighting the differences from PRINT SHOP (hereafter referred to as PS).

In general, PRINT MASTER (PM) is bigger, faster, and more powerful than PS. It's PC heritage is painfully obvious in the user interface, but it manages to overcome this drawback. An implementation that used the full GEM interface would be nice, but is not required.

PM takes the cards, signs, letterheads, and graphic editor functions of PS and enhances them substantially. Two graphics may be used at each choice. Borders and fonts are more varied and complex. Fonts may be changed on each line, and may be shown in checkerboard and rain styles, as well as PS's solid, 3D, and outline. To the PS functions, PM adds a calendar printout from a universal calendar, including adding text to one special day a month.

In addition to enhancing the choices of PS, PM displays a graphic representation of the full page before printing - a real paper and time saver. Moreover, while computation seems slightly longer (not taking into account the additional complexities described in the previous paragraph), output to the printer is MUCH faster. If an outboard printer buffer is used, substantial time savings are available. And, saving the best for last, PM allows you to save finished copies of your designs to disk.

Taking advantage of the memory and disk increases in the ST, more graphics are available from the system disk. A library disk is also available containing more than 100 graphics for under \$30.

In summary, just like Print Shop, PRINT MASTER is a program useful to anyone printing graphics, or interested in doing so.

PRINT MASTER does not appear to be copy-protected since a standard disk copy produces a working backup. In any case, Unison World offers a backup master for \$5.

PRINT MASTER is available from Computer Discoveries for under \$40.

SPECIAL INTEREST GROUP (SIG) ANNOUNCEMENTS

This month we have reserved rooms for four SIGs. The *Adventure SIG* will not be meeting this month. But, watch for its return next month (contact Steve Markley for more information). The SIGs that are meeting this month are: *Fractal SIG*, *ST SIG*, *Newsletter Exchange SIG*, and the *New Member SIG*.

IF YOU ARE A SIG LEADER AND YOU WANT A ROOM FOR THE MAY MEETING -- CALL ME (Jim Chaney, 231-4402) NO LATER THAN APRIL 26, 1986. I WILL NOT CALL AND ASK FOR THE INFORMATION. IF YOU DO NOT CALL, YOU WILL NOT HAVE A ROOM. SIMPLE, ISN'T IT?

If you would like to start a new SIG, give the President (John Pellet) a written description of your purpose (two or three sentences is usually enough) and the name (and phone number) of the SIG leader. THEN, call me (231-4402) and get your room reserved.

SIG leaders are members just like you --- they have an Atari computer and they want to use it. They want to share what they know about a particular use of the Atari and gain information in return. It's called "SHARING". Nothing is for free! It takes time and effort, but it is well worth it! GET INVOLVED!



DATA TIMES

A few brochures have been received, by the club, and they are available to members. The brochures outline a new data base service. This data base is not for everyone, but for those of you, who need the information, it could be an invaluable source.

DataTimes is an accumulation of nearly one million, full text, newspaper articles. The source of the information comes from over fourteen publications including the Dallas Morning News, and the San Francisco Chronicle. The Morning News data is an accumulation since August, 1984, and includes articles on Key Issues, Business, Regional News, Local News, Government, Sports, National and International News.

Just think, access to your own newspaper morgue, and it all can be searched at electronic speed. Exactly what did President Reagan say about cutting Medicare in 1984. If you are into politics, it might be nice to know. The newspaper morgue never forgets.

Those of you who are involved in personel, finance, investigations, day care centers, or what have you, can now have immediate access to the public information on just about anyone. It appears that "Big Brother" has finally descended upon us.

Hopefully, everyone will use the information wisely, and will recognize that you cannot believe everything you read in the newspapers. Until the newspapers start printing social security numbers, you cannot even be certain, that the person in an article is the one you are interested in. Even the most unusual names are likely to have several duplicates somewhere.

Here in the Metroplex, one of my namesakes is a "deadbeat", and I cannot begin to tell you the fun I have had, beating off the PI's, because of that fellow's indiscretions. My name is not a common one, which makes things all the more difficult.

The rates for the new service, are reasonable, considering the value of the information. There is a one-time subscription fee of \$50.00, and two different hourly rate plans. Plan A charges \$1.00 a minute, with a minimum charge of one-hour every month. Plan B charges \$1.58 a minute with no monthly minimum.

For more information contact Kimberly Malouf, at (214) 746-3400, or DataTimes at (800) 642-2525. In Oklahoma call (405) 843-7323.

[This article originally appeared in the January 1986 issue of STATUS. The latest incarnation appeared in a recent issue of the W.A.H.D. newsletter. Thanks to both of the periodicals. Editor.]

ATARI POWER SUPPLY

By Jim Parks

If you've ever had a power supply go bad (as mine did), then you know how long it can take to get a replacement. A few phone calls to local vendors revealed a one week wait at the minimum. Undaunted (and impatient), I decided to build my own power supply.

Undaunted (and impatient), I decided to build my own power supply...

By using the circuit diagram [See figure 1] and following the construction notes that follow, you can have a "beefy" power supply that will handle any demand the 800XL can place on it and yes, it will indeed power a RAMDISK mod. As an added feature I've included surge protection with the power supply.

The heart of this power supply is a LM323K +5 volt regulator IC. With the proper heat sink, the regulator can provide up to 3 amps to your computer. The 800XL

requires less than 1.5 amps (the 130XE less than 2amps), so with a 3 amp rating this regulator is ideal for the power supply.

For connecting to your computer, you may purchase a 7 pin "DIN" connector or you may cut the cable from your old supply. If you look at the diagram [See figure 3], you'll see that pins 1,4, and 6 are the +5 volt output. Pins 3,5 and 7 are ground connections. With an Ohmmeter, find the wire that you cut that connects to pins 1,4 and 6 and tag it with "+5" for future use. The other wire is the ground and it connects to pins 3,5 and 7.

Follow the schematic [See figure 1] and wire your project carefully. Observe the polarity of the electrolytic capacitors and study the pin-out configuration of the LM323K [See figure 2] before making the connections.

Connect the Metal Oxide Varistor (as shown in the diagram) for surge protection. Connect the black and white wires of the line cord to the input of the transformer. A fuse holder should be wired

to one of the inputs of the transformer. The green wire (if you are using a three wire cord) should be connected to the metal case of the transformer.

One final construction note. The LM323K must be mounted on a heat sink. I chose a plastic project case with a metal top [See Parts List] and mounted the LM323K to the metal top with heat sink compound. As an option, you can mount the regulator on a heat sink designed for a "TO-3" transistor case. I also recommend a TO-3 socket for the regulator for easy installation and removal.

Before connecting the power supply to your computer, power up your unit and check for +5 volts at the output. If all seems well then try your computer. If you notice any "ripple" on the screen, then recheck all your solder connections. It may be necessary to connect the case of the 12 volt transformer to ground. In extreme cases, you may have to shield the entire transformer with a piece of metal connected to ground.

Good luck with your project!

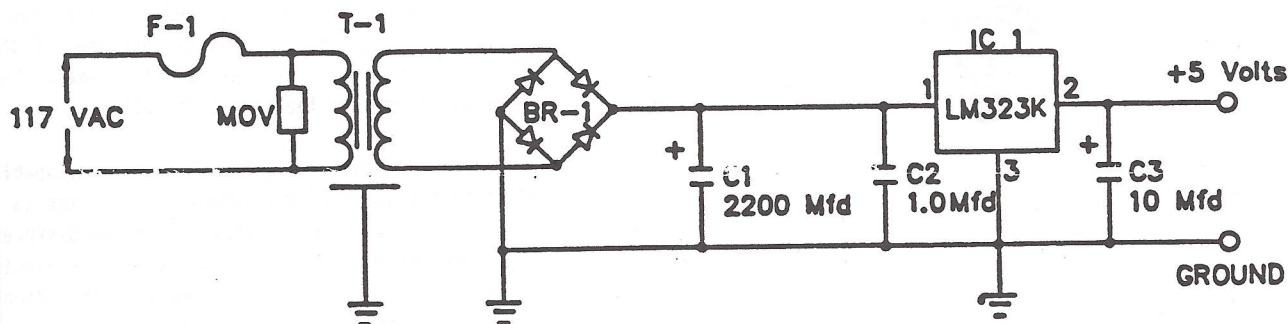


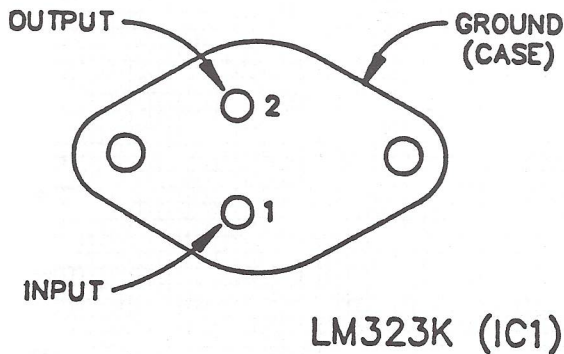
Fig. 1)

POWER SUPPLY LAYOUT

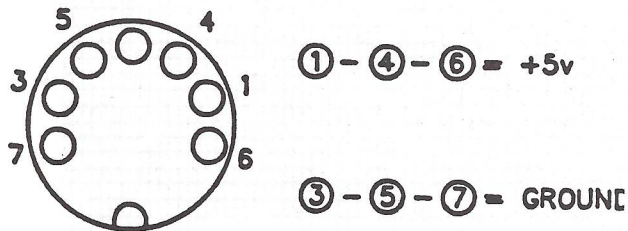
Continued from preceding page

**POWER SUPPLY
PARTS LIST**

- T1 - 12 volt transformer (Radio Shack 278-1362 or equivalent)
- BR1 - Bridge rectifier (RS 276-1146 or equiv.)
- IC1 - LM323K (available at local electronics suppliers)
- C1 - 2200 mfd electrolytic capacitor (RS 272-1020 or equiv.)
- C2 - 1.0 mfd capacitor (RS 272-1066 or equiv.)
- C3 - 10 mfd electrolytic capacitor (RS 272-1013 or equiv.)
- MOV - Metal Oxide Varistor (RS 276-671 or equiv.)
- Misc. - Project enclosure (RS 270-282 or equiv.)
- Fuse holder



(Fig. 2)



(Fig. 3)

SURGING ALONG

YOU need surge protection! Why wait? Protection is only a small fraction of your computer investment. Modems and telephones are solid state devices (if you have a telephone that's not solid state, the phone company has a deal for you) and just as sensitive as any of your computer devices.

Modem or telephone line protectors use at least three different mechanisms, of varying effectiveness, in attempting to stop surges and spikes.

The oldest technology used a pair of carbon blocks connected to ground. To the best of my knowledge, this is not used much more, and regarded as inefficient.

A more recent evolution uses a small capsule containing as gas, as a spark-gap. On this type of unit, ground is usually picked up from the ground lug of a standard wall outlet and phone connections are via standard mini-plugs.

The most complex technology employs the spark gap capsule with the addition of back to back zener diodes to varistors. This is a further attempt to clamp the LARGE spikes associated with lightning.

Any surge or spike protector is severely challenged by lightning, and there is no guaranteed answer. The only fact that can be stated conclusively, is that you have a better chance of your equipment surviving a large power surge or lightning strike with a good surge protector than without it.

[This article originally appeared in the SLCC newsletter. The latest incarnation appeared in a recent issue of the O-ACES newsletter. Thanks to both of these periodicals. Editor.]

PRINT SHOP DESIGN GRID

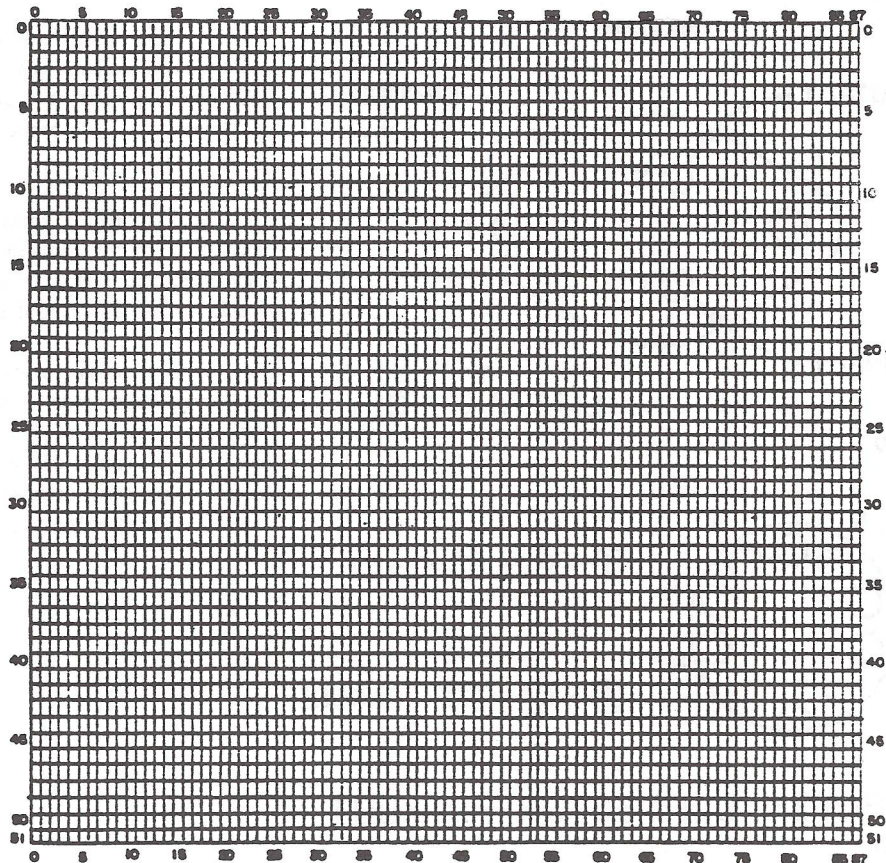
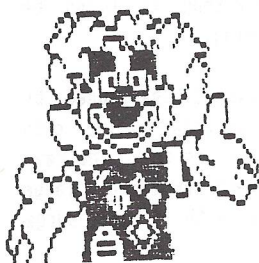
By Ken Watson

Below you will find the most helpful tool available for designing your own Print Shop Graphics. Ken Watson, Elsa, Yukon, Canada, sent us this excellent grid and we will give you some tips on how to make the most of it.

The most obvious usage of the grid is to physically design your Print Shop graphic on a photocopy of this grid. If you are not necessarily artistic in nature (like most of us), here is another way you can make use of this grid.

Find a high quality copier that will give you acetate copies. Request that a copy be made of this grid so that the emulsion side of the acetate copy will face down. Your friendly copy center will probably have to make a copy of the grid on one acetate, then copy that acetate upside-down in order to get the emulsion down.

Now buy one of those water-soluable overhead projector pens (e.g. Sanford's Vis-a-Vis), place your acetate grid over a picture of your choice, fill in the dots, and input it into the graphics editor of the Print Shop Master diskette. It is as easy as that to produce custom graphics like those you see below.



LOGIKHRON CLOCK CARD

Reviewed by John Pellet

At last, an accurate time/date in my ST!

Soft Logik Corp.'s LOGIKHRON CLOCK CARD has a permanent place in my ST's cartridge slot. Their CLOCK.ACC has been added to all of my boot disks. Now, when I turn on my ST, the time and date are correct. I understand that there may be some bugs on one drive systems, but I haven't found any on my two drive setup. If you, like me, are a big believer in the time/date stamp on files then I think you'll really like this product. So far, there are only two things I'd change.

First, I really wish that the battery was user-replaceable. At the very least, I wish the documentation made some statement regarding replacement of a dead unit several years from now when the battery dies.

Second, I wish the program to read the clock and install it in TOS were also provided in a .PRG file. This would enable installation in an auto folder without requiring an accessory slot. Whether you realize it or not, the ST will only load 6 accessories on any boot. This might eventually be a problem. In any case, a .PRG file would give the user the alternative.

In summary, a nice product at a reasonable price.

The LOGIKHRON CLOCK CARD is available from Computer Discoveries for under \$50.

Will Pay: Assist and hands on tutorial secretary and self setting up files and operating Letter Perfect and Data Perfect Systems, at Stemmons Tower office, preferably during working hours or possibly Saturdays.

Contact: Fred Fischer
(214)630-8055 (Office)
(817)282-1997 (Home)



P:R: Connection - A Product Announcement

Downloaded from the ICD BBS by John Pellet

3/09/86 - We now have a firm ship date for P:R: Connection beginning March 25. We are just now beginning production and the first few hundred units will be shipped March 25. Our tremendous number of back orders should be filled by April 15th.

P:R: Connection is the new replacement for the now obsolete Atari 850 interface. It plugs into the 13 pin serial bus (where the drives go) and gives the user 2 RS232 serial ports (port one has full hand-shaking) and 1 centronics parallel port. It is packaged in a small compact case and needs no power supply. It draws all it needs from your computer without any danger of overloading your system.

P:R: Connection has a built in serial handler which loads with the standard RS232.SYS or AUTORUN.SYS provided with Atari DOS 2. The bugs associated with the 850 handler do not exist in this new ICD product. Internal jumpers also allow the option of disabling the printer port or appending a LF after a CR to your printer.

P:R: Connection retails at \$79.95 and comes complete with a detailed reference manual. It uses the same cable configuration as the Atari 850. MODEM or Printer cables are available for \$15.00 each.

A new SpartaDOS handler (SPRINT) allows output to the standard parallel printer to be diverted out the serial port. This will make life easier for serial printer owners!

SILENT SERVICE

Reviewed by Mike Trombley

It is December 1943 in the South Pacific. You are the Captain of the USS Tang, an Allied Submarine from Perth, Australia. It is a quiet night. Visibility is good. You are at 2/3 speed, bearing 048, just SW of the coastline of Japan. Suddenly your crew informs you that surface radar has picked up a Japanese convoy bearing towards your position. The order to stop engines and rig for silent running is given. The convoy approaches. Using your binoculars you scan the horizon. Then you spot it. Three tankers, a troop carrier, and three escorts. Must be an important convoy to have three escorts. You go to 1/3 speed and approach the convoy trying to keep a minimum profile to the lookouts on the Jap destroyers. Then, at the right moment, the order to fire is given. Three steam torpedoes leap out of the bow. Your surface radar shows the course of your weapons when suddenly the escorts spot you and begin to fire. You now have three Kaibokan destroyers on your tail. Dive! Dive! The alarm goes off as you put her down. Sonar picks up the destroyer's engines. ..200ft, 250ft... the noise of depth charges being dropped comes over the sonar speaker...deeper you dive and wait. Silently. At the bottom of the sea.

Such is the sophistication of the new submarine simulation from Microprose, the same wonderful people who brought us the joys of crashing at Mach 1.5 in F-15 Strike Eagle.

This simulation contains five graphic battle screens, a fractal map generator of the WHOLE South Pacific (down to a resolution, they say, of 100 yards) and a variety of combat situations.

The simulation makes use of one joystick and quite a bit of the keyboard and runs on all 8-bit Atari machines with 64K. It also contains enough options to make this game as simple as shooting at some anchored dead targets off Midway Island, or as complex as a 46 day patrol of the entire South Pacific.

In order to customize each game, the designers have provided seven "reality levels" to assist the gamer in adding elements to increase the level of difficulty.

These elements include limited visibility, zig-zagging convoys, dud torpedoes, expert destroyers, and the ability to make complicated estimations of what is known as the "angle-on-the-bow", an angle necessary to guide your torpedo to a successful merger with a ship.

The game is well documented. Documentation is over 45 pages long and includes some real life scenarios from actual wartime sub missions. The simulation also allows high achievers to place their name in a Sub Hall of Fame.

For strategy, for excitement, for tension and education, Silent Service is an excellent purchase for every owner of an Atari 8-bit.

One last word. Microprose's new catalog mentions the coming of GUNSHIP for the Atari with 3D out-the-windows graphics. This is a helicopter simulation with helmet controlled weapons (ala Airwolf). Don't you love a company that spoils you like this? Way to go Microprose!

ULTIMA IV: QUEST OF THE AVATAR,
A REVIEW

By Steven Markley

Resting after a long day at work, you sit under a willow tree, listening to the sounds of nature. Suddenly there is a bright flash and a portal of brilliant blue appears next to you. From this fall two objects: one is a small Ahnk, the other is two books wrapped in a cloth map. After reading a book on the history of an odd land called Britannia, you hear the sounds of a carnival over the hill; following the sound you come across a gypsy's wagon. She tells your fortune and everything goes black...

Thus begins *Ultima IV: Quest of the Avatar*. *Ultima IV* is an exciting new adventure game based on the virtues of its three predecessors. Summarized, the game consists of the player using a computer generated character to wander around the countryside vanquishing foes, picking up rumors and clues, gaining members to your party, and diligently working on the eight virtues of an avatar. To be a little more explicit, *Ultima IV* is a graphics adventure, where the whole surface of the planet, all cities, and maybe even other planets are layed out before you. Each person met in the game has his or her own personality and may carry on full conversations. The game has many more features that make the "willing suspension of disbelief" (that is necessary in these games) very easy to accomplish. So many, in fact, that it is impossible to list them all here. Let me just say if you liked the other *Ultima* games, or you just like a good challenge to your ingenuity, then you will not be disappointed by *Ultima IV: Quest of the Avatar*.

REVIEW OF ATARI XM301 MODEM
BY HOWARD CHANG

Late last year Atari released a new 300 BPS modem, the XM301. It is the smallest modem I have seen to date, 5.25" X 2.75" X 1.5". It is powered by of the phone line so the need for a separate power cord has been eliminated. Its color is gray, consistent with the XEs and STs. It connects in at the very end of your serial daisy chain. There are no switches on the modem, only a single light indicating when carrier has been detected.

Other features include the ability to autodial and autoanswer. For those of you not familiar with those terms, autodial means you can type the phone number on the keyboard and the modem will dial the number. Autoanswer means the modem will detect a ring and will take the phone "off hook" and provide a carrier. These "auto" features are virtually standard on all modems today.

A diskette is included in the (small) package and has DOS 2.5, the R: Handler (provides the necessary interfacing routines between DOS and the modem) and XE Term. Contrast that with the 1030 modem which has the R: Handler built in. I don't have a 1030 modem so I can't tell you which handler is better. I can say, based on messages I have read on CompuServe, the disk-based handler appears to be more reliable.

XE Term is a terminal program written by Russ Whetmore specifically for the XM301. I won't go much into it's features because no one will use it after they get their hands on *EXPRESS!* I will say it has all the basic features of a terminal program, XMODEM transfers, autodialing, macros and file utilities. It will suffice for a new user for awhile.

However, *EXPRESS! Version 2.1* fully supports the XM and is probably the best terminal program available for the Atari 8-bit machines, public domain OR commercial. If you don't want to take my word for it, ask anyone who uses it! Plus, since it's in the public domain, you can't beat it's price. The DALACE-1 (8 bit) BBS was the first BBS in the metroplex to carry 2.1. By the way, Bob Childress just uploaded *EXPRESS! 850* to DALACE-1. Now you 850 users can benefit from this program also.

As far as reliability, it seems to be a solid box. I did have to return the first unit because the phone line connector went bad. If you end up buying an XM301 and can't get it to work, wiggle the phone line connection. That may be the culprit. As always, Computer Discoveries backed up their product and provided an

immediate swap for a new unit. This one has been operating flawlessly.

Price? I deliberately saved this for last, it retails for \$49.95. That is the best price I know of for a 300 BPS modem that doesn't come as a card without covers.

With a price like that, there shouldn't be any Atarians without a modem. After having been in telecommunications for a couple of years now, I can honestly say my modem has provided the most value for the dollar of any of my peripherals. Just think....if you had one of these, you could then sign on to THE Atari Info Exchange BBS in the Metroplex (Texas?, Nation?)!!!!

Games Computers Play
By Steven Markley

Games Computers Play, or GCP, is a computer bulletin board system (BBS) with a twist. Instead of the normal menu-driven board with text files to read through, GCP is a graphics-oriented board for the 8-bit machines.

When you logon, you select a body type to represent you, then wander through the maze of streets to the specific area you want to be. Some of the main attractions are: the game floor where cyber-warriors battle with tanks, the conference rooms where several users may carry on a private conversation (that's right it can support several users on-line at once), and the files or download section. Common features that may be found in many places around GCP are phones and terminals. Phones allow you to talk to other users on the board without actually finding them, talk to the sysops, and get a list of on-line users. Terminals allow you to use utility commands to change your name, review text, and other such functions.

The main feature of GCP is the on-line games. If you are not interested in these, you may not want to get on because of the cost (around \$5 an hour + \$15 sign-up fee if you go through the club).

If you have any other questions I will do my best to answer them. Don't hesitate to ask, unless it's after 10:30 at night.

ST-BASIC WAVE COMMAND EXPLAINED!

SYNTAX: WAVE enable, envelope, shape, period, delay

ENABLE: (Enables VOICE or VOICE with NOISE)

VOICE	VALUE	NOISE with VOICE VALUE
1	1	8
2	2	16
3	4	32
1 + 2	3	24
1 + 3	5	40
2 + 3	6	48
1 + 2 + 3	7	56

ENVELOPE: (Enables ENVELOPE for VOICES)

VOICE	VALUE
1	1
2	2
3	4
1 + 2	3
1 + 3	5
2 + 3	6
1 + 2 + 3	7

SHAPE: (SHAPE/CYCLE control)

VALUE	DESCRIPTION
1-3	alternate (alt.), hold
4-7	attack, alt., hold
8	continue
9	continue, hold
10	continue, alt.
11	continue, alt., hold
12	continue, attack
13	continue, attack, hold
14	continue, attack, alt.
15	continue, attack, alt., hold

PERIOD: (Controls frequency of the ENVELOPE)

VALUE	DESCRIPTION
1-511	FINE tune frequency
512-65535	COURSE tune frequency

DELAY: (Sets time in 1/50 second increments before BASIC resumes execution)

Use any desired value. If your WAVE command doesn't seem to be working the way you think it should, try increasing this value.

HOW TO USE THE WAVE COMMAND.

First use the SOUND command to select the voice or voices desired, and Set the NOTE and OCTAVE values. Set the VOLUME and DURATION to 0. When using the WAVE command the VOLUME and DURATION values in the SOUND command are disabled. Next set the values for the WAVE command. As your program runs, the SOUND command will take on the parameters set in the WAVE command.

Now you get a cookie!

(Downloaded from Compuserve. ...JLP)

RECOVERY OF CRASHED RANDISK by Larry Catalino (L.A.C.E.)

Ever had your randisk full of downloaded programs from a BBS or pay service, ready to transfer to floppy, only to encounter a crash or lockup? Here are a few steps to recover it before it happens.

1. Boot up with the master diskette (DOS 2.5) with no basic (faster) and allow RANDISK.COM to run.

2. From the DOS menu format a blank disk (option I or P) and write DOS files (option H) to it. Do not copy RANDISK.COM or put any type or AUTORUN on this disk. You may use it for other files as long as they don't Autorun.

3. Mark this disk 'AFTER CRASH DISK'

4. When using a basic program using the Randisk, POKE 580,1 before running it.

5. When a crash or lockup accures place the 'AFTER CRASH DISK' in drive 1 and press the reset button, (and Option for no basic) and hope for a coldstart. If a coldstart cannot be acheived the chances of recovering the X-tended ram are small, but one can only try.

6. When the DOS menu appears call up a directory of drive 8 and presto, it is intact. It can now be transfered to a floppy.

This method works due to the fact that the X-tended ram is not purged during a coldstart. I haven't tested this on the 256KXL but it works the same and should produce the same results.

MOVIE MAKER 8-BIT SOFTWARE REVIEW

by JIM CHANEY

First, let's get the *credits* out of the way. *Movie Maker* (The Animation Construction Set) is a product of Interactive Picture Systems, Inc., and is currently published by Electronic Arts. The package for this review was furnished to DAL-ACE by Babbages (Irving, Texas). The Babbage price for this package is \$28.90 (list price is \$34.00). Be sure to call Babbages (255-2129) before you rush over, it is a popular program and may be "out of stock" on a given day.

In one word, *Movie Maker* is "FANTASTIC". In brief, *Movie Maker* is an 8-Bit program that allows you to create animated graphics in the popular 7.5 mode (four colors, 160 by 192 pixels). The Electronic Arts package contains two "flippy" disks for the program and data files (that's the equivalent of 4 disks) and a well written instruction manual. *Movie Maker* is a very powerful program that is suitable for both the casual and serious user. The casual user can have a lot of fun with the supplied data files without getting too deep into the program operation. The serious user will find the program to be average in difficulty with plenty of functions and utilities to assist in the complex task of creating a "real" animation sequence. The serious user can expect to spend 8 to 12 hours learning the process. However, simple animation can be achieved (in less than an hour) by following the manual through a defined sequence using the supplied data files. Side 2 of the Program disk is an auto-boot demonstration of the program's capabilities. The AUTORUN.SYS file can be copied to provide a player for your own movies.

Movie Maker is divided into four main programs that are loaded into memory from a Main Menu. This is probably my only "gripe" about the entire program. But, when you realize the complexity of the package, it could hardly be expected to fit into 48K and still have room for all of the graphics manipulation that is going on! This load and reload process makes a dual drive system highly desirable (but not required).

The four *Movie Maker* sub-programs take the user through the four steps necessary to create a movie: COMPOSE, RECORD, SMOOTH, and PLAY. The user will spend most of his/her time in the COMPOSE and RECORD modes. The SMOOTH and PLAY modes are rather simple but necessary steps.

Before we get into the *Movie Maker* modes (steps), a review of the 6 file types used will give you an idea of the program's power. The *Shape* file (SHP extension) is a graphics page that may contain up to 64 individual images. The *Background* file (BKG extension) contains a graphics screen against which the movie plays. The *Animation* file (ANI extension) is the record of up to 6 sequences of up to 16 images from the *Shape* page. These sequences can make up a maximum of 300 movie frames. The *Sound* file (SND extension) is used in the RECORD mode to add sound effects to the movie. The *Extra Function* files (FNC extension) provide a means of scaling images or adding text to the *Shape* file. The *Movie* (MVN extension) file contains the finished movie sequence.

COMPOSE This sub-program is used to create and/or modify the images to be used in the movie. A maximum of 64 images may be placed on the *Shape* page. The images can be used as many times as necessary for any given sequence. This sub-program is also used to define the sequences in which the images will be placed into the movie. A maximum of six sequences can be defined and each may contain up to 16 images. There are adequate graphics tools to be used in the image creation process (such as fill, duplicate, mirror, erase, pen selection, border size, 3 zoom/magnify levels, color selection, etc.).

RECORD This sub-program allows the user to create the Animation file that defines the actions of up to six actors and four channels of sound. A maximum of 300 frames can be recorded for a movie. Actors are defined by selecting a series of "sequences" and playing them through the movie frames (the *Movie Maker* documentation will provide you with a much better definition of this process). Again, there are adequate utilities for all functions.

SMOOTH This sub-program allows the user to add title screens (beginning and ending) and make the movie file.

PLAY This sub-program is just for displaying the finished movie. The movie may also be displayed with the AUTORUN.SYS file on the backside of the Main Program Disk.

The *Movie Maker* Data Disk contains many fine examples that can be modified to make your own movies. I am by no means an artist, but I have had a great deal of fun with this program. I recommend this program to anyone interested in animation who is willing to spend the time learning to use the many fine tools included.

JARGON JEOPARDY

As in any industry, there are particular terms unique to data processing. To clarify some of this jargon, we offer the following questions. If you have other computer terms and questions (as in Jeopardy), we would love to print them. Send them to: Exchange Editor, CSC C-8 (offsite customers use the address at the front of this issue).

- SYNTAX What is the penalty for sexual harassment?
- MANAGEMENT INFORMATION SYSTEM What is a purpose for a carrier pigeon?
- FLOPPY DISK What is an excuse for extended sick leave?
- RANDOM ACCESS PROCESSING What happens during an office move?
- NULL SPACE How does a new computer user feel?
- BYTE What is worse than a manager's bark?
- BIT What is past tense of a meeting with the boss?
- MICROFICHE What do sportspersons catch outside of Idaho?
- GROSS TRANSACTION DISPLAY What is a staff meeting?

tid bit:

What is it?

Graphics Device:

Each workstation shall be provided with a five legged, removable arm-swivel type graphics device with rollers and convenient controls to allow easy adjustment of height and back position.

MEETING PROGRAMS CURRENT & FUTURE

We have a very exciting program for our meeting this month. And a REALLY, REALLY, BIG program coming up in May. But first, our program philosophy: our Vice President of Programs (Jim Chaney, 231-4402) is responsible for putting on the meeting program each month. If you don't tell him what you want to see, then you will be seeing what he wants to see. THAT'S THE RULE! Tell him before the meeting or keep quiet and watch! Jim is also looking for volunteers to review and demonstrate new software packages --- VOLUNTEER TODAY! IT IS GREAT FUN!

NEW PROGRAM FORMAT

This month we try out a new program format. Instead of having the program follow the business meeting, we will split it into two sections; one part before the main meeting and one part following the main meeting. Let us know how you like this approach.

APRIL MEETING

For the April meeting we will have demos of Movie Maker (8-Bit), Ultima IV (8-Bit), H & D Base (16-Bit), and Ultima II, Revenge of the Enchantress (16-Bit). We are also trying to get an Atari 1040 demo arranged for this meeting.

MAY MEETING

For the May meeting we have planned a SPECIAL EVENT in addition to our regular program. This EVENT may have some of the 520 people digging out their 800s again. In simple terms, we will witness the NATIONAL introduction of a new product line for home computers. The first computer to be addressed by this effort is the Atari 800 series. A few of our members have seen a preview of this product and were very impressed! It is a disk based magazine. Oh yes, you have seen computerized magazines before! NO, NOT LIKE THIS ONE! Just the Table Of Contents will drop your chin. And the price and size of this magazine will stun your economic senses. We have been told that a special offer will be made to members witnessing this demo. DON'T MISS IT!

Our regular program for May will include: HIPPO Concepts (an outline and thought organizer for the 520) and HIPPO Pixel (a font generator for the 520). We are still looking for another 8-Bit demo for May -- any ideas should be passed on to Jim Chaney (231-4402).

EDITORIAL STAFF

Editor: Dave Gillen, 931-6058
 Production Manager: Jeff Golden, 252-3268
 Production Crew: Frank Corlett,
 Steve Markley,
 Rex Ungericht,
 Distribution Manager: Roger Markley, 231-6918
 Distribution Crew: Steve Markley,
 Kathy Barros,
 David Miller,
 Advertising Manager: Don Adams, 350-2206

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 to 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.

DAL-ACE CALENDAR

Mark on your calendars these dates for upcoming DAL-ACE events.

Saturday, April 26	Newsletter Production Mtg
Saturday, May 10	Main Meeting
Saturday, May 31	Newsletter Production Mtg
Saturday, June 14	Main Meeting

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.

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 - 10:30 NEWSLETTER EXCHANGE SIG
 11:00 - 12:00 CLUB SALES
 11:00 - 11:30 NEW ATARI USERS
 11:30 - 12:00 MEMBERSHIP SIGNUP &
 NEWSLETTER DISTRIBUTION
 12:00 - 2:00 8-BIT DEMOS
 BUSINESS MEETING
 OTHER DEMONSTRATIONS
 1:00 - 2:30 CLUB SALES
 2:00 - 4:00 FRACTAL SIG
 ST SIG

Meeting rooms and additional information will be posted on the schedules at the main entrance, and the main kiosk, which will be manned from 9AM to 4PM. Club (including disk-of-the-month and garage sales) and vendor sales will take place in the basement.

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
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 * 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
DALLAS ATARI COMPUTER ENTHUSIASTS

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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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