

DAL-AGE

DALlas Atari Computer Enthusiasts

Volume 7, Issue 5

May 1986



PRESIDENT'S PERSPECTIVE

By John Pellet

Another month, another column, but not just another meeting. This one will be VERY SPECIAL. The magazine on disk presentation should be great - I'm certainly bringing my money. Moreover, Alan Kay is scheduled to speak later this afternoon, and I can hardly wait. More information can be found in this issue. In any case, have fun! I will!

DCC NEWS

DCC finally has final draft bylaws and they should be adopted within the month. If you're interested, the officers each have copies, and I would be glad to discuss any questions you have.

The vendor and attendance totals were down slightly in April, compared to the record totals set in March. I would attribute this to the horrible weather - I've never seen it that dark at 2PM. Also, moving off of the second Saturday can't help. We are planning to publish the meeting dates for the rest of the year either in this issue or the near future. Please note that dates, by contract, are firm only 90 days in advance. But based on past experience, little change is expected.

We should have new Infocards this month, but I may be wrong. Infomart keeps saying, every month, that they will be able to accept data on MS-DOS diskettes, then running into snags. And people in the users groups that can write 9-track tapes are somewhat limited!

Remember that the vendors pay for our use of Infomart. Before we moved here, our vendor table sales NEVER paid for the 2 or 3 rooms we rented at the Civic Center. Our facilities now are VASTLY superior. So, try to buy SOMETHING from at least one of the vendors at each meeting. And tell them you're glad they came!

Infomart Security again had a problem with children running through the building. Please, if you bring your kids (and we HOPE you do!) and they are too young to behave responsibly, keep them with you. And, if you see such behavior, ask those involved to clean up their act.

VOLUNTEERS?

If you're not helping, WHY NOT? THIS CLUB RUNS ON VOLUNTEERS! It's embarrassing to go to the DCC meetings, where we are considered one of the large, enthusiastic groups, and be asked where our volunteers were Saturday!

PLEASE HELP. See Susan to signup, or do what I do, drop by the Information Booth between 10 and 11 and offer to help! If you're here as late as 3:30 or 4, drop by the kiosk area and ask if you can help. You get to fold easels or rip schedules off doors. None of this will take long, and it will leave you with a warm feeling.

IDEAS

This is the second month for the idea section. I didn't get feedback last month, but, being ever an optimist, I hope some of you respond to this one.

Is our new meeting format better? Do you care?

What can we do to increase disk sales? Remember, that's what really supports the club, and produces the income to do things like buy hard disks!

Are our dues too high? Are they too low (the OTHER Atari club charges more, for what I think is much less)? Do you have any ideas that could generate income (there's always ways to spend it)?

SIGS

The current SIG's are: (ADVENTURE: Steve Markley), (FRACTAL: Chris Todd), (NEWSLETTER EXCHANGE: Larry Dineen), (NEW MEMBER: Marc Salas), and (ST: Jim Chaney).

I'd like to see a Communications SIG started again. Is there any interest out there? Jim has mentioned that he will probably have to give up the ST SIG, due to the press of other duties. Are there any volunteers to replace him as ST SIG Leader?

PROJECTS - A Status Report

Dave is working to analyze the results of his survey, so if you haven't sent yours in, please do so. You should have seen a couple of copies of the flyer at our kiosk last month, and today, as well. We plan to have some petitions for you to sign NEXT month, so bring your pens.

Thanks

Y'all elected me and I just wanted to say THANKS before closing. Together we can make this club better! Next month come see what's planned for the summer! See you then!

ENTHUSIASTICALLY YOURS,
John Pellet

The Eight-Bit Stretch:
Getting Another Year or Two
Out of the Old Workhorse

By Jeff Wilson

Seems like only weeks ago that I visited Manhattan's 47th Street Photo (I confess: I moved to Dallas from New Jersey last November) to have a look at the "new Atari Corporation's" new 6502-based machine, the 130XE. If you've been in that particular shop, you'll remember that they do apply a little pressure to CLOSE THE SALE AS QUICKLY AS POSSIBLE. Before I knew it, I was walking out the door with a shiny, new computer under my arm.

I haven't regretted it. Sure, the Atari CPU chugs along at less than a one megahertz clock rate (but you can disable DMA and get more horsepower out of it). The I/O system is bottlenecked by a serial bus that is one-tenth the speed it ought to be (but you can use bank-switched memory for a ramdisk, or just build your application around in-memory access techniques). The 6502 doesn't support relocatable code, has a tiny hardware stack, offers an oddly asymmetric instruction set, and handles its flags exactly backwards (but there are well known hacks to get around each problem. See "6502 Tricks and Traps" in *BYTE*, June 1985.). The operating system is inherently single-tasking (but it offers "hooks" to allow foreground/background processing, such as a print spooler would require. It is small, flexible, and robust. You can acquire and read its annotated source code to better understand its interfaces.). And its BASIC is full of bugs and SLOWWWW (but the bugs are known, the language has built-in interactive graphics support, and several third-party products mitigate the speed problems).

Got the idea? The Atari 8-bit product family is so inherently functional and affordable that users like you and me, talented third-party vendors, and the Tramiel family have lavished thousands of man-hours on treating its warts. They have succeeded in this endeavour much as my wife and I have in "changing one another for the better": we've both changed a little, and learned to accommodate one another quite a lot. It's a labor of love.

Breaking up is hard to do. So, why break up at all? Several members of our club own both the 6502- and 68000-based Atari products; I don't know anyone who has tossed his 400, 800, 800XL, 1200XL, or 130XE into the street in favor of an ST (by way of contrast, I donated a

very disappointing "Commode-Door" 64 to a school for a tax break to help finance purchase of an 800XL). Our BBS systems and diskette library are ripe with good, serviceable software. Third-party vendors and Atari itself are investing new product development resources in the mature, 6502-based product line.

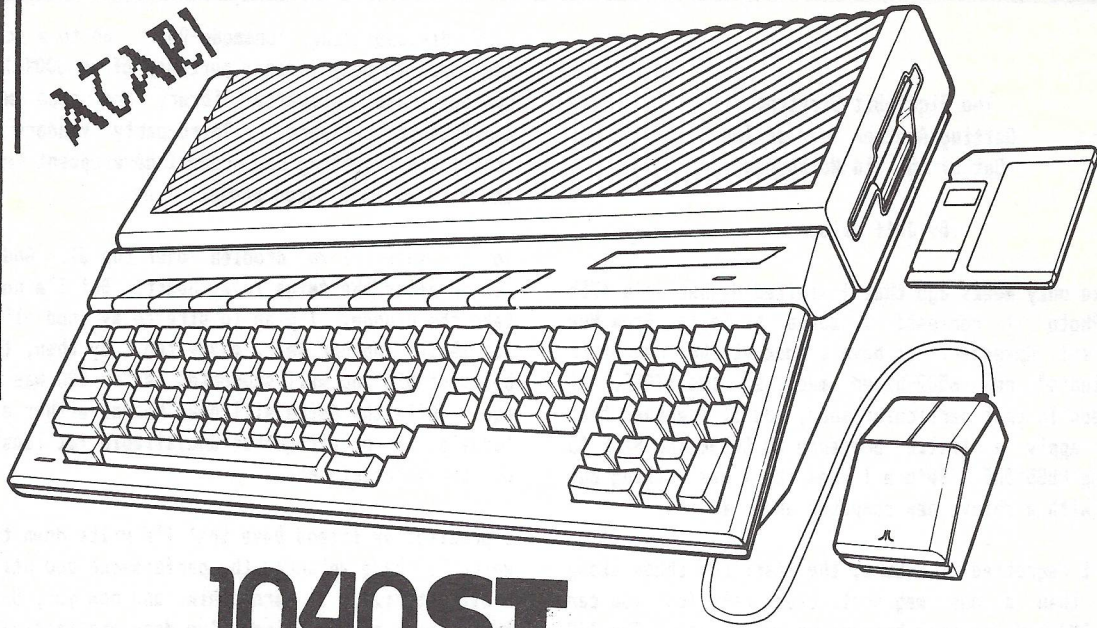
To be sure, I've drooled over the ST. And I've even lusted after the Amiga in my heart. But I'm not ready to take the plunge. I plan to stretch my good ol' 130XE for at least another year, maybe two. By then, the ST will be as stable and well supported as the 800 was four years ago, while the Amiga will have become either as clean as today's ST or altogether unavailable (at least from its current manufacturer).

I promised my friend Dave that I'd write down the ways in which I have enhanced the performance and utility of my 8-bit Atari. I warned him (and now you, Dear Reader) that some of the things I've done are specialized to my interests and needs, while others are costly or involve risks that others may find unacceptable. I might mislead even as I attempt to inform. Most of the material is bound to be stale, as I am walking no new ground. Nevertheless, Dave agreed to let me try; he has a newsletter to publish, after all. I will contribute a few words over the next few newsletter editions.

You probably feel the same about tricks you've tried. Why not share them with the DAL-ACE membership? Consider that it is in your interest to popularize the 8-bit Ataris, so that "Papa Jack" and others will continue to invest in them. Consider that you have already forgotten more Atari technical lore than a new user might learn before 32-bit, virtual memory mega-PCs take over the world. And lastly, consider how much this curiously long-lived backwater of the computer business has enriched your life. Send your contributions to Dave, in care of DAL-ACE. Enough said.

[Yes, I must confess. I coerced Jeff into writing about his adventures in upgrading his 8-bit Atari. One shouldn't look gift horses in the mouth, though. Especially when they're delivered by an author, bearing down on you in his car with his arm frantically waving a diskette out the passenger window...you get the picture. I think you'll find Jeff's future columns both enlightening and entertaining. I'm looking forward to the next installment. DJG]

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*** SPECIAL ANNOUNCEMENT ***

The Dallas Computer Council is pleased to present, as a special event celebrating our first anniversary:

Alan Kay will be speaking on May 10th, 1986 at the Infomart to all User Groups. All other meetings will be suspended from 2 PM to 3 PM (time is preliminary) during our guest speaker's presentation. Here is a brief background:

Alan joined Apple in May 84, hired by Steve Jobs as an Apple Fellow. Selected for their outstanding contributions to technology, Apple Fellows work independently on state-of-the-art projects of their own choosing.

Alan Kay is considered one of the computer industry's most creative and accomplished scientists. He originated many of the visual concepts that Apple later integrated into Macintosh and Lisa. His career has been widely followed by the industry and his ideas have formed the basis for a significant amount of current technology (examples: pull-down menus and windowing). In addition, Alan visualized the much-discussed DynaBook concept, a personal computer the size of a 3-ring notebook.

Alan served as head of the Learning Research Group at the Xerox Palo Alto Research Center (PARC) from 1971-80. Before joining Apple, he worked as chief scientist at Atari for 2 1/2 years.

Alan's current pet project is Vivarium, a Cray-based computer simulation project that will teach early grammar-school-aged kids to explore artificial intelligence problems. He has also done some great things with flying pterodactyl models and still continues to explore user interface developments.

The following are some personal comments from an Apple employee who is helping to coordinate this meeting: "A personal comment from me here, he really is an unbelievable speaker. Somehow, he manages to strip the alienating verbiage away from his discussions on technology in the same way he strips the 'muckety-muck' away from a computer interface. You're going to love him! Alan will need a couple of props: a 35mm slide projector, a 3/4" videoplayer, and some sort of video projection device. Setting him up to use his props will definitely be worthwhile...his presentation is highly informative and entertaining. You might even consider letting local high schools and colleges know if it is appropriate and if you'll have room. He is positively mesmerizing."

Dalace Expired Members as of April 25, 1986

Name	Expires
JOHN ALSPAUGH	4/30/86
CLARK ARNOLD	4/30/86
JERRY H BADEUSZ	4/30/86
JOHN F BEHNEMAN JR	5/31/86
JAMES BENTLEY	4/30/86
CLINT BRANNON	4/30/86
MICHAEL J CADDELL	5/31/86
RICHARD CALDWELL	5/31/86
DORIS E CALHOUN	4/30/86
ERIC CARVAN	4/30/86
DAVID CHAN	4/30/86
BILL CLARK	4/30/86
WAYNE CLOUD	4/30/86
DENNIS D COBB	5/31/86
DON COOK	5/31/86
LEE CORLETT	4/30/86
JOHN DAVIS	5/31/86
JIM DIXON	4/30/86
JAMES P DUKE	4/30/86
EDDIE ERNEST	5/31/86
GREGORY EVANS	4/30/86
KENNETH E GIBSON	5/31/86
MILTON GUTTIERREZ	5/31/86
BILL INABNETT	4/30/86
WILL LAHAR	4/30/86
TERRY LITTLE	4/30/86
TROY LOWE	4/30/86
PAUL MARCUM	4/30/86
B. R McLEAN	5/31/86
JOHN MEGERT	4/30/86
JOE MENDOZA	5/31/86
RON MUNOZ	4/30/86
JOHN P OLSON	5/31/86
AL OWEN	4/30/86
STEVEN PEARSON	4/30/86
R. C RATLIFF	5/31/86
DAVID ROUNTREE	5/31/86
EMBEY RURY	4/30/86
RICHARD B SULLIVAN	4/30/86
ANDREW SULTENFUSS	4/30/86
FRANK H TAYLOR	5/31/86
REX W UNGERICHT	5/31/86
TOM ZEGUB	5/31/86

Dateline: Dallas, Texas, 11 April 1986
 Atari President Jack Tramiel in Dallas
 By Dave Gillen

"The best product for the best price." That was the theme of Atari President Jack Tramiel's visit to Dallas. Mr. Tramiel used Dallas as the starting point of a nation-wide tour of Atari outlets to promote the new Atari 1040ST. The kick-off in Dallas was held at Metropolitan Computer Products (MCP).

MCP hosted Mr. Tramiel and associates at a reception held on Friday, April 11. The reception was open to the public and consisted of a presentation of information packets by two of the area Atari user groups (DAL-ACE and NTACTION), a message to the DAL-ACE BBS users from Mr. Tramiel (furtively typed by Howard Chang), an extensive question and answer period, and availability of Mr. Tramiel and associates for one-on-one questioning afterwards. Overall, it was an enthusiastic exchange between Mr. Tramiel and about 50 to 75 area Atari users.

The most exciting part of the question and answer session was hearing about some of the future Atari products. First off, expect a 20 Megabyte hard disk for the ST. Shipping begins sometime in May. Price? About \$795. How about a 10 Megabyte floppy for the ST? Well, these may start showing up in stores in the fall for under \$500. A 1200 baud modem that can be used for both the 8-bit and 16-bit Atari lines. It will feature Hayes emulation and should sell for under \$150. The most important new product will be an external expansion box for the ST. Expect to see this box sometime in the fall.

From the discussion, it seems that much of the ST's future growth will rely on this expansion box. Specifics of what you can put in it were unclear. Mr. Tramiel and associate hinted that different CPU cards might be available (such as one to emulate an IBM PC), additional memory cards, and space for a couple of disk drives (one being a hard disk).

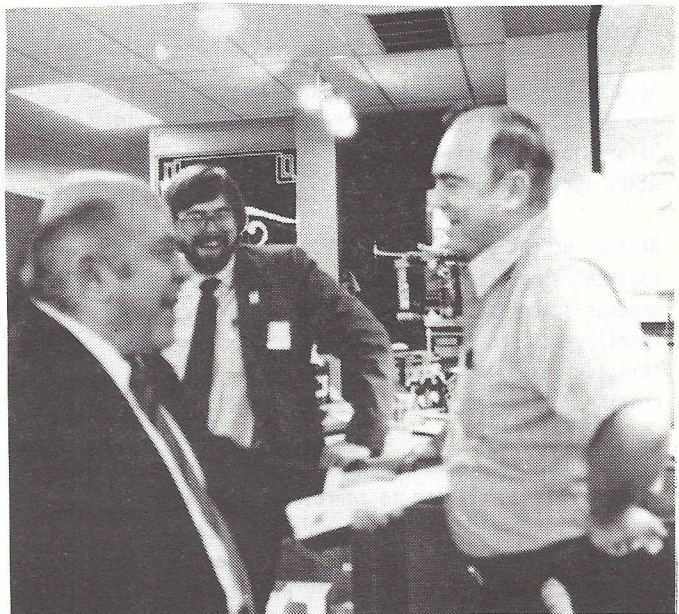
With the comment that he, "doesn't want to build machines and then obsolete them," Jack Tramiel pledged support of the ST line as well as the older 8-bit line. Although there were no additional products announced for the 8-bit systems (besides the 1200 baud modem mentioned above), look for 3 1/2" floppy, better sound, and increased memory size as future 8-bit Atari offerings. Mr. Tramiel's answer about memory for 8-bit systems was that "1 Megabyte was no problem."

Other parts of the discussion touched upon the sales of

Atari Corp. It was estimated that about 200,000 STs have been sold. Of Atari's world-wide sales, West Germany is the number one buyer of Ataris. The United States accounts for only about 30% of sales. In order to improve this, expect a major advertising push this fall.

On a more personal note, I was impressed with Mr. Tramiel. The stories that I've read tell more about what he said than how he said it. For well over an hour, Jack fielded all questions, giving reasonable and unrehearsed answers. I felt that he knew his company and its products.

For the area Atari enthusiasts, it provided a rare opportunity for them to meet the well-publicised legend who will dictate the future of their personal computer.

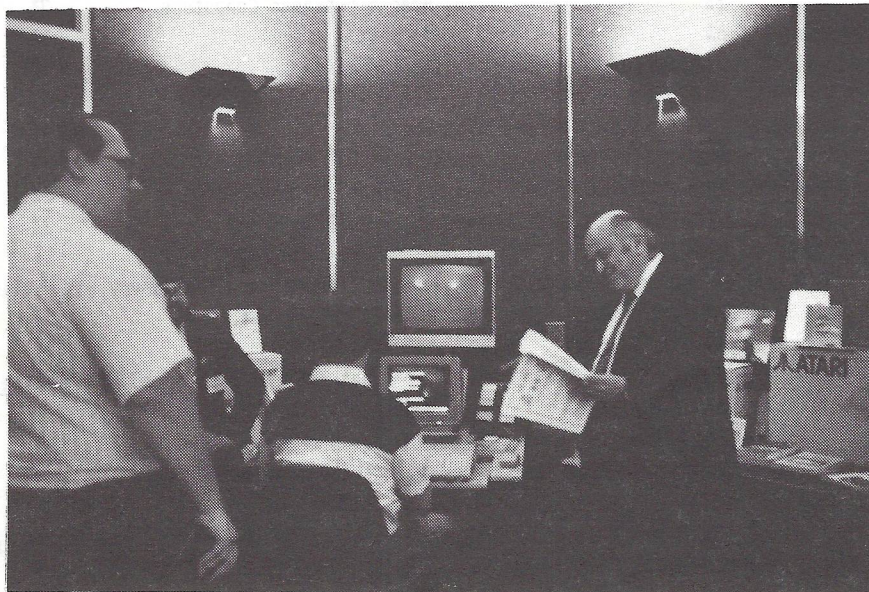


A Message From Jack Tramiel to Atari Users

[Here is the text of the message dictated by Jack Tramiel to Howard Chang. DJG]

Letter : 937 [0] 04/11/86 14:33:21
From : Jack Tramiel
To : All
Subject: Greetings
SIG : 1. Club Forum

I'm now at the Metropolitan Computer Store, I am very glad to be in Dallas and meet many of the Atari enthusiasts. As you know, I feel that the users are the boss and I am here to serve you. I just left Miller Associates where we had a meeting with several dealers from the tri-state area, where we introduced the 1040ST to them. They were very enthusiastic and Miller Associates wrote several orders for the 1040ST. So, you will have more dealers in the area with Atari computers available to you. It is now 20 months since I have headed Atari, many things happened during those 20 months, the help and the support from clubs like yours was very much appreciated. From our side, we are here to support the product, not only with new products but also the 8 bit product line which you will see in 1986 many improvements in all areas, graphics, capacity, sound, power, GEM, etc. I know that you are proud to be an Atari enthusiast and we will continue to support you.



1986 DAL-ACE Survey Results
By Dave Gillen

Well, all of the surveys that I've received have been counted. A total of 50 surveys were returned. 6 of them came in the mail and the rest were hand-delivered.

Following are the original questions and the responses given. Beside each response is the percentage of the total surveys where that response was chosen. I'll warn you in advance, they rarely add up to 100%!

Computer System(s)

400	22%
800	44%
600XL	6%
800XL	52%
1200XL	2%
130XE	24%
520ST	30%

78% own a modem

Kinds of modems in use:

300 baud modem	6%
1200 baud modem	4%
Adc 1200	2%
Anchor 300	4%
Anchor Mark XII	4%
Atari 1030	20%
Atari 830	6%
Atari 835	2%
Atari XM301	6%
Case Rixon R212a	2%
DAK 1200	2%
Hayes 1200	10%
Hayes 300	10%
MPP 1000c	2%
Novation	2%
Promodem 1200	2%
Unitech 300	2%
Volsmodem	2%

68% use the club's bulletin boards

What do you use your computers for?

business	38%
databases	46%
education	38%
finances	40%
games	84%
graphics	6%

music	4%
programming	56%
sound digitizing	2%
telecommunications	62%

92% like meeting at The Infomart

Of those that didn't like meeting at The Infomart,
6% liked meeting at the Richardson Civic Center.

32% attend other meetings at The Infomart
68% don't

Where did you first hear about DAL-ACE?

Atari	2%
DAL-ACE BBS	8%
dealer	26%
friend	24%
Dave Gillen	2%
member	4%
other	14%
other BBS	6%
printed media	20%
Gary Sewell	2%

Where did you obtain your last computer

47 St. Photo	2%
Atari	2%
Best	2%
Jim Chaney & Associates	6%
Computer Discoveries	18%
Ed Ware	2%
Federated/Videoland	34%
Home & Business Computers	2%
K-Mart	6%
mailorder	4%
MCP	4%
Sears	4%
Toys-R-Us	2%
Wilson's	2%
Jerry Wolfson	2%

The remainder of the survey was difficult to quantify. Here is an attempt.

What can the club do to help you get the most out of your Atari?

provide more demos	2%
demonstrate the disk library	2%

What would you like to see demonstrated?

520ST	2%
520ST hardware	2%
520ST software	6%

8-bit software	2%
Atariwriter	2%
Communications software	4%
disk library	2%
games	4%
Midi chip	4%
Paperclip	2%
Pascal	2%
printer utilities	2%
utilities	2%

What classes would you be interested in taking?

520ST internals	2%
assembler	10%
BASIC	16%
BASIC (advanced)	2%
C	16%
communications	6%
forth	2%
GEM	2%
Pascal	6%
robots	2%
ST BASIC	2%
ST LOGO	2%
VIP	2%

What classes would you be interested in teaching?

assembler	2%
BASIC	2%
BBS	2%
Pascal	4%
ST BASIC	2%

Although I wasn't able to quantify everything, I assure you that your comments won't be lost. The board of directors will use them to guide their decisions this year.

Thanks again for responding.

Editor's STRING\$

Hello!

You may notice some changes in this month's newsletter. Like what? Well, look at the front cover. Pictures! And inside, advertisements! You should also notice other differences sprinkled about: font changes on the front cover and more pictures inside. I want to hear your opinions of these changes. There will be more to come.

Although this isn't a review, I made the front cover fonts with Xlent Software's *Typesetter*. It has its good points and its bad points. The good points are that you can do some very interesting things with fonts. The bad points are that it doesn't do what I had hoped it would (allow me to load text files from other editors/word processors and build our newsletter electronically) and it is somewhat cumbersome to use. After I've had a chance to work with it a little more I'll write you a review.

Be sure to read all the stories related to Jack Tramiel's visit to Dallas. I might add that our cub photographer (me) did a bang up job on short notice!

Lastly, I'm still looking for lots of things: artwork, articles, pictures, cartoons, you name it. I especially want to know where you buy your Atari hardware, software, and repair services. I need those for the *Atari Sources* column. Jot down the information on a card or letter and mail it to the Newsletter Editor, P.O. Box 851872, Richardson, Texas 75085-1872.

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

Dave

COMPUTER DISCOVERIES
 12801 Midway Road, #109
 (214) 484-9104
 Open Mon-Sat 10:00 am - 6:00 pm

Price List
 (Effective 5/1/86)

* All sales subject to 3% discount for cash and additional 3% to members of major users groups.

<u>Item</u>	<u>List Price</u>	<u>Store Price</u>	<u>3% + 3%</u>
1040ST with Color Monitor.....	\$1199.95	\$1149.95	\$1080.95
1040ST with Monochrome Monitor.....	\$ 999.95	\$ 949.95	\$ 892.95
*** Introductory offer: free Avatex 300/1200 bd modem with purchase of complete mono or color 1040ST system. Offer good only thru May, 1986.			
520ST with Color Monitor and SS/DD drive.....	\$ 999.95	\$ 899.95	\$ 845.95
520ST with Color Monitor and Doublesided Drive.....	\$1299.95	\$ 949.95	\$ 892.95
*** Extra Doublesided drive only \$200 when purchased with complete system. This offer also only good thru May, 1986.			
1040ST CPU (without monitor).....	\$ 799.95	\$ 749.95	\$ 704.95
520ST CPU.....	\$ 399.95	\$ 349.95	\$ 328.95
Singlesided Drive.....	\$ 199.95	\$ 174.95	\$ 164.45
Doublesided Drive.....	\$ 299.95	\$ 274.95	\$ 258.45
Supra 10 MegaByte Hard Disk Drive.....	\$ 799.00	\$ 699.95	\$ 657.95
Supra 20 MegaByte Hard Disk Drive.....	\$1095.00	\$ 949.95	\$ 892.95
Avatex 300/1200 baud modem with cable and software.....	\$ 250.00	\$ 199.95	\$ 187.95
Cadet 300/1200 baud modem with cable and software (one only).....	\$ 300.00	\$ 199.95	\$ 187.95
U.S. Robotics 300/1200 baud modem with cable and software.....	\$ 350.00	\$ 224.95	\$ 211.45
ST Workstation.....	\$ 99.95	\$ 89.95	\$ 84.55
Star S610 printer.....	\$ 299.95	\$ 274.95	\$ 258.45
STAR NX-10 printer, brand new model, many new features, best buy.....	\$	\$ 299.95	\$ 281.95
130XE, 128k computer.....	\$	\$ 159.95	\$ 150.35
65 XE, 64k computer.....	\$ 125.00	\$ 99.95	\$ 93.95
XM301 modem, autoanswer/autodial, with software.....	\$	\$ 49.95	\$ 46.95
LogiKhron Clock Cartridge, battery backup for your clock.....	\$ 49.95	\$ 44.95	\$ 42.25

ST SOFTWARE

Megamax C compiler.....	\$ 199.95	\$ 189.95	\$ 178.55
Lattice C.....	\$ 149.95	\$ 119.95	\$ 112.75
Modula II (all new version).....	\$ 79.95	\$ 74.95	\$ 70.45
D.S.S. Pascal.....	\$ 74.95	\$ 64.95	\$ 61.05
Meta-Pascal.....	\$ 99.95	\$ 79.95	\$ 74.95
MT Forth (multi-tasking Forth).....	\$ 49.95	\$ 44.95	\$ 42.25
Assembler-Editor, Metacomco.....	\$ 79.95	\$ 69.95	\$ 65.75
DDS Shell, Michtron.....	\$ 39.95	\$ 34.95	\$ 32.85
Micro C-Shell, Unix-like command interpreter.....	\$ 49.95	\$ 44.95	\$ 42.25
Kissed, Michtron assembler-disassembler, debugger.....	\$ 39.95	\$ 34.95	\$ 32.85
VIP Professional, popular, Lotus 1-2-3 clone.....	\$ 179.95	\$ 129.95	\$ 122.15
DAC Easy Accounting Package.....	\$ 69.95	\$ 64.95	\$ 61.05
General Ledger from Synsoft.....	\$ 99.95	\$ 89.95	\$ 84.55

DBMan, the best database available for the ST, dBase II & III clone....	\$ 149.95	\$ 99.95	\$ 93.95
H & D Base, popular dBase II clone.....	\$ 99.95	\$ 89.95	\$ 84.55
HabaView, easy to use, mouse controlled data base.....	\$ 74.95	\$ 64.95	\$ 61.05
HippoConcept, idea processor.....	\$ 89.95	\$ 79.95	\$ 75.15
Hippo Almanac, over 35,000 useful, intriguing facts.....	\$ 34.95	\$ 29.95	\$ 28.15
HippoPixel, create your own sprites and fonts.....	\$ 39.95	\$ 34.95	\$ 32.85
Regent Word, use ALL the features of your printer.....	\$ 49.95	\$ 44.95	\$ 42.25
Regent Spell, compatible with almost all ST wordprocessors.....	\$ 49.95	\$ 44.95	\$ 42.25
Easy Draw, powerful, mini-CAD system.....	\$ 149.95	\$ 134.95	\$ 126.85
D.E.G.A.S., the most popular art program on the market.....	\$ 39.95	\$ 34.95	\$ 32.85
Typesetter, easy, professional looking typesetting with your computer..	\$ 39.95	\$ 34.95	\$ 32.85
Rubber Stamp, a necessary and useful complement to Typesetter.....	\$ 39.95	\$ 34.95	\$ 32.85
Print Master.....	\$ 39.95	\$ 34.95	\$ 32.15
Art Gallery 1.....	\$ 29.95	\$ 24.95	\$ 23.45
BBS, Michtron.....	\$ 49.95	\$ 44.95	\$ 42.25
Music Studio.....	\$ 49.95	\$ 44.95	\$ 42.25
P.C. Intercom, the best, most powerful telecom software available.....	\$ 124.95	\$ 99.95	\$ 93.95
Disk Library.....	\$ 39.95	\$ 34.95	\$ 32.85
Calendar, Michtron	\$ 29.95	\$ 24.95	\$ 23.45
Personal Money Manager, Michtron budget/checking account program.....	\$ 49.95	\$ 44.95	\$ 42.25
Haba Checkminder, keep up with all you checks the simple way.....	\$ 74.95	\$ 64.95	\$ 61.05
Business Tools, Michtron business letters, forms, contracts.....	\$ 39.95	\$ 29.95	\$ 28.15

ST GAMES

Black Cauldron, Graphics Adventure game similar to Kings Quest II.....	\$ 39.95	\$ 34.95	\$ 32.85
Kings Quest II, Graphics Adventure game.....	\$ 39.95	\$ 34.95	\$ 32.85
Solitaire, Michtron, 5 card games: Klondike, Poker, Cribbage, B-J.....	\$ 39.95	\$ 34.95	\$ 32.85
Flipside, Michtron Reversi-type strategy game.....	\$ 39.95	\$ 24.95	\$ 23.45
Borrowed Time, unique graphics adventure game.....	\$ 39.95	\$ 34.95	\$ 32.85
Hacker, graphics adventure game simulating	\$ 44.95	\$ 39.95	\$ 37.55
Rogue.....	\$ 39.95	\$ 34.95	\$ 32.85
Spider-Man.....	?????	\$ 14.95	\$ 14.05
Universe II.....	\$ 69.95	\$ 64.95	\$ 61.05
Time Bandit, Michtron, arcade-style, animated adventure game.....	\$ 39.95	\$ 34.95	\$ 32.85
The Pawn, rare, high quality graphics in graphic-adventure game.....	\$ 44.95	\$ 39.95	\$ 37.55
Sundog, the most popular game to date for the St.....	\$ 39.95	\$ 34.95	\$ 32.85
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*** Largest selection of 8-bit software in town. All prices discounted at least 5%.

Computer Discoveries hopes you will support the store which supports you and your users' group.

(EDITOR'S NOTE: Here is a west coast view of Zoomracks, for those of you wanting an alternate view.)

ZOOMRACKS

Reviewed by Jim Bumpas

Reprinted from the March, 1986 issue of ACE-Oregon

ZOOMRACKS (16-bit -- Quickview Systems, 146 Main Street, Los Altos, CA 94022 \$80 list, but discounts to users groups until May 30 for as low as \$40 in quantities of 13 or more) is a novel type of data file program. It makes use of a system never before seen on a computer as far as I know. This novelty is so smoothly executed, and so easy to use, I believe it is destined to become a milestone in personal computer history. It is useful enough to become a standard equivalent to Lotus 1-2-3 in the industry.

I don't believe I'll continue to use spreadsheets for a data manager any more. This program takes a concept from the factory floor, the timecard racks where employees store their time-cards near the time-card punch machine. Only here, each "card" can hold up to 250 lines of data. On a half-meg machine, each file can contain up to 9 racks, each containing over 400 cards. All racks can be displayed on the screen at once, but you might find this too much. There is a 10th rack, but this rack is always the directory of the disk. The data displayed on the screen is compacted so that even with 3 to 5 racks on the screen, "Thursday" might appear as "Thr".

When you click the mouse on an item, you can "zoom" up on it so it fills the screen with just one rack, or just one "Q" card in the rack ("Q" for "quick card"). Sorts are nearly instantaneous; as you enter a new record in any rack, it is automatically inserted in the sort order in the field you have selected. To resort is a simple click and two keystrokes away.

This is the first really "free-form" data filer program I've seen. There are almost no rules to its use. Menus are available for the user not familiar with the commands. And the commands can be executed directly, without using the menus at all. When you first begin, you can also toggle on a "help" function which uses the bottom 4 lines of the screen to display information about the menu choices. There is also an excellent 128-page manual, and a long disk tutorial. The manual's table of contents is so complete, you probably won't miss the lack of an index.

I'm so excited about the imaginative concept of this

program I'm afraid I can't fully communicate it. The screen doesn't just show you a title page and move you to a menu where you can "create" a database. The program starts up with a demo which places a screen full of racks and cards before you. There is a macro function in the program permitting you to use 2 keystrokes to enter repetitive data or commands. Or, you can create a custom application which automatically runs when you run the program.

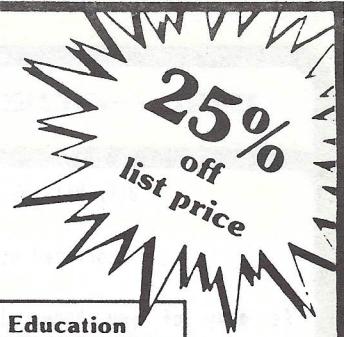
When a rack is displayed, only the top line of data on each card appears. You can quickly re-assign which line is the "top" line. You can quickly pull up cards which relate to some data in another rack in the file. You can't really make a mistake more costly than a couple of keystrokes. Almost anything you do, you can undo with one keystroke. You can add, split and join fields, and change field names (labels) without losing any data. You can even change the name of a rack within a file.

The program can be used as a small word processor. The editing and formatting functions are very complete. You can produce mailing labels, you can create custom forms. You can use the mail merge function to print and address form letters. You have the option to save files in ASCII format which will permit the files to be used with other programs or to transfer the data to other computers. The only addition to the power of the program I can imagine is to add some calculation function. Let's see now, how about a phone dialer to go with my list of addresses and phone numbers.

I highly recommend this program to anyone who needs to keep track of things -- items, addresses, appointments, collections, things to do. You will think about ordering things in a totally different way than you've ever done before. You can be an anarchist, with very little external discipline to the way in which you handle your data and this program will bring order to your chaos. And the order will be created almost effortlessly.



The Babbage's Top 10 May



Entertainment

1. Elite Commodore \$22.46 Apple \$26.21
2. Scenery Disks IBM \$14.96 Commodore \$14.96
3. Silent Service IBM \$26.21 Commodore \$26.21 Apple \$26.21 Atari \$26.21
4. Jet IBM \$37.46 Commodore \$29.96
5. The Bard's Tale Commodore \$30.00 Apple \$33.75
6. Ultima IV Commodore \$44.96 Apple \$44.96 Atari \$44.96
7. The Black Cauldron IBM \$29.96 Apple \$29.96 Atari ST \$29.96
8. Hardball Commodore \$22.46 Apple \$26.21
9. Flight Simulator IBM \$37.46 Macintosh \$37.46
10. Star Fleet I IBM \$37.46 Commodore \$37.46 Apple \$37.46 Atari \$37.46

Pick of the Month:



Bop 'n Wrestle
Commodore
\$22.46

Productivity

1. Print Shop IBM \$44.96 Commodore \$33.71 Apple \$37.46 Atari \$33.71
2. Newsroom IBM \$44.96 Commodore \$37.46 Apple \$44.96
3. Print Shop Library #1 IBM \$26.21 Commodore \$18.71 Apple \$18.71 Atari \$18.71
4. Lotus 1-2-3 IBM \$297.00
5. Print Shop Companion Apple \$29.96
6. Bank St. Writer IBM \$59.96 Commodore \$37.46 Apple \$52.46 Atari \$52.46
7. Dac Easy Accounting IBM \$52.46
8. Willwriter IBM \$29.96 Commodore \$29.96 Apple \$29.96 Macintosh \$29.96
9. Clip Art Volume 2 IBM \$29.96 Commodore \$29.96 Apple \$29.96
10. Print Master IBM \$44.96 Commodore \$26.21 Apple \$29.96 Atari ST \$29.96

Pick of the Month:



Traveling Sidekick
IBM
\$52.46

Education

1. Math Blaster IBM \$37.46 Commodore \$37.46 Apple \$37.46
2. Typing Tutor III IBM \$37.46 Commodore \$29.96 Apple \$37.46 Macintosh \$44.96
3. Music Construction Set IBM \$30.00 Commodore \$18.00 Apple \$30.00 Macintosh \$37.50 Atari \$18.00
4. Mastertype IBM \$29.96 Commodore \$29.96 Macintosh \$37.46 Atari \$29.96 Amiga \$29.96
5. Early Games for Young Children IBM \$26.21 Commodore \$26.21 Apple \$26.21
6. Lovejoy's SAT IBM \$44.96 Commodore \$37.46 Apple \$44.96
7. Linkword Spanish IBM \$22.46 Commodore \$18.71 Apple \$22.46 Atari \$18.71
8. Spanish Vocabulary IBM \$14.96 Commodore \$14.96 Apple \$14.96
9. Perfect Score SAT IBM \$52.46 Commodore \$52.46 Apple \$52.46 Macintosh \$59.96
10. Kindercomp IBM \$22.46 Commodore \$15.71 Apple \$22.46

Pick of the Month:



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Commodore
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Bill Wilkinson's Tech Notes

Reprinted courtesy of OSS.

As many of you know, I write a monthly column for COMPUTE! magazine. In recent months, COMPUTE! has been forced to limit my articles to one or two pages (maximum) per month. As a consequence, I have not been able to put in some of the hard technical goodies which I used to. Since many of the topics which I enjoy covering seem to have too limited a readership for the magazines, I have decided to put these "Tech Notes" up on CompuServe. I hope that I will be able to contribute one of these nasties at least once a month, but don't panic if a couple of months passes between appearances.

I will not promise where these notes will lead me. I may write about 8-bit topics, 16-bit topics, or I may just give my personal comments. This will be the real (unedited) me talking, so you may find me much more opinionated than my COMPUTE! columns would have led you to believe I am. I will not say any generally nasty things about other software companies (I don't want to get sued), but I may put in pointed remarks about things I don't like. Take me or leave me.

Anyway, the point of all this is that not only can you have fun reading this stuff, but you can also PUBLISH IT IN ANY USER GROUP NEWSLETTER, put it on any bulletin board, or send me hate mail. I will NOT guarantee ANY responses, though. I am working too many hours as it is, and these Tech Notes are a labor of love...simply because I am tired of seeing inadequate and even wrong information being published in both user group newsletters AND in national magazines. Read and (I hope) enjoy.

DANGERS OF NON-STANDARD MEMORY EXPANSIONS

By: Bill Wilkinson, OSS

This technical note is being written because so many of the memory expansion schemes I see being touted are NOT compatible with a standard 130XE. If you implement the memory expansion per most of these schemes, you will be missing one important feature of the 130XE: the ability to direct ANTIC to do its DMA to either main memory or the requested bank of memory. In a standard 130XE, clearing bit 5 to zero requests ANTIC to follow the bank switching; setting bit 5 to a one tells it to remain in main memory, no matter what memory bank was requested.

This is an important feature! Mark Rose (also of OSS) and I will take credit for being instrumental in the creation of the function of this bit. When Atari asked

us to do DOS 2.5 and its RamDisk, their prototype hardware had ANTIC following bit 4 along with the CPU. The most obvious problem with this is that you can't use the extra banks for CPU purposes (e.g., RamDisk) when ANTIC is doing its DMA in the memory between \$4000 and \$7FFF. The problem was especially acute with AtariWriter (the 16K cartridge version), since its display memory is ALWAYS in this range.

Actually, Mark and I found that if you are ONLY using the bank select memory for a RamDisk, this is not an onerous restriction. It simply means that you could only do pseudo-sector transfers during vertical blank. And, in fact, DOS 2.5 still has a flag in it which you can POKE which will tell it to only use extended memory during deferred vertical blank.

Now, there was another hardware solution, which we mentioned to Atari: simply never allow ANTIC to use extended memory. We discussed the two options with Atari, and both they and we decided we felt strongly that the capability of bank selecting ANTIC's memory was important. Thus the use of that bit.

So, if your 800XL hardware mod works with the AtariWriter cartridge, then you obviously adopted that second hardware solution: don't let ANTIC use extended memory. That is not a really terrible decision (especially if it is economically motivated), but it does mean that it is possible that some future 130XE software will not run on your modified machine. (Actually, I already have at least one piece of software, written in ACTION!, which depends on the 130XE's method. But it's only an ultra-fast picture switching demo, so it's no big deal.)

There is a mod to both the 130XE and 800XL which maintains the 130XE/ANTIC bank select capability. It was designed by Charles Andrews of Eugene, Oregon, and he showed a 320XE using this mod at CES in January (in Atari's booth, as a courtesy to him by Atari--though it does appear to be an implicit endorsement of his scheme). I believe his method uses an entirely separate port for controlling the beyond-130XE extensions (in the \$D6xx range, maybe?). However, I devised a method of doing the same thing using only Port B. The scheme is outlined in the following paragraph.

A "LEGAL" 320XE: This mod depends on the fact that the diagnostic ROM area is only used at power up or by the self-test routines. At these times, both ANTIC and the CPU are using only main memory, so bits 4 and 5 of \$D301 are both set to one. Thus we change the "enable" of the diagnostics from the logic equation:

```
diag_enable = not_bit7)
```


to:

diag_enable = not_bit7 and bit4 and bit5.

Then the enable for the extended RAM becomes:

RAM_enable = (not_bit4 or not_bit5)

and we can now use bits 6 and 7 for bank selection in the same manner that other schemes use bits 6 and 5. Reason this works: even if Atari ever changes the self-diagnostics so that they check the extended RAM, they can't put that particular code in the ROM which overlays \$5000-\$57FF, because that's right in the middle of the RAM area they need to check!

(EDITOR'S NOTE: This article is the first in a series promised by Bill Wilkinson, of OSS. This one should keep you hardware hackers happy. Opposing views are, of course, WELCOME!)

COMPUTER QUOTES

Submitted by Eric D. Coy

While shopping in one of local department stores, I ran across a coffee mug that had various quotes about computers and programming. Because the quotes are so funny (and so TRUE!), I felt that they should be shared. So here they are! (I can't take credit for any of them.)

Laws of Computer Programming

- o Any given program, when running, is obsolete.
- o If a program is useless, it will have to be documented.
- o If a program is useful, it will have to be changed.
- o Any program will expand to fill any available memory.
- o The value of a program is proportional to the weight of its output.
- o Program complexity grows until it exceeds the capability of the programmer to maintain it.
- o Make it possible for programmers to write in English and you will find out that programmers cannot write in English.

Weinberg's Law

- o If builders built buildings the way programmers wrote programs, then the first woodpecker that came along would destroy civilization.

Hare's Law of Large Programs

- o Inside every large program is a small program struggling to get out.

Troutman's Programming Laws

- o If a test installation functions perfectly, all subsequent systems will malfunction.
- o Not until a program has been in production for at least six months will the most harmful error then be discovered.
- o Job control cards that cannot be arranged in improper order will be.
- o Interchangeable tapes won't.
- o If the input editor has been designed to reject all bad input, an ingenious idiot will discover a method to get bad data past it.
- o Machines work; people should think.

Golub's Laws of Computerdom

- o A carelessly planned project takes three times longer to complete than expected; a carefully planned project will take only twice as long.
- o The effort required to correct the error increases geometrically with time.

Bradley's Bromide

- o If computers get too powerful, we can organize them into a committee--that will do them in.



REPORT FROM THE WEST COAST COMPUTER FAIRE

By Gigi Bisson, Antic Assistant Editor

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"Not much."

The burned-out exhibitors and jaded computer journalists said it again and again. After three major shows in Europe, the West Coast Computer Faire in San Francisco looked like a swap meet in comparison. Press grumbled that there were no real innovators as ample crowds swarmed around a slim display of new products.

But for Atari users, "not much" was enough. The industry is beginning to take Atari Corp. and the ST computer seriously, and it is refreshing not to have to hunt for Atari products at a show. The only hunting I did was burrowing through dense crowds to get a glimpse of the ST and 130XE in action.

THE 520 MAC

The thickest crowds were clamoring around the San Leandro Computer Club users group booth where Dave Small demonstrated Apple Mac Paint on an Atari 1040ST. Small's invention, the Data Pacific MacCartridge, allows the one megabyte ST to run software written for the Apple Macintosh. It's an eerie sight watching MacPaint appear on the larger 1040ST screen as Small zips through window after window at speeds 20% faster than the Mac.

Small has a prototype of the cartridge up and running -- with one minor hitch. It requires the Apple Macintosh ROM chip. Data Pacific president Joel Rosenblum says he purchased the chips off the shelf from an Apple dealer, but his small company is destined to have trouble getting permission from Apple to license the ROM chips. Apple has already turned down ROM chip requests from corporate giants General Electric and AT&T.

DataPacific could conceivably have users install the ROMs in cartridge themselves. "This could be a shrewd move for Apple," Small says. As Mac users trade in their 256K chips for more memory, Apple is accumulating a supply of old ROMs that could be then resold to ST owners at a profit.

"I was bored with programming, I needed a challenge," says Small, an Atari programmer and writer who co-authored the "Guidebook For Winning Adventurers" with his wife Sandy Small.

Why bother making the ST Macintosh-compatible? "It's anarchistic programming," Small says. Indeed, Small's hardware tinkering may be the hacker's equivalent of windgliding off Mount Everest. He started in November of 1985. "I code-named the project MAGIC, because that's what I thought I was doing," Small says. "Then I began writing code, and writing code...and writing code."

By Christmas, all he had on the ST was a Macintosh frowning face. "Of course it was sad," Small says, "It was running on the wrong computer."

By January, he had "Welcome to the Macintosh" on the ST screen. "My first rule of programming is: No pain, no gain," Small says. So he subjected himself to pain alright: "I played all of my Neil Young live albums."

Five months, and 7,000 lines of machine code later, David Small finally hacked his way into the Mac. To run the MacCartridge, Small first runs a RAM disk to kick GEM out of the ST memory, then runs 7,000 lines of assembler. And yes -- like magic -- the ST becomes a Macintosh.

"I've looked at this program for a month, so it no longer impresses me," Small said as he played with MacPaint on the ST and created a Macintosh bouncing ball. "But for some reason, everytime I look at this I think of Neil Young singing: 'Hey, hey, my, my...'"

Then someone in the crowd asked: "Isn't this like putting a Hot Rod Chevy engine in a Ford?"

"Oh, no," Small replied, "It's quite the opposite."

FLYING ONLINE

One of the most intriguing products at the West Coast Faire didn't exist yet. NEXA Development demonstrated a Macintosh version of Falcon, the first flight simulator that can be flown by two or more users simultaneously. Whether next door, or thousands of miles away, two users on separate computers can fly with each other, or compete in mid-air dog fights by communicating with a modem.

Originally designed for the Japanese market, the Japanese debut of Falcon featured a national "fly off" with dozens of users playing simultaneously, according to NEXA president Gilman Louie. The Berkeley, CA-based company plans to develop a color ST version which will be distributed by Spectrum Holobyte this summer.

USERS GROUPS GET IN THE ACT

Atari didn't have a booth at this show, so, along with a few third party software developers, they demonstrated

their products in the San Leandro Computer Club (SLCC) and ABACUS users group booths. SLCC showed the Silent Butler personal finance program and Atari Planetarium for the 130XE 8-bit computer and the Atari 20-megabyte ST hard disk drive, demonstrated the HippoVision B&W video digitizer, the Shanner International 3.5 inch ST disk drive, and Holmes and Duckworth H&Dbase, an ST database management system from Mirage Concepts. The club anticipated a demonstration of the Atari ST CP/M emulator, announced last month at the Hanover Faire in West Germany. However, Atari decided to wait until the Spring Consumer Electronics Show to unveil that product in the U.S.

MULTITASKING FOR THE ST

The West Coast Faire also marked the first appearance of MicroRTX, a \$69.95 Atari ST multitasking operating system. (Not to be confused with Micro C Shell, a \$49.95 UNIX-like programming environment.) The developer, David Beckemeyer, claims MicroRTX can run standard ST programs out of the box, be used as a printer spooler, or allow a user to run a bulletin board and use the computer for a separate task at the same time.

"Multitasking has been a thorn in Atari's side ever since the release of Commodore's Amiga," says Beckemeyer. He's shooting for a summer release date.

PRINTSHOP CLONE

If PrintMaster is any good at all, it's destined to be a hit. The developer, Unison World of Berkeley, CA demonstrated the program, which creates banners, cards, and stationery just like Broderbund's Print Shop graphics program. It features eight type fonts, and unlike Print Shop, can do both upper and lower case type, mix type fonts on a page and create calendars. The \$39.95 program features both graphic and text editors and an optional \$29.95 Art Gallery.

SLUGGISH, MUDWALLOWING BEAST NEWS

Here's the latest from HippoNews, the new newsletter from those prolific folks at Hippopotamus Software. HippoWord, a new \$89.95 wordprocessor is the first laserwriter-compatible ST product. It features true multi-column editing, fonts, word statistics, and 80-column editing and can combine picture files from NEOchrome or DEGAS with text. HippoLaser contains the laser driver and fonts and retails for \$69.95.

Hippo has released HippoPixel which allows you to create and edit your own custom fonts or sprites for \$39.95 and

HippoConcept, an \$89.95 idea processor. Hippo X-10 Powerhouse, a \$139.95 home controller that dims lights and appliances and the \$149.95 Hippo WAD Educational Robot are in the BETA stage as of this writing.

SUPRA MODEMS

At the Supra Corp. booth, Alan Ackerman, president of the Albany, Oregon peripherals manufacturer demonstrated modems for both the Atari 800 XL/130XE line and the ST computers. The 300 baud 8-bit modem retails for \$59.95, a 1200 baud model is \$199.95. A 300 baud ST model is \$69.95, the 1200 baud version is \$199.95. Ackerman also displayed several prototype hard disk drives, including one he claimed is a streaming tape backup.

THIRD DIMENSION

ABACUS, the Atari Bay Area Computer Users group, held an all-day meeting at the Faire that included demonstrations of the ST Music Studio from ActiVision, and several Atari products. Later, Antic's Jon Loveless demonstrated Tom Hudson's CAD-3D computer-aided drawing program for the ST. The room fell silent as Loveless drew only the faintest outline of a wineglass onscreen, and the computer envisioned the details, filling in shadows and highlights of a three-dimensional goblet. He then tilted the glass in several directions. "If you've never had a wineglass come towards you on a computer screen before, well, it's quite an experience," Loveless said. CAD-3D should be on dealer shelves in May.

IMITATE OR EMULATE

If the future of microcomputing has a theme song it could be:

There's an Apple II in a Mac in a Kaypro in a PC in a 1040ST...in a hole in the bottom of the sea.

If you can't imitate, emulate. This seemed to be the predominant theme during the most recent wave of computer shows in both the United States and abroad as Atari Corp. and third-party developers announced products that may one day make the 1040ST compatible with not one but three operating systems: MS/DOS, CP/M and the Apple Macintosh OS.

Just as we were at last ready to return our attentions to The Operating System -- the ST's very own TOS -- Antic received word of yet another. California-based Computer Applications (developers of the II in a Mac, an Apple II emulator for the Macintosh) has an Apple II emulator for the ST in the works.

Operating system emulators are proliferating. MacCharlie, an IBM PC-compatible hardware addition for the Macintosh, never made waves in the business community. The IBM emulator for Commodore's Amiga isn't likely to either with its steep \$700 price tag. As the industry hunts in desperation for standards, compatibility -- whether real or emulated -- will be an increasingly important issue.

"Clones" and "work-alikes" of popular IBM software products are also already appearing for the ST. Mirage Concepts' H&D Base, and Versasoft's dBMAN are following in the footsteps of dBase II. VIP Professional is playing follow the leader to Lotus 1-2-3.

AI FOR THE LAYPERSON

The publishers of Computer Language magazine launched their second magazine, AI Expert, the first commercial publication to cover the field of Artificial Intelligence. Currently the only publications available for AI professionals and hobbyists are academic research journals and expensive specialized newsletters. "Artificial Intelligence is no longer in the hands of the academics," says AI editor Craig Le Grow.

PRIME TIME HACKING

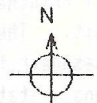
Cap'n Crunch, The Woz, Bill Budge and Lee Felsenstein aren't just millionaires, they're legendary hackers. Fabrice Florin has put their story on celluloid in "Hackers: Wizards of the Electronic Age". The acclaimed documentary film will be broadcast during the week of April 21 on over 50 public television stations nationwide.

"This is one of the first times that those much maligned electronic pioneers will presented in a positive light on national television," Florin says. Hackers was inspired by Steven Levy's book of the same title and the 1985 Hacker's Conference. It all started when Whole Earth Software Catalog editors Stewart Brand and Art Kleiner invited over 100 computer wizards to Sausalito, California for a weekend of brainstorming and hacking until the crack of dawn. Florin filmed the event, splicing in interviews and historical film clips.

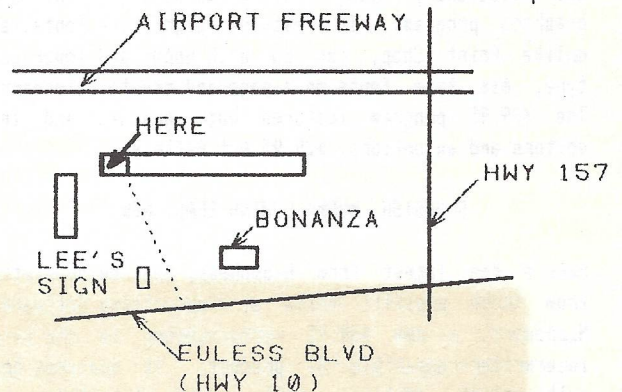
Hackers is also available on VHS or Beta home videocassettes for \$49.95 from FABC0, Box 410125, San Francisco, CA 94141.

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1040 ST



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NEWSLETTER SUBMISSIONS

Submissions are WELCOME in ANY form. It is extremely helpful if all submissions conform to this format:

- 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

Here is the current schedule of upcoming DAL-ACE events.

Saturday, May 31	Newsletter Production Mtg
Saturday, June 14	Main Meeting
Saturday, July 12	Newsletter Production Mtg
Saturday, July 26	Main Meeting
Saturday, August 2	Newsletter Production Mtg
Saturday, August 16	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.

Main Meeting dates that are more than 90 days ahead of time are tentative. The Infomart reserves the right to change the dates, so check the newsletter for the latest schedule.

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 Wycliff, 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 - 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	ADVENTURE SIG 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 sales (disk-of-the-month and garage sales) will be in the main meeting room. 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
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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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