DAL-ACE

Next Meeting:
Saturday,
August 16th

PRESIDENT'S PERSPECTIVE

by John Pellet

Hope y'all all made it to our strange meeting time, the fourth Saturday. Don't forget that next month's meeting is on the third Saturday, August 16th. Hopefully we'll get back onto a more normal schedule for the fall.

DCC NEWS

Last month was election time for DCC. We now have a new President, that devoted Atarian, Gary Sewell. Other than that I don't think much went on. Just for your amusement, the articles of incorporation and bylaws were again not ready. The individual working on them had computer problems again. He deleted them off the disk for his Commodore and couldn't recover. Sounds like he needs DOS 2.5, and an ATARI to run it on.

Infomart had NO reports of misbehavior last month. THANKS EVERYBODY! Let's keep up the good work! Infomart is still trying to decide how to and if they want to hire additional guards, so everyone please keep alert for problems. All it takes is 1 problem and Infomart will be unhappy again.

DCC would like to know how many underage kids are in the building, and who they are, so we'll probably have forms for those affected to complete. Had some last month, but they didn't tell us what they wanted.

ALAN KAY'S TALK

I got my videotape (Beta format) at the meeting. The audio is first rate. The video is only OK. I'm glad I got a copy, because I can enjoy it over and over. But unless you really enjoyed it, the $41 price tag is steep.

HARD DISK

The Supra 20 meg hard disk has been ordered (FOR SURE) They estimate shipping about July 1st. Due to my travel schedule, this is being written before then. Hopefully, by the time you read this, it will be up on the BBS and debugged. But I'm not holding my breath.

*** GREAT ATR GIVEAWAY ***

Thanks for buying the tickets last month. Now pick up a couple of more this time. I will! I said additional prizes would be announced in July and August. Second prize will be a copy of ZOOMRACKS, that unusual data manager for the ST. Other prizes will be announced next month. But the grand prize ATR is the center attraction.

ATARI NEWS

We mailed all those flyers y'all helped me stuff (THANKS AGAIN!) on June 16th. We've already had some response. We can anticipate this bringing us review software, advertising, beta test, and other benefits of tooting our own horn outside Dallas. I'll keep you posted.

Atari again contacted us about hosting a computer fair in the Spring of '87. They would like to fund it with us providing the labor. For example, we might host seminars and exhibits on Thursday and Friday, with exhibits only on Saturday, coordinated with our normal meeting. We could expose 2000 non-Atarians to the glories of our cause. I said we would like to do so, if some member would take responsibility for heading a committee to work on it. They anticipate lots of information from those that are doing so this fall. In summary, we need an interested volunteer, who is enthusiastic and has the time to devote to this through next spring. Not alone, but to head up our effort. I'm looking for someone who is not currently one of the major contributors to the club. For example, the newsletter editor probably has too much else to do.

PIRACY

Compuserve has been afloat recently with comments on piracy, hereafter called by its proper name, THEFT. Our Startext keywords contain the text of a June 21 conference with many major software authors and companies represented. In addition, if space permits, a commentary by Michael Reichmann, President of Batteries Included, on the subject is in this issue of the newsletter. But I want to make a few comments of my own.

Without regard to the rights and wrongs, please face the fact that rampant theft of software will directly result in NO NEW SOFTWARE for sale! If you want to have new products for your machine, BUY the stuff you like and use!

Otherwise we face continued repetitions of sad scenarios like Electronic Arts failing to release for the Atari or Russ Wetmore's acceptance of a position at Apple.

With that as a preface, I must admit to some trepidation about all the stuff I read in the press. For example, it is common to see lines like, "We estimate there are 2 illegal copies of XYZ for every copy sold, with a loss of ??? millions of dollars." I'd like to know why they think every stolen copy would have been a sale. I know people who routinely buy software they need and like, but try to get copies of everything else. Now I don't endorse the

theft, but I'm not sure that counts as a real loss of revenue for those involved. And its unclear to me if this has been factored into the published statistics.

In a similar vein, I budget a certain amount per month for software. Some months I go over, and some under, but in general stay pretty close. Now, if I were to accept stolen software, from whatever source, this would not change my budget. I'd simply have a larger collection. And while some companies might lose my sales, others would gain - and my contribution would be the same. And its unclear to me if this has been factored into the published statistics.

Also, note that there is considerable furor over the copy companies. Now my personal opinion is that copy-protection schemes are designed to make money for the copy makers. But several people keep asking questions about whether the magazines should take their ads.

There is also furor over places like Wedgewood Rental, and others that rent software. Many feel that this is a blatant invitation to thieves. In fact, Congress is considering legislation that would make such practice illegal. I guess next they'll be banning libraries. After all they lend copyrighted material and almost everyone has access to a photocopier.

At least we don't have much dealing with the infamous "shrink-wrap" license and all the complications it involves that plague the so-called business computers.

Other views are, of course, solicited. And anyone with factual information about how the often-quoted statistics are developed might let the rest of us know. If there is an easy solution that protects the rights of all, let us hear it. A LOT of people are VERY interested!

IDEAS

Only one new idea this month. Would y'all like to have a language class at each meeting? I envision this as a separate meeting discussing a different language each month. The class or SIG meeting would last about an hour. Topics covered would include: how the language got started, what the actual code looks like (maybe showing a couple of standard functions each month in a different language), what implementations are available for the Atari, major strengths and weaknesses, and so forth. This would very definitely be at the INTRODUCTORY level. I'd anticipate a different leader each month, so nobody would have to do too much. If there is sufficient interest, we'll try to start in August. And announce a schedule for the next six months at that time. As a sample, we might

cover LISP, LOGO, PASCAL, C, FORTH, BASIC, FORTRAN, ADA, MODULA-2, etc. In whatever order you want. If you like this idea and want to see it implemented, PLEASE SPEAK UP AT THE MEETING! Otherwise I'll assume you don't care.

THANKS!

That's about it for this month. Our August meeting will be on the 16th (THIRD SATURDAY), only 3 weeks from the July meeting. Everybody plan to come. We'll have our fantastic drawing plus more goodies. BUY YOUR LOTTERY TICKETS NOW!

ENTHUSIASTICALLY YOURS
JOHN PELLET

DALACE Memberships About to Lapse

Name	Date
RICHARD ANTLEY	7/31/86
PAUL ARNOLD	8/31/86
CARY BLACKBURN	7/31/86
NOEL BOURGEOIS	8/31/86
DAVID BURGESS	7/31/86
JAMES BUXTON	7/31/86
ALAN CHEATHAM	7/31/86
DAVID C DAY	8/31/86
MICHAEL R DUKE	7/31/86
TODD FANCHER	7/31/86
DALE GRAHAM	8/31/86
JIM HARRISON	7/31/86
JERRY HITE	8/31/86
COLLIN HUGHES	8/31/86
SCOTT IAN	7/31/86
TONY JOSEPH	7/31/86
DAVID KERVEN	7/31/86
WALTER LIVEZEY	7/31/86
MARK LOVELL	7/31/86
MIKE MALLORY	8/31/86
JOSEPH C MELLON	8/31/86
SANDY PARK	7/31/86
ALAN J PITTS	7/31/86
MYCAL POWELL	7/31/86
TERRY RITCHEY	8/31/86
MARC SALAS	7/31/86
JOHN K SAMANIEGO	7/31/86
KEN SIMONE JR.	7/31/86
BRIAN SMITH	7/31/86
SANDRA STEVENS	7/31/86
ANITA L UHL	8/31/86
ED WILLIAMS	7/31/86
JOHN M WOLFE III	7/31/86

[The above list shows DAL-ACE members whose membership has recently lapsed or will soon expire. Please see the Secretary and Treasurer at the next meeting to renew your membership.   Thank   You!]

The Eight-Bit Stretch:
Books You Ought to Get

By Jeff Wilson

Aren't book reviews a drag? Remember having been forced to read and then write reports about *Moby Dick*, *Great Expectations*, *Little Women*, or other "classics" in order to receive your high school diploma? Was the "catalog of ships" your least favorite part of the *Illiad*, your least favorite book? Did you envision the hundred-thousand fellow sufferers, doomed past and future to sketch the same tired observations for a legion of jaded instructors?

Were you changed for life by the liberal arts?

I was changed: I fled to engineering school. Writing code instead of essays was like dodging the draft. Even an engineering curriculum bows to the liberal tradition. Some actually claim to have enjoyed it but it was just so much self-inflicted dentistry for this boy.

So you can guess how much I wanted to talk about 8-bit Atari books this month. However, the topic is so important to continued enjoyment of your Atari computer that it must be addressed. And none too soon, for many of the titles discussed here are out of print and all but vanished from dealers' shelves.

If this information is useful, how about returning the favor by pointing me toward 8-bit Atari books I've missed? Send your comments to Mr. Dave "I've-got-a-newsletter-to-fill" Gillen.

OK, let's do it.

Atari Home Computer Technical Reference Notes. Sunnyvale: Atari Corporation, circa 1980.

This was the document for Atari software authors in the 400's and 800's early days. Divided into O.S. user's manual, O.S. source listing, and hardware manual sections, it tells all with economy and clarity. I still consult it today when developing code for my 130-XE: you just can't beat having a source listing when you're trying to decipher a software interface (much error trapping can be removed from user code if you can see what the O.S. does, for instance). The treatment of display interrupts is better than expected (almost as though the software designers intended for people to use

them). There are also good programming lessons implicit on every page.

According to the 130-XE reference manual, the Atari tech notes are available as part # C01655 from Atari Customer Relations, P.O. Box 61657, Sunnyvale, CA 94088 for a mere $32.45.

Atari DOS 2.5: 1050 Disk Drive Owner's Manual. Part # C072033-001 Rev. A. Sunnyvale: Atari Corporation, 1985.

Mine cost me $12.50. It's thin on information, but what choice do you have? Without it, you're dancing in the dark with DOS 2.5. Try the Atari Sunnyvale address given above as a source.

Chen, Cox, Crawford, Dunion, Fraser, Makreas, Pitta, and Winner. *De Re Atari*. Santa Clara: The Atari Program Exchange, 1982.

The preface says this was "written as a training manual for professional programmers who use the Atari Home Computer." I'd say that it was written as a labor of love. Everything concerning matters Atari, from Antic to Zero-page, is in here. Every chapter is backed up by an application discussion. There is even a treatment of cassette tape mass production (for those going for the big $$ back in 1982) that charms with its quaint seriousness. You must get this book, if just for history's sake.

The July 1986 issue of *Antic* magazine lists San Jose Computer, 1844 Almaden Road, Unit E, San Jose, CA 95125 408/723-2025 as a source for *De Re Atari*.

COMPUTE!'s First, Second and Third Books of Atari. Greensboro, NC: COMPUTE! Books, 1981, 1982, and 1984.

No doubt about it, the best way to learn is by doing. And COMPUTE! gives you no excuse, by publishing these three collections of code culled from the magazine. There's a lot here, and I do recommend the books. There's a problem (that's not COMPUTE!'s fault) -- people submit what they will when they will for publishing. As a result, quality is uneven and the books aren't easy to use for reference. You must read them and build an index in your head.

Poole, McNiff, Cook. *Your Atari Computer*. Berkeley: OSBORNE/McGraw-Hill, 1982.

Ho-hum.   You need a book like this one (there are a few on the market from which to choose) for Atari BASIC reference purposes. This one proceeds logically enough, offers good examples, and features a good alphabetical summary of BASIC commands. It yields no insights into Atari innards.   I use my copy mostly to look up the meanings of error codes.

Wilkinson, O'Brien, Laughton.   *The Atari BASIC Source Book*. Greensboro, NC: COMPUTE! Books, 1983.

Except for prototyping, I shy away from BASIC, so I've used this book little. But it's worth having for other reasons. For one thing, its complete source code listing for Atari BASIC documents the interface for the ROM-based floating point and intrinsic math routines. For another, it's a beautiful example of technical writing. For BASIC fans, the book offers a list of known bugs and work-arounds.   Finally, it's a fine introduction to the expertise of Bill Wilkinson and his company, Optimized Systems Software.   Read it and you'll understand why Atari awarded O.S.S. the contract for DOS 2.5's development.

Wilkinson.   *Inside Atari DOS*. Greensboro, NC: COMPUTE! Books, 1982.

Another Bill Wilkinson special, this book completes your collection of Atari source code listings. 2.0 is "old hat" these days. Nonetheless, the description of DOS 2.0 services and interfaces remains current -- applications software compatibility guarantees that MYDOS, TOPDOS, SpartaDOS, DOS 2.5, and all the rest offer at least the basic DOS 2.0 services.

Chadwick.   *Mapping the Atari*. Greensboro, NC: COMPUTE! Books, 1983.

So now that you've got all of that Atari source code, how about a summary of its memory use? Ian Chadwick has done it for you. But like any book of this sort, *Mapping the Atari* offers only a "snapshot" view, invalid just about as soon as it's published. So don't buy this edition; get the revised one that covers the 130-XE. I missed my chance a year ago, when I spotted this book in a New Jersey computer store, but passed it by in favor of ordinary groceries of the edible kind.

That's the moral of this story: don't neglect the chance to buy or beg 8-bit Atari books.   They add to your

enjoyment as you stretch another year or two out of your 6502-based system.

[I bought a copy of Mapping The Atari*, revised to cover the XL and XE machines, from The Bookstop at the corner of Preston Road and Forest Lane in Dallas. The book is worth every penny of the $13.56 that I paid for it.*

Tune in again next month for another installment of The Eight-Bit Stretch*.   Jeff promises an enlightening discussion of floating-point speed enhancements. DJG]*

```
**********************************
* SUPPORT YOUR NEWSLETTER, *
* WRITE AN ARTICLE!!!!!!!! *
**********************************
```

```
*** Next Meeting ***
*** Saturday,    ***
*** August 16th  ***
```

BRATACCUS: ST Graphics Adventure Plus

Reviewed by Frank Sommers - CN

Reprinted from the April, 1986 issue of CURRENT NOTES

The title screen clears as you press any key and the few seconds of darkness is replaced by a red-brick, duplex interior, with a picture of an underwater search craft on the back wall, a sign "Arrival" to the left, a green and white elevator pad, descending and rising between levels, as Keyne emerges from a small cylindrical tele-transporter on the 2nd floor of the structure.

A 21st-Century whistle blower, Keyne completes his successful escape from his mother planet to an asteroid, peopled with a central casting of almost three dozen distinctive role players, plus pint-sized robots, who in the blink of a command can produce triple-sized, beer-can shaped phazers that instantly end our hero's career on the asteroid. Of such stuff is BRATACCUS constructed in its colorful, creative detail, with graffiti on the walls, TV-guard cameras rotating on the ceiling, TV screens broadcasting news bits and clues, and loud speakers sirening forth planetary alerts.

For a non-pro at adventure games and full graphics-adventure computer art, your first encounter exploring the arcane mysteries of how the program works, or doesn't work, will leave you impressed by the detail, intrigued by the interactive, read anticipatory controls, and frustrated at how long it takes to make the mouse obey.

The goal is to move Keyne around the asteroid to an undefined goal that will help him expose the corruption and duplicity on his own planet and clear his name for the future chronicals of the Universe. But to move and propel our hero is no simple task. With mouse, or keys, or joystick, he leaps, twists, and jumps at your commands. The art is to control his gravity-free power, to stop him at the edge of the elevator shaft to the Calypso bar, so that he may board the transport pad as it arrives, versus jump over it and smash his head against the opposite wall, or slip forward and fall to the bottom of the shaft, which causes him to announce, "Ouch", as he rights himself, and you to utter harsher words, as the jarring fall causes him to drop everything he has painstakingly acquired on his brief initial tour.

Bending and picking up items is an art form, in itself. The frustrations/satisfaction at trying to do this well to speed up your quest is intensified by the need to whip out your sword, straighten up and fight fiercely or

be killed by an attacking asteroid planeteer, who has ambled forth thru one of the sliding doors and discovered you in a restricted area without a pass. Certain death or prison unless you can draw fast enough to skewer him first. While the sword play is not quite up to Erol Flynn's, some skill is required to avoid being the one that drops his weapon and slumps to the floor.

BRATACCUS arrived on the market with applause, one of the first programs to stretch the limits of ST graphics and memory. "Interactive" was the word used to describe it, but ill-defined. It, indeed, brings with it a new dimension in action controlling adventure figures. The joystick seems to be the accepted superior of the 3 means of moving the figure. Turning, pivoting, jumping, attacking; sword-fighting the hostiles requires some slight mastery, sufficient at least to generate a sense of satisfaction as "clumsy" is replaced with emerging adeptness. But frustration is the watch-word, as you emerge from one situation, e.g. jail with two new items for your kit and whistle past two robots, only to hear an alarm sound and know you are the object of an All Planet Alert from which there is scant escape, and after your execution, the program reverts to the first screen where you are seen again emerging from the tele-transporter, and must start again to acquire, search, conquer and discover.

Your interest is spiced by constant dialogue with the characters you encounter, blinking up on the screen in miniature cartoon clouds above the speaker's head. All are keyed to the action, and provide clues and direction to your search. Your responses are critical to your fate and selected by pressing the button at the preferred multiple choice. They can propel you suddenly forward in the puzzle, just as suddenly cause your demise. Variation is the watchword, and an acceptable reply from a previous screen, repeated again can be a sudden death knell.

Plincking the "Help" key provides you with a range of options. The two most useful being "F2 Save Game Current Game" and "F6 Select control mode". With the first you can avert the tedium of always beginning again by loading your last ending or any of five different endings. And toggling the joy stick instead of the mouse or keyboard is a definite balm to your frustration on refining control of the hero's movements.

The final solution is still out there for this reviewer. Once after a proper response, I was lead by guards, not to jail -- their favorite trip -- but off, thru several corridors and elevators to a jolly gentlemen in a new transporter location. What might have transpired is still a mystery. Thinking I might be near victory,

playing Rambo, I showed him my sword and ran him threw. Immediately I was surrounded by guards and "dispatched" for having "killed our leader".

The game insinuates itself gradually into your curiosity as you slowly master its rudimentary tools. It has more than a whiff of real merit to it.

Hopefully, the professional adventurer players will master, evaluate, and report back to Current Notes on its highest merits, and what glory awaits you at the final solution.

Psygnosis Limited, a British company, has created a bit of software with novel twists. Apex Resources of Brookline, Mass is to be congratulated for bringing it over to us. Well done.

FLASH

Reviewed by John Pellet

FLASH from Antic Software, is a GEM of a terminal program. If you want more powers and features than anything else on the market, at a reasonable price, look no farther than FLASH FLASH is a GEM application that emulates three terminal types, the VT-52, VT-100 (including a remapped keyboard), and Compuserve Vidtex. And it has just about every feature you could possibly think of and more than you'll probably use. As an abbreviated sample:

Data transfers include 2 forms of xmodem file transfer with tight and loose timing, ASCII and DC2/DC4 file transfers, and a large capture buffer. During text transfers you can specify text conversion, data bits, handshaking, and more. Unluckily, Kermit is not supported.

Using the Hayes command set, as a default, you can autodial either a single number or a set you specify. Each number can automatically link to a command file which can not only sets terminal parameters and perform logon tasks, but fully automate a repetitive sequence of operations, like capturing your mail.

FLASH uses a command language, GEM menus, and keyboard alt commands for almost every option, so you can use whichever you like. Function keys can call each other. A full screen editor is built in so you can edit command files, uploads, or captured text while using FLASH But, without a doubt the most powerful part of the program is the ability to execute files of commands. For example, a file to automatically logon to the ST BBS might look like:

```
    >WA baud
    !
    >WA Name!
    Yourname!
    >WA Password!
    Yourpassword!
```

This means wait for the string "baud" from the host, then send a carriage return to the modem. Then wait for the string "Name:" and send your name and do the same for password. If you wanted to change parity, the default directory on your system, start a capture buffer, or anything else, commands are available.

For those of you unlucky enough to be familiar with the IBM world, you may recognize a certain similarity of the above to Crosstalk's script files. Basically they are very similar except FLASH does not support the conditional commands like IF...THEN, WHEN, or JUMP. But what it does support is easier to use in my mind, because you have an editor built in and structure is less strict.

When you combine the command file capability with the auto dial feature with redialing, you get capabilities that are very difficult to find elswhere.

When you add in the operation under GEM, which makes your desk accessories instantly available and imposes a common interface, you get even more power.

It is a real pleasure to find a reasonably (CHEAP!) program that not only does what it says, but does more than commonly seen on other machines. A REAL WINNER!

FLASH is available directly from Antic or from local retailers (I got mine from Computer Discoveries) for under $40. It is not copy-protected.

ATARI VENDORS

The following vendors in the metroplex are known to carry Atari products. If you can contribute to the information presented, please leave a message for the SYSOP on either BBS. This info will be only as good as the input received! (EDITOR'S NOTE: List was d'led and edited slightly - THANKS HOWARD! Listed in alphabetical order.)

Store/location/information

BABBAGE'S
Various locations around the metroplex, check phone book for addresses and phone numbers.

Limited software selection at 20% off retail.

BOOKSTOP
5400 E. Mockingbird   821-6520

Limited selection of software, at up to 20% discount.

COMPUTER DISCOVERIES
12801 Midway road, #109
214-484-9104   Open Mon-Sat 10am - 6pm

Retail prices are subject to 3% discount for cash and 3% discount to members of major users groups. CD carries both ST hardware and software. CD probably has the largest selection of software in the metroplex and is often the first to get new releases. Special orders are taken. CD also carries ANTIC catalog products.

COMPUTER SKILLS
64 Wilshire Village Shopping Center
Euless   metro 267-5151

They carry both ST software and hardware. Software is discounted 20%, hardware 10%. The software selection is somewhat limited right now but they are building their inventory. They also carry ANTIC catalog products. CS services Atari hardware on site. They have a excellent reputation for service.

FEDERATED
Various locations around the metroplex, check phone book for addresses and phone numbers.

They advertise heavily in the local newspapers. Prices vary, (20% off retail??) They carry both ST hardware and software. Selection is fair.

HALF-PRICE SOFTWARE
5526 E. Mockingbird Lane   826-4781

Limited selection of mostly old software at heavy discounts. Similar operation to their bookstores.

JIM CHANEY AND ASSOCIATES
231-4402

Jim carries ST hardware and a limited selection of software (mostly languages). No set discount policy but often one of the lowest prices in town. He does not have a store but Jim can be found at the INFOMART meetings.

METROPOLITAN COMPUTER PRODUCTS
800 East Arapaho, Suite 110
Richardson   214-437-9119

MCP sponsors the monthly contest on the BBS. They carry software (?) but seem to have dropped ST hardware. Their prices are seem to be retail. Selection has been fair.

NEWELL INDUSTRIES
602 E. Highway 78
Wylie   214-442-6612

Prices appear to be discounted 10-30% off retail. Variety of selection is unknown. Wes carries both hardware and software.

WEDGEWOOD RENTAL
5316 Woodway Drive
Ft. Worth   817-292-7396

The only place in the metroplex that rents Atari software. They will send a catalog on request. They will send rented products to you. If you purchase a product previously rented, discount 25% and the rental fee will also be deducted.

ATARI CORP'S BIGGEST BOOTH EVER: CHICAGO CES

By Jack Powell

ANTIC Publishing Inc., Copyright 1986.

Reprinted by Permission.

CHICAGO, IL June 1, 1986 - Atari's exhibit space at the Chicago Consumer Electronics show was the largest seen since the Tramiels took over the company. Walls of monitors displaying Atari software, ranging from ST computers to 2600 game machines, surrounded some 35 third-party developers showing off both 8-bit and ST software.

CES breezed into the Windy City Sunday, opening to brisk crowds. While Chicago natives soaked up the first of the season's hot, humid sunshine, electronics mavens crowded inside the huge McCormick Show Halls off Lake Michigan and ogled the techno-wonders.

As an added bit of Atari nostalgia, a central room contained such coin-operated Atari arcade games, as Asteroids, Dig Dug and Jungle King. Two special display areas were reserved for MIDI and digitizing software. In the MIDI booth, Hybrid Arts showed its many sophisticated products for ST and 8-bit. Activision demonstrated The Music Studio, also available on both ST and 8-bit. The digitizing booth displayed Computereyes for the 8-bit and HippoVision for the ST.

BATTERIES INCLUDED GOES PUBLIC

Michael Reichmann, president of the successful Canadian software firm Batteries Included, announced a merger with ITM Corp. This means Batteries Included stock may be publicly traded on the Canadian Stock exchange.

Reichmann also said that Russ Wetmore, author of HomePak, has accepted a position with Apple Computers in Cupertino, CA. Whatever he is doing is evidently very hush-hush as Russ said only that he was working in "advanced research production" and would say no more. Reichmann awarded Wetmore a plaque for outstanding achievement in world-wide sales for his HomePak software. Ian Chadwick accepted the award in Wetmore's absence.

THIRD-PARTY DEVELOPERS

Judging from this show, the Atari software business seems very active - certainly more so than in recent shows. Several companies with Atari booths had their own booths elsewhere on the floor. Later reports will detail the software available from these companies. Meanwhile, the companies are displaying the following products within the central Atari area:

ARTWORX is showing its bridge programs for both 8-bit and ST, and Hole-in-One Golf for the ST. They also have a new 8-bit program called Peggammon.

OMNITREND - Universe II for the ST.

MIGRAPH - EasyDraw.

ZOBIAN Controls - The Rat, a mouse for 8-bit Atari computers.

FIRST STAR SOFTWARE - The company that made Spy Vs. Spy and Boulder Dash for the 8-bits is coming out with Comic Strip Maker, a graphics program for the ST.

ACTIVISION - Paintworks, which is their new name for the N-Vision graphic art program created by Audio Light, Inc.

MICHTRON - A whole slew of products for the ST, including the Time Bandits game and the SideKick-type CornerMan utility.

CLASSIC IMAGE - Disk Library and a game called Diablo.

EPYX - Winter Games & Temple of Apshai Trilogy on the ST.

MICROPROSE - ST version of Silent Service.

SIERRA ON-LINE - Several animated adventure games. The most recent is Black Cauldron.

SOFTWORKS - BASIC compiler for the ST.

AVILA ASSOCIATES - Make it Move, an ST graphics animation program, and a gambling tutorial currently called Casino Craps.

SOFTSYNC - Personal Accountant, an 8-bit financial program.

BLUE MOON SOFTWARE - A collection of GEM Desk Accessories including MacroDesk, MacroMath and MacroManager.

ACADEMY SOFTWARE - Typing Tutor and Word Invaders for both 8- and 16-bit Ataris

SPINNAKER - Displaying an extensive line of 8 and 16-bit educational and adventure game products.

AMERICAN EDUCATIONAL - A series of educational software for 8-bit Ataris.

OSS - 8-bit and 16-bit programmer's tools.

ICD - Some exciting 8-bit hardware, including the ICD Multi I/O Board, a new multi-use I/O board which plugs into the parallel port. (More about this in the next report.)

XLENT - Displayed the entire line of products, including many printer/graphics packages available for both 8- and 16-bit machines.

HABA Arrays - Get Rich, a financial planning package for 8-bit machines.

FTL - The creators of Sundog for the ST, are also showing Micro Cookbook and Dungeon Master Adventure.

BRITANNICA LEARNING - A series of educational programs for the 8-bit Ataris.

BATTERIES INCLUDED - A new version of PaperClip, for the 8-bit, with Spellpack. Thunder, a real-time spelling checker for the ST.

ELECTRONIC ARTS - had two Atari booths. One to show off their long line of 8-bit game products and the other to display Financial Cookbook for the ST. According to an EA spokesperson, such EA hits as Golden Oldies will be adapted to the ST, but there EA is not currently planing to adapt Marble Madness to the 16-bit Atari computer.

COVOX - Voice Master, Atari 8-bit voice recognition software.

SSI - Booths for both lines of Atari computers which displayed many of its successful strategic games.

QUICKVIEW - Software author Paul Heckel showed his Zoomracks ST database program.

Whew! Are there more? Probably. ANTIC will bring you a closer look at many of the above mentioned products and companies, and we'll wander away from the Atari area, rub elbows at some parties, and see what's on display.

NEW ST MAGAZINE GETS A START

Antic Publishing unveiled its new ST quarterly, START, a combination magazine and disk. Instead of type-in listings, all program listings are on the disk, which is bound into the magazine in a tear-proof envelope.

START is targeted at the experienced ST computer owner. The first issue features a MIDI Sequencer, which records and stores synthesizer song files on disk.

Tom Hudson has written a desk accessory which will store any DEGAS printer driver in RAM, then capture the [ALTERNATE]-[HELP] key combination for a successful screen dump.

Tim Oren reveals the secrets of GDOS and Metafiles. A thorough comparison of available ST Assemblers is contributed by Chris Chabris. And David Small explains why he distrusts computers in "Voodoo Computing."

tidbits

__Item:__ __Placement of monitor directly above disk drives.__ If you place a Comrex monitor directly above Atari 1050 disk drives, your disk drives won't work! A solution is to move either the monitor or the drives so that the monitor isn't directly above the drives. If you are experiencing a problem with your disk drives (e.g. you can't load a program from diskette), you might want to check to see if this is the cause. Dave Gillen

__Item:__ __Here's a simple one-liner that will load almost any binary file from Atari BASIC.__

OPEN #1,4,0,"D:FILENAME.EXT":X=USR(5576)

This will work for most version of DOS but cannot load certain large programs that use the memory occupied by BASIC. This should come in handy for a simple BASIC menu program, so get to it! James Hague

[Note: *tidbits* is a forum for quick technical (or not so technical) pieces of information. If you come across a little bit of trivia, solve a quick problem, or make a brilliant discovery, pass it along! Just send a postcard or letter to:

Newsletter Editor
DAL-ACE
P.O. Box 851872
Richardson, Texas 75085-1872

or send Email to the newsletter editor on either of the DAL-ACE BBSs. DJG]

CES: THE SECOND DAY

By Jack Powell

Antic Publishing Inc., Copyright 1986

Reprinted by Permission

CHICAGO - 6/3/86 - On the second day of the Consumer Electronics Show, we took a closer look at some of the many computer products filling the basement of McCormick Hall West.

80 COLUMN CARD & 3.5" DRIVE

Atari's John Skruch, Manager of XE Software Products, showed us the XEP 80 - the long-awaited 80-column adapter for the Atari 800, XL/XE computers. The adapter is "new-Atari" gray-colored and just slightly smaller than the old Atari 850 interface. As Skruch said temptingly, "It has the same 'footprint' as the 8-bit 3.5-inch drives." Atari Corp. is still not ready to announce the long-rumored 3.5-inch drives for the 8-bit line. But reliable sources within the company report that the drives will have a capacity of 325K, formatted, and the Disk Operating System will be compatible with DOS 2.5. The XEP 80 has a standard Centronics parallel printer port in the back, an RCA monitor input, an I/O cord that plugs into either joystick port and an input for its external power supply (which is about the same size as most modem power supplies). The card was demonstrated on a standard green monochrome monitor and the letters looked as crisp and clean as an IBM PC screen display. Atari claims the adapter will also work with a color monitor, but not satisfactorily with a television set. Built-in software supports the entire Atari internal character set, including special graphics characters, plus the Atari international set and an expanded international set contained in the ROM of the XEP 80's controller chip. The card supports any call which works with the E: device and has such special effects as black on white or white on black, double-width or double-height characters, and blinking or solid cursor and characters. Skruch said there was a special "burst" mode which printed text to the screen "four times faster" than normal. Although cartridges such as BASIC XE, from OSS, work with the new adapter, most software will have to be specially adapted for it. Also, programs that use bit graphics will have to try something else, since the usual bit graphics screen fills only half the 80-column screen. The XEP-80 is expected to reach dealers in late fall with a price tag just under $80.

ATARI PRINTERS

Ever since Atari displayed the first ST a year ago, it has been showing printers. Only now are the dot-matrix graphics peripherals being shipped, at a price of $219.95. The XMM 804 for the ST and XMM 801 XE printer are essentially the same. The 801 is compatible with the Epson medium-resolution graphics mode and contains a built-in interface for the 8-bit machines. The 804 supports up to 1,280 dots per inch and uses a standard centronics cable to link it with the ST. Though both machines were designed to be as compatible as possible with Epson printers, they are also fully compatible with the earlier Atari 825 printer and are designed primarily as a new, improved printer for those who previously owned the 825.

THE ONE MEGABYTE XE

While many companies have jumped on the ST bandwagon, ICD has been quietly churning out important hardware items for the 8-bits, including a straight-connect modem cable for $14.95, a low-cost printer connection for $59.95, and The P:R: Connection, a replacement for the Atari 850 modem interface. The P:R: Connection ($89.95) is a small box with one printer port and two modem ports. It gets its power from the computer and works on any Atari 8-bit machine. Yes, now you can have a 1-megabyte 130XE. The ICD Multi I/O Board plugs into the parallel bus port and sells for $199 for a 256K version and $349 for a 1-megabyte board. Included in the board are a parallel printer interface, a serial printer/modem interface, a printer spooler and a hard disk interface. According to ICD, a standard hard disk can be used with either a SASI or SCSI controller card. The product is also compatible with the Supra hard disk. ICD's display system was configured with two hard disks and one floppy, with built-in software permitting segmenting of the hard disks. The screen displayed four hard disks at 260K, 10Mb, 9Mb and 3Mb, plus three RAMdisks at 192K, 256K and 512K; and finally the one floppy. Oh yes, and a 64K printer spooler. ICD said that any DOS can be used with the Multi board. The whole thing sounds like a dream come true for 8-bit power freaks.

RATS, AN 8-BIT MOUSE

Matthew Zobian, of Zobian Software, showed us his baby "the Rat", a mouse for the 8-bit Ataris. Zobian feels the mouse is the "wave of the future" in computers and, because the Atari 8-bit is such an excellent graphics machine, it seems perfect for mice - or rats. The Rat comes with its own software, including a graphics program and a cursor control routine. But Zobian realizes he must court other software developers to make a success of his interface. Accordingly, he told us that MTS is

developing mouse-compatible Big Picture and Artist Unleashed - both graphics packages. RAMbrandt, another paint program, and a business management package by Reeves Software are also being adapted to The Rat. The single-button Rat is an analog mouse which plugs into the joystick. Zobian claims that it is very easy to program. Without accompanying software, the Rat sells for $89.95.

ANIMATED GRAPHICS FOR ST

Avila Associates, a new company, displayed two new products for the ST at the Atari exhibit area: Make it Move, a graphics presentation utility featuring animation, and Casino Craps, a gambling tutorial. Both are expected in July. Make it Move lets you grab portions of your DEGAS or NEOchrome pictures and program them into an animated presentation. When we saw it, the program was in the alpha state. Essentially, you can perform functions similar to movie editing techniques, such as wipes, dissolves, fades, cuts and zooms. A single object, grabbed from a screen picture, may be programmed to move along a given path. The same object may also be animated while moving on that path. Rene De La Brandeis, designer of the program, grabbed a section of a NEOchrome picture and saved it in a special compressed format. He then pulled it up with the Zoom utility, set its beginning and ending coordinates and ran it. The object appeared from the beginning coordinates and smoothly grew to full size while following a curved path to the end coordinates. It looked good! Casino Craps displays a very detailed, and accurate, craps board designed to teach the user to play craps at Harrah's casino in Las Vegas. De La Brandeis is currently trying to get Harrah's name on the product. He hopes they'll want to use it to encourage people to learn the game. These days, the only craps players are World War II vets, according to Harrah's. Harrah's, naturally, wants to change this, and De La Brandeis hopes they'll use his game to this end. "It's a lot cheaper way to learn craps," he said.

LEATHER GODDESSES OF PHOBOS

Infocom threw a party at Chicago's Field Museum of Natural History to announce some new products - including a sexy space fantasy.

CES - THE THIRD DAY

FIREBIRD DEVELOPS PAWN FOR THE 8-BITS

By Jack Powell

Antic Publishing Inc., Copyright 1986

Reprinted by Permission

CHICAGO, IL 6/3/86 - The 800XL and 130XE are back. If the product displays at the Spring Consumer Electronics Show here in Chicago are any indication, more companies are beginning to support these powerful 6502-based graphics computers, partly due to the enthusiasm their 68000-based sibling is receiving.

The Pawn, the successful - and difficult - 520 ST graphics/text adventure, is currently being adapted for the 800 XL and 130 XE and will be released in this country through Firebird Licencees.

The Atari 8-bit version of the game will have all the complexity of its ST cousin and the same incredible parser and graphics, but half the graphic resolution. Programmers at Magnetic Scrolls, the technically sophisticated software development group from Great Britain, are playing with the display list to imitate the ST full color spectrum on 8-bit screens.

The new Pawn will also have a postage stamp-size graphic image sitting in the upper-left corner of the screen to give you an idea of where you are. And for hard-core text adventurers who feel graphics are sissy (and rightfully so) a non-graphics mode ignores the 30 pictures stored in the game.

DATASOFT SUPPORTS THE 8-BITS

Datasoft displayed strong 8-bit Atari commitment with a new line of software. Yie Ar Kung-Fu, a Kung Fu game from Japanese firm, Kjonami, priced - like most of Datasoft's 8-bit products - at $29.95 will be available by Christmas. Fight a succession of increasingly skillful warriors until you finally reach a warrior as good as yourself. Datasoft didn't say what happens if you beat yourself. 221B Baker Street, a Sherlock Holmes graphics/text adventure, can handle up to four players. The game includes 30 different cases on one disk and add-on disks are planned for $14.95 each.

In the underground labyrinth of Mercenary, map and wander the dimensional rooms in this complex 3-D maze game featuring vector graphics. On the planet surface, the

game turns into more of a flight simulation arcade game.
Gunslinger is another graphics/text adventure - this time
with a western theme. Never Ending Story, available now,
is a graphics/text adventure based on the fantasy movie
of the same name.

The Dungeon Module of Alternate Realities is expected to
ship in the third quarter. Datasoft also demonstrated a
preliminary version of Alternate Realities for the ST
which basically scrolled continually around the street
maze. No control and no sound, but the graphics were
very clean and detailed. They hope to have it out by
September. But with Alternate Realities, you never
know.

WHAT ABOUT THOSE LEATHER GODDESSES?

Oh yes - we previously mentioned an Infocom party after
the show, Sunday night at the Field Museum of Natural
History, a Victorian architectural wonder whose interior
looks remarkably like several scenes from the movie
Dune. After standing around, drinks in hand, hobnobbing
with dinosaur skeletons and stuffed elephants, the crowd
was instructed to proceed downstairs to the
"presentation."

Leaving this wonderful ambience, we found ourselves in
what looked like a small, corporate briefing room,
complete with podium and folding chairs. There the
programmers responsible for Infocom's newest games
described their products.

Steve Meretzky, co-author of the Hitchhiker's Guide to
the Galaxy game and author of Planetfall, has come up
with The Leather Goddesses of Phobos, a racy spoof of the
pulp sci-fi novels of the 1930s, According to Meretzky,
it's "the first Infocom game with sex."

There are three levels of play: Tame, Suggestive, and
Lewd. Continuing Infocom's policy of highly entertaining
and piracy-proof - packaging, Goddesses will include a
3-D comic book (complete with glasses), and an "enticing"
scratch & sniff card, which is essential to completing
the game.

ANTI-NUCLEAR ADVENTURE IS "ONLY A GAME"

You're an American tourist in London when you suddenly
learn that a hydrogen bomb is about to destroy the city.
This is Trinity, a chilling anti-nuclear text adventure.

Written by Brian Moriarty, originally a staff programmer

for Analog Magazine and author of Infocom's highly
successful Wishbringer, the game places you in
historically recreated simulations where nuclear bombs
have exploded in the past.

You are given a chance to prevent each one and, if you
succeed, eventually work your way back to the first: New
Mexico, July 16, 1945. Prevent that and you prevent the
whole chain of nuclear history.

This is the first Infocom game to faithfully recreate
actual events and locations. It's a bold concept, but
Moriarty emphasises it is "only a game."

FEMININE MYSTIQUE

Jim Lawrence, who used to write the Nancy Drew series,
and "Witness" programmer Stewart Galley joined forces to
create Moonmist. This beginner-level "romantic haunted
castle mystery" game is designed to appeal to feminine
sensibilities but will, they hope, appeal to both sexes.

NOTED AUTHOR, PROGRAMMER COLLABORATE ON "STARGLIDER"

"Fleet Commander Hermann Kruud sat in a swivel chair in
the control room of Starglider One - the flagship of his
invasion fleet - and stared with brooding, bloodshot eyes
at the two sentinel ships that were centered in his
hologram field..."

So begins the 70-page novella documenting Star Glider, an
ST arcade game currently nearing completion. Programmed
by Jez Sans, Starglider is visually similar to Atari
Inc.'s coin-operated Star Wars arcade game. Utilizing
laser-like vector graphics, you skim over a surface of
green dots and annihilate anything coming into your line
of sight. The animation is fast and the feeling of
flight excellent. Most objects rotate dimensionally and
are animated as well.

Not satisfied with just a programmer's input, however,
sci-fi author James Follett was hired and practically
lived two to three months with the programmer to write a
book based on the game. The game was then readapted to
fit the book. The full novella will be packaged with the
game. And, yes, you'll have to read the book if you want
to succeed with this space challenge.

AND SO, TO BED.

Next, we'll look at an integrated software package for
the ST and find out about Penguin's new price drop. They
did it before, and it looks like they'll do it again.

16 IS NOT ENOUGH: THE 32-BIT ST

CES: THE LAST DAY

By Jack Powell, Associate Editor, STart

ANTIC Publishing Inc., Copyright 1986

Reprinted by Permission

6/4/86 CHICAGO - Tantalizing glimpses of the long-rumored ST 32-bit machine were offered by Atari Software President Sig Hartmann and Computer Product Marketing Manager Brian Kerr. Hartmann told few details about the new engine, but presumably it has an operating system compatible with UNIX, the multi-tasking OS developed by Bell Labs.

According to Kerr, the 32/32 uses the Motorola 68020 chip. The 68020 is in the same "family" as the 68000, making all 520ST and 1040ST software "downwardly-compatible" with the new machine. Atari is toying with two possible configurations: either an open architecture machine with slots, or using the ST as front end to the 32-bit as number cruncher.

This all happened when the Chicagoland Atari User's Group (C.L.A.U.G.) invited Atari Corp., Antic magazine, Analog magazine, and Bill Wilkinson (representing both his company Optimized Systems Software and Compute! magazine) to participate in a Tuesday night dinner meeting at Trinity College. The Atari representatives fielded questions from over 250 members of several midwestern Atari user's groups during the informal panel session.

THE IBM ST

According to Atari's Sig Hartmann, the ST IBM PC emulator will "hopefully" be ready before the end of the year. Hartmann added that he expects the future to bring an ST emulator for those unfortunate enough to still own an IBM PC.

THE APPLE ST

Atari is also considering the possibility of developing their own Apple II emulator. This move would allow schools with ST computers to tap the vast Apple II education software library. Hartmann is negotiating the legal complications with Apple Computer Corp.

BLITTER CHIP

Questions on the rumored "blitter chip", said to improve the ST's graphic capabilities, prompted Hartmann to announce, "We will definitely have a one-million pixel machine early next year." It is not known if he was referring to an add-on for the existing machines, or the resolution of the new 32-bit workstation.

Hartmann also vaguely mentioned a project that would use the ST as the "brain" for a low-cost laser printer. Though Hartmann declined to name any names, a source at Batteries Included told Antic that Atari has asked them to design software for the laser printer.

200,000 ST's WORLDWIDE

The latest Atari sales claims came from Kerr who announced sales of 200,000 units worldwide, 40 percent of which have been sold in the United States. In Germany, the 520 and 1040ST are number one and number two respectively on the German hardware best-seller lists.

NEW DOCS

The infamously obtuse ST developer's documentation is being re-written by a team of seven professional writers. Atari expects to receive the first draft this November. No date was set for publication.

MORE ATARI MAGAZINES

At the meeting, Bill Wilkinson announced Compute!'s new ST magazine, expected in September. Like Antic Publishing's STart, the new Compute! magazine will include a 3 1/2-inch disk.

Lee Pappas of Analog Computing magazine announced a special, one-time, exclusively 8-bit issue. At the same time, Pappas took the opportunity to announce that ST Log, the ST section of Analog, will become a separate magazine "by the end of the year."

SNEAK PREVIEW: THE NEW DEGAS

Batteries Included showed Antic a sneak preview version of the new DEGAS Elite written by Tom Hudson. No release date was set for the updated version of the popular ST paint package, which will retail for $79. An upgrade will be available to registered DEGAS owners at half price.

The new DEGAS can load practically any file format including 8-bit picture files, various resolution formats, or Macintosh and Amiga picture files. It works completely within the familiar GEM interface. Click and drag colors, blend between colors and create multi-color fills. Up to eight screens are available within RAM in

the 1040ST, and half that number on the 520ST . Color palettes may be loaded from any picture file on disk. The program will eventually have a distort function allowing you to grab and stretch parts of the picture.

The version shown had a system to create color animation with four different sets of colors. There are ten levels of zoom with a split screen which you can scroll within.

Batteries Included also showed two business-oriented packages; Thunder ($39.95), a real-time spelling checker, and I*S Talk, ($79.95) an advanced telecommunications package. Both programs are now available.

INTEGRATED SOFTWARE

Timeworks demonstrated Data Manager, the first in a series available in late August. All programs are GEM-based and all are designed so that you may use either the mouse or keyboard commands.

Intuitive and fairly easy to use, the non-relational database features a flexible report generator. View records in form view or column view - which looks much like a spreadsheet. Fields may be defined as text, numeric, calculator, time, date, and custom. The custom design lets you design your own field format from elements of the other field formats.

SwiftCalc, the spreadsheet part of the package and the WordWrite, word processor were not available for demonstration. SwiftCalc is described as a Lotus 1-2-3 "type" spreadsheet without macros, but with windows. Timeworks is also releasing Silvia Porter's Personal Finance, a financial planning package. All are packaged in in professional-looking IBM-style box-and-binder, and sell for $89.95 each.

CONTROLLING THE HOME

With this system, you can be sure your electric ice cream maker is turned on and ready for you when you return from vacation. X-10 USA has created a collection of home control hardware for various computers.

The main controlling interface - which is expected to sell for $69.95 - is programmed by the computer, which may then be turned off. The Powerhouse retains the instructions and acts accordingly. Each remote module ($16.95 each) can control a single appliance or light. Hippopotamus Software and Michtron are creating ST software to interface with the X-10 Powerhouse modules.

TERMINAL SPORTS

Hardball, Accolade's baseball program for 8-bit Ataris has some very detailed, three-dimensional graphics and a good sense of play. Also available for the 8-bits is a fight game called, appropriately enough, Fight Night. Both games will be available in July for $29.95.

For the ST, Accolade demonstrated Mean 18, a golf game. Shipping date is the end of June for this $49.95 golf simulation featuring four famous courses (Pebble Beach, St. Andrews) and a course architect program which lets you create your own.

MORE FORE

Golf seems to be a popular ST sport this year. Access software has their own ST golf release, Leader Board ($39.95) with 3-D point-of-view and computerized scoring, handicap system.

While swinging clubs, we checked out Artworx Hole in One Golf ($29.95) which provides an overhead view of the game and a "course creator" to design your own challenges.

KIDS STUFF

Parents desperately seeking ST software suitable for children, will be relieved to hear about Baudville's Rainy Day Games, for kids age 4 and up. This package is a collection of three famili children's classics: Concentration, Old Maid, and Go Fish.

Also from Baudville, a company new to the Atari world, is Video Vegas, a game for grown ups which includes a slot machine, blackjack game, Keno, and draw poker. Guitar Wizard, a guitar tutorial, is in the works. The programs will be available this Fall for $34.95 each.

BUSINESS IS WAR

Avalon Hill was touting Spitfire 40, a game and flight simulator for both the ST and 8-bit, available in October at $35 for both machines. For the 8-bit only is Mission on Thunderhead ($25), an arcade adventure which is available now. In September, 8-bitters can look to this company for Guderian, a strategy game priced at $30.

SILENT SERVICE

Programmer Silas Warner showed an ST version of Microprose Silent Service. Expected by the third quarter for $39.95, this thoroughly accurate submarine game contains seven scenarios which, we were assured, are exact duplicates of the actual event - unless you change the course of history by torpedoing the wrong vessel.

PENGUIN DOES IT AGAIN

A few years ago, Penguin Software - makers of adventure games such as Transylvania - created a marketing stir by lowering their prices to $19.95 at a time when everyone else was selling game software for $49.95.

Well, they're doing it again. At CES, they took the opportunity to announce that all Penguin ST software will henceforth be priced at $19.95. Many Penguin 8-bit products are even lower.

SOFTWARE AS MOVIES?

Several companies have recently tried incorporating movie editing techniques in games for a greater sense of reality. The Lucasfilm games come most readily to mind.

Mindscape - in addition to throwing the best party at CES - rented a hotel suite to demonstrate Cinemaware, a series of "graphically advanced" computer games for the ST. Among the impressive list of contributors to this series are Bill Williams, author of Necromancer and Alleycat; Sci-Fi author and computer pundit Jerry Pournelle; Bruce Webster, author of Sundog; and Doug Sharp, of Chipwits fame.

The games have theatrical titles as well: "Sinbad and the Throne of the Falcon", "The King of Chicago". "Defender of the Crown", and "S.D.I", a Sci-Fi thriller. All four games were prominently illustrated with garish movie-style posters hanging from the walls of the Mindscape suite. A Mindscape representative said the games were designed with the "older, more sophisticated gamer" in mind. All games are to have the best graphics possible. They will each feature an original musical score and an "open universe" - there will be no "right" way to play. "We learned a lot from Sundog," the Mindscape rep said.

The games will also use real-time situations with built-in timers. Players will be forced to make decisions within the limits. "We picture the player with sweat dripping down their faces," Mindscape said.

The Amiga demo was a little more involved than the ST, but both demos were essential picture slide shows with a bit of animation now and then. The graphics on both machines, however, were excellent. No mention was made of how many disks each game would require to display a complete movie, or how the designers would manage to manipulate massive amounts of graphics memory.

S.D.I., the first release, should be ready by October 1st. The remaining games are expected in time for the Christmas season.

INFILTRATOR

For the 8-bit crowd, Mindscape will be releasing Infiltrator, a C-64 port. Described as a "strategy adventure", it sounds more like an arcade game. You are helicopter ace Captain Johnny "Jimbo-Baby" McGibbits. Your mission is to fly through hostile enemy air space. No release date was given. Expected price is $29.95.

AND YET MORE PRODUCTS

Although no one product struck us as the star of this CES, we were impressed by the energetic support of Atari by third-party developers.

Q, no A: No name has been set for the Softronics' integrated package similar to Q & A on the IBM which will include telecommunications, CAD, word processor, database, and spreadsheet.

JUST LIKE THE OLD DAYS

Epyx Software decorated a room in the West Hall to look like a Chicago gangster's warehouse. Computers sat on crates and life-size cardboard gangsters glared threateningly from behind tommy-guns.

Epyx is adapting the Temple of Apshai Trilogy, World Games, and Rogue to the ST. All were in final form at the show and are expected on dealer shelves by the end of June.

Rogue, a graphic version of an old classic fantasy role-playing game which graced the minis and mainframes of college campuses for many years, is mouse-driven and takes good advantage of ST graphics. There are 27 levels, and role-player fans should love it.

The old favorite, Temple of Apshai has been placed within GEM with drop-down etc. Graphics are slightly clearer than the 8-bit versions, but otherwise the ST Apshai is pretty much the same as the 6502 classic.

SUPRA DRIVERS

Did I mention the Supra 20-meg hard disk that is about 3 1/2-inches longer than an Atari 3 1/2-inch drive, but otherwise the same size? How about the Supra 60-meg hard disk which is the size of the old Supra 10-meg? Supra scattered a few of these at select booths at CES just so we would believe they really exist.

80-COLUMN CARD ADDENDUM

Hybrid Arts, makers of professional MIDI software, such as DX-Droid and the Oasis series of waveform synthesizer editors, introduced EZ-Track ST, a consumer-oriented, 20-track, polyphonic MIDI recorder.

EZ-Track lets you control up to 16 different synthesizer channels and record full MIDI specs, including velocity, program changes, pitch wheel, mod wheel, and all 128 MIDI controls.

The GEM-based program, expected on the shelves by July at $65, will be the first in a series of increasingly complex and professional ST MIDI software tools.

Frank Foster of Hybrid Arts told us there is a large user base of professional musicians using Hybrid Arts products on the 8-bit Atari's, and a growing base of musicians beginning to use ST's.

BUFFER CONTROL

Up to 11 computers to share up to two parallel printers with the Falcon ACS (Automatic Control System) series of printer buffer-controllers from Pace Mark, a Chicago-based hardware firm.

The main unit, Falcon ACS 3000, comes with either a 64K or 128K buffer (priced $449.95 and $589.95 respectively). This allows three computers to use one printer. Additional units increase the capabilities of the system, which is targeted at schools and businesses.

Mastronic International, a London-base software firm with stateside offices in Maryland, showed several games for the 8-bit and announced more to come for the ST. Ninja, Speed King, Electra Glide, and Action Biker are 8-bit games at the low price of $9.99. Ninja will be adapted for the ST along with another game called Mirage.

Hi Tech Expressions has a series of Print Shop-like programs with the added gimmick of in-computer animation presentations. CardWare (greeting cards), PartyWare (placemats and invitations) and HeartWare (mushy stuff) retail for $9.95 each.

Want some cheap software? The Keypunch Software series of titles for the 8-bit all retail for $6.99 and include Space games, Adventure Pak and Mind Mazes. Each disk is a collection of three to four games.

PROFESSIONAL-QUALITY MIDI

For the technically minded who are wondering how to program the Atari 80-column card, Jose Valdez of Atari tells us the adapter takes E: device calls and can also receive P: device calls. Just send certain codes to the device and you're on your way.

The card will be completely "transparent" to any software using the E: device - such as BASIC cartridges. Programs addressing the screen directly will run into some unusual problems and have to be reprogrammed to work with the new card.

FTL gave Antic demo disks of Micro Cookbook and Dungeon Master to take home. Yes, Micro Cookbook is a cookbook on disk. The database of recipes is easily searched according to a variety of categories.

Dungeon Master, a point-of-view dungeon maze, will be followed up with construction set disk. FTL is currently talking to dungeon-game fans to find out what they like. The graphics on the demo disk are remarkable - you "walk" downstairs, through doors and as you approach objects from a different angle, you get a different point of view. Both are due in September.

A-MAZE-ING!

Xanth, creator of the 8-bit and ST Boink! and Fuji Boink! demos is developing a 3-D maze game with smooth-scrolling mazes. The trick here is that Xanth plans to make this a multi-machine game where each player can track down another with the maze.

SHANNER SLEW

Shanner International has a whole slew of ST products on the way, including ST-Key, a desk accessory for function-key macros; Soundwave SW-1, a single-track MIDI sequencer; Colorwriter, a GEM-based word processor; LogiKhron, a real-time clock cartridge; and MacroDesk from Blue Moon Software, a desk accessory which includes calculator, weekly planner, card file database, and alarm clock calendar.

XLENT

Xlent Software will be adapting all its 8-bit products, including Rubber Stamp and Page Designer, to run on the new Atari XMM 801 printer. Xlent will also create a translator program to make your computer "think" the XMM 801 is an Epson.

THERE MUST BE MORE...

We've tried to cover all available Atari products in these reports, but there were so many at CES some were inevitably omitted and we apologize in advance if a name escaped us.

That's it for this one. If any readers have comments to make on the Antic electronic computer show reports, please drop us a line in th Feedback section so we can incorporate your suggestions.

PS - Commodore did not display the Amiga in their booths.

***** Next Meeting *****
*** Saturday,   ***
*** August 16th ***

SUPPORT DAL-ACE,
VOLUNTEER!!!!!!!
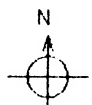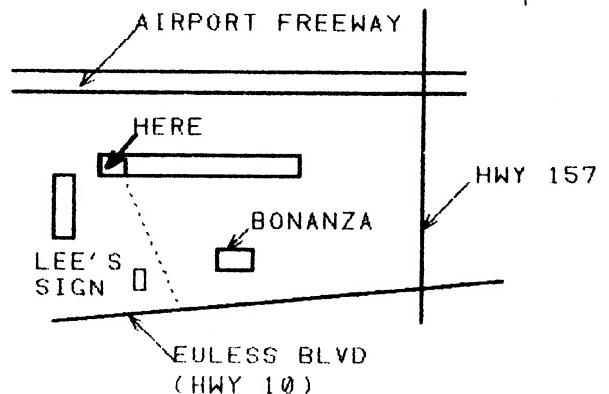
EDITORIAL STAFF

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

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, August 2	Newsletter Production Mtg
Saturday, August 16	Main Meeting
Saturday, August 30	Newsletter Production Mtg
Saturday, September 13	Main Meeting
Saturday, September 27	Newsletter Production Mtg
Saturday, October 11	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. 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
Half page (7 1/2" H by 4 1/4" V) $25
Quarter page (3 1/2" H by 4 1/4" V) .. $15
    * Long term contracts are available *
    *   at reduced cost.   *

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

**** DISCLAIMER ****

DAL-ACE OFFICERS

PRESIDENT .... JOHN PELLET 792-3175
VICE-PRESIDENT .... JIM CHANEY 231-4402
V.P. COMMUNICATIONS ... SUSAN HENDERSON 733-0287
SECRETARY .... RALPH GREEN, JR. CH3-2770
TREASURER .... DON ADAMS 350-2206
MEMBER-AT-LARGE .... LARRY DINEEN 817-668-7296
MEMBER-AT-LARGE .... JEFF GOLDEN 252-3268
MEMBER-AT-LARGE .... STEVEN MARKLEY 231-6918
MEMBER-AT-LARGE .... MARC SALAS 255-8425

DAL-ACE VOLUNTEERS

NEWSLETTER EDITOR ..... DAVE GILLEN 931-6058
ADVERTIZING MANAGER ... DON ADAMS 350-2206
BULLETIN BOARD .... HOWARD CHANG ......BBS 540-3270
DISK LIBRARY .... JEFF GOLDEN 252-3268

DAL-ACE BULLETIN BOARD #1 540-3270
DAL-ACE ST BULLETIN BOARD #2 267-4913

DAL-ACE
DALlas Atari Computer Enthusiasts

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

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

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

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