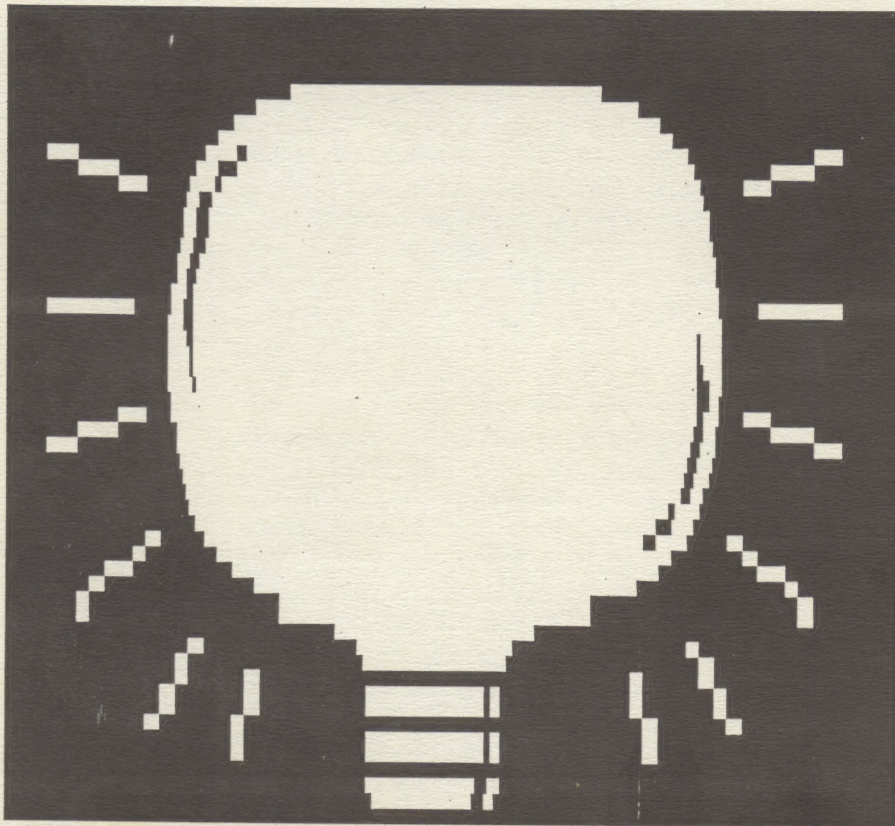


Volume 9, Issue 8 August, 1988
Dallas Atari Computer Enthusiasts



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NOTES!
NEW
PRODUCTS!
VIEWS AND
REVIEWS!

It's all
inside, and
it's all
truly...

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Theory
Explained!**

AMAZING



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Smart REMarks

Commentary by Angela Burns

Okay, let's try to be a bit more upbeat this month. It has been said to me that my remarks of last month were unwarranted; I stand by them. However, I think some explanation is called for, so that you will understand where I'm coming from. There is a certain contingent of people who believe that anything said about a situation that needs correcting is simple griping and should not be said at all. I firmly believe that to be utterly false. Sure, it applies sometimes. Some people do just enjoy a good gripe session, whether anything positive can come out of it or not. But such is not always the case.

Dal-Ace is a *users' group*. It is not just a group of users, it belongs *to* the users and exists solely *for their benefit*. Dal-Ace is here to make your experience with your Atari computer(s) easier, more productive, and more pleasurable. If I, or anyone else, has something to say that could produce some positive results, such as the improvement of product quality or customer service, it is my (or your) *obligation* to say something about it. Do you think that IBM users put up with shoddy treatment? I don't think so. (Granted, they *do* use some pretty bad programs, but the poor dears probably don't know any better.) IBMs are primarily used as business machines (as Ataris are quite capable of being used), and business people demand quality and service from the companies they deal with. I see no reason that Atari users should accept less. Our machines *are*, after all, quite superior.

So, I wasn't just hollering that I'm not happy. I was saying that we, you, that all of us, should stand up for ourselves when we *do* get the shaft. There are enough companies that offer us outstanding quality and service (among others: ICD, OSS, Word Perfect, Data Pacific) that I feel it is not beyond the realm of the possible for the others to follow suit. That is, *if* they value our business!

Now, for newsletter articles. Eb Foerster, faithful as always, *did* upload the fifth article in his series of tutorials on Turbo BASIC this month, but due to the fact that the hard drive is full (I assume that is the problem; there was a message on the board to that effect.), the file consisted of one capital "U." I'm sure the problem will be cleared up long before the time comes to put together our September issue, so if you'll just be patient, you'll soon see more from Eb.

As for other member-written articles, there are none. In keeping with my remarks about the purpose of **Dal-Ace**, I have always thought that being involved in club activities, including writing newsletter articles, made membership more pleasurable. It certainly has been so for me. I really *enjoy* reading all the exchange newsletters, finding good reprints, typing them all in, carefully balancing the 8-bit and ST coverage as well as I can, and laying it all out in what I hope is a pleasing configuration. No, that is not sarcasm; this is really *fun* for me. (Remember, it takes all manner of strange people to make up this weird world of ours!)

I think that you would be truly surprised at the feeling of accomplishment that comes with seeing your name



REMARKS, cont.

in print, knowing that you have provided valuable information to users all over the country (via our newsletter exchanges). But Dal-Ace is your club, and it is you who decide what you want out of it. So, if you want a newsletter of reprints, I guess that's okay by me. I don't really understand it, but if you're happy, I'm happy. That's why I only do minimal nagging about writing articles. No one wants to force you into anything that you don't want to do.

But I don't really expect this situation to continue. Know why? Because I think that Dal-Ace has some of the most committed, dedicated, and enthusiastic members extant in the Atari world. Sure, we sometimes have problems. Who doesn't? But a problem is only a problem if you sit back and let it be a problem! Dal-Ace members are not the sort of people to do that - *we're doers!* So let's do it! Gimme a D! Gimme an A!...

Okay, I'll calm down now and put the newsletter together like a good girl. But when I get to the August meeting, I expect to see some *enthusiasm!* (There's that word again!) Okay? Okay?



July Auction Postponed

Due to unforeseen problems, the auction that was scheduled for the July meeting has been postponed until August 13. Our apologies for any inconvenience this may have caused. Just be sure to bring \$\$\$\$ to the Infomart this month!

OOOPS!

The cover of the July, 1988 issue of the Dal-Ace newsletter says, "Volume 10, issue 7." That should be, "Volume 9, Issue 7." Guess that makes it a collector's item!

8-bit Workshop Temporarily Out of Order

Jeff Golden's 8-bit self help class will be temporarily canceled for the next couple of months. When conditions permit, he will restart the classes, so don't give up! We will let you know within these pages and via an announcement at the main meeting when we get the "all clear."

In the meantime, it wouldn't hurt to let Jeff know how much his efforts have been appreciated. He is just the sort of dedicated member who has helped make Dal-Ace one of the best clubs in the country!

More Happy Info

Last month, I printed a report on Happy Computers' Discovery Cartridge System. The original file on the BBS ran 16 pages, so it was necessary to edit it heavily. However, when I reread the finished newsletter, I couldn't believe that I had edited out the address and phone number of Happy Computers! Well, I went back and got a phone number for up to date delivery information, but guess what? We don't seem to have the address of happy Computers, and it isn't in the files on the BBS! So, here's the phone number; perhaps if someone calls about the DCS, they will be kind enough to obtain the address for the club.

Happy Computers: (408)778-5984

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The Grapevine

News, Rumors, and Product Announcements compiled by the editor

News

XEGS sales are booming!

Atari claims to have sold over 2 million XEGS units over the Christmas season. That should herald more software development for the 8-bit.

ATC stock a good deal

Paine Webber recommends buying Atari stock (ATC), predicting that it will earn over \$1 per share this year. They also report demand for Atari products exceeding supply by at least 50%; this should improve with the easing of the DRAM shortages later in the year (also their prediction). If all goes well with Atari, earnings could well be \$4 or \$5 per share by 1991; even with problems, the current earnings could double. To quote from their report, "...we think they are building a company that will be a world force in the consumer electronics area... unless some unforeseen event occurs it is only a matter of time before the stock begins to move ahead smartly." So get out there and buy the stuff!

ANALOG update

The former problems of ANALOG and ST Log magazines seem to have disappeared, but their idea of a "classier" look includes glossier paper, even for the type-in listings. (And some of those illustrations are positively *dreary!*) Boo, hiss! Larry, old boy, we have to be able to see the listings in order to type them in!

Pirate developers???

David Small reports (*The Revenge of the Developers, Current Notes, July/August 1988*) that some developers are producing pirate versions of their own software, complete with virus-type "bombs." Aforementioned bombs will scramble a hard disk badly; there may even be one that will burn out a color monitor! Ethical considerations seem to have lost out to the developers' frustration at the losses incurred because of piracy, they have decided to fight fire with fire. Pirates, beware!

Computalk Award

Antic magazine has awarded its outstanding BBS award for this year to Computalk TCS, owned and run by Kris Meier of Fort Worth. He runs the BBS from six Atari 800s, each equipped with a modem and interface.

Congratulations, Kris! (*And apologies: I should have mentioned this earlier, but I don't always get my reading done on time!*)

Loading News Station

If you have the Happy chip in your drive, you will have to use a software utility to turn it off before you can load News Station.

Rumors

16 meg STs!

I hear that Mega Bytes Computers of Webster, TX will soon be releasing an expansion bus for the ST that will take any ST all the way to 16 megs! Hope that one's true!

PPP Lives!

By the time you read this, the long awaited Publishing Partner Professional should be on dealers' shelves. Word is that it would be shipping - really shipping - in early July. Ordinarily, this would be news, but considering

how long we've been waiting for it...

8-bit desktop publishing?

I hear that there is a *true* desktop publishing program for the 8-bit that far surpasses News Station, Newsroom, or any program currently available. Rumor has it that it makes use of laser printers and everything else you could want from a dtp program. It was supposedly developed by a man from or in Fort Worth, but he cannot find a company to distribute it. Supposedly, distributors he approached told him that the 8-bit was dead and not worth the trouble to develop products for. This may warrant some investigation.

To the alleged creator of this miracle: if you're out there, get in touch! You don't necessarily need a big distributor to get started; surely we can figure out *something!* The world of Atari needs you! Assuming you exist, of course!

New Products

Composite output for the ST

Now any Atari ST can use composite monitors with E. Arthur Brown's new **composite cable**. It connects to the monitor port, converting the RGB signal to gray-scaled low- and medium-res composite output. Contact:

Newsnotes



The Grapevine cont.

E. Arthur Brown
3404 Pawnee Drive
Alexandria, MN 56038
(612)763-6393

But that's not all, folks! Practical Solutions also has a solution for "RFless" STs. VideoKey is a cable that will let you use color composite monitors on your ST without RF. Retail approximately \$120.00 from:

Practical Solutions
1930 E. Grant Road
Tucson, AZ 85719
(602)884-9612

Death can be such a bummer...

...But with **Cheat**, from Alpha Systems, it needn't bother you quite so much any more. The program gives you unlimited lives in over 100 8-bit games. Retail: \$24.95. Contact your local dealer or:

Alpha Systems
1012 Skyland Drive
Macedonia, OH 44056
(216)467-5665

The Deskjet Has Arrived!

For a free color brochure and information on the new HP Deskjet inkjet printer, call HP toll free at 1-800-752-0900. This new printer produces *better* output than many laser printers (it really does!), at a retail price of around \$700!

More carts

The popularity of the 65XEGS has insured that more new cartridge based software will be released for the 8-bit Atari, at least for the foreseeable future. Among the older games slated for release are **Crystal Castle**, **Food Fight**, and **Mario Brothers**. Retail price is to be \$19.95. New titles include an 8-bit version of **Mean 18**, **Airball**, and **Into the Eagles Nest**. Watch your local dealer's shelves!

New! New! New!

You saw it here first! If you own an IMG Scanner, Visual Solutions has what you want! The **Image Pro** will do wonderful things with your scanned art. I've seen it in action, and it's *good*; you can produce photograph-quality images with it. Look for a review in these pages next month! Contact:

Visual Solutions
P.O. Box 811332
Dallas, TX 75381-1332
(214)404-8569

Data Pacific Report

Compiled by Angela Burns, with
Thanks to Current Notes

Magic Sac Problems

Evidently, there have been some problems using the Magic Sac Translator. To quote Dave Small, "Atari has a wide variety of completely different mechanisms inside those plastic cases; they must buy them at a flea market or something, whatever is cheap that day... LOTS of Atari drives run anywhere from 290 to 310 RPM. My code broke above 305 RPM, and I had lots of unhappy people... I will probably be doing a ROM upgrade to the Translator to help it dance with disk drives that are off-spec. There is speculation about offering a flat fee to field upgrade the Translator for a new ROM...designed to let the Translator work with bad ST drives. Honest, we had no idea the sort of quality control that Atari was unleashing on the world! I'll announce more on this when there's something to announce." [For more - and more technical - information, see "Magic Sac Update by Jeff Greenblatt, Current Notes, 6/88]

Magic Sac Tips

Jeff Greenblatt reports in his *Magic Sac Update* column (Current Notes, July/August 1988) that if you want to see what your disk drives are doing during a load or save, press <Shift-Up Arrow> to display the built-in disk drive monitor. To stop the display, press <Shift-Down Arrow>.

Two Leave DP

Well, it's happened. David Small and Dan Moore are no longer with Data Pacific. David Small is, of course, the creator of the Magic Sac cartridge. Dan Moore has written many of the Magic Sac utilities, such as McFormat, Mover, and MagicHD.

Greenblatt reports that Dan got an offer too good to refuse from AT&T. Congratulations, Dan!

However, no one knows (or no one's saying, anyway) exactly what happened between Joel Rosenblum and David Small. There are some rumors, of course, but we're not going to get into those. Rumors being what they are, you've probably already heard the various versions, anyway. Let it suffice to say that the Magic Sac is not yet dead. The two have an agreement to complete version 6.0 of the Magic Sac, which will probably have sound and greatly increased disk I/O, and maybe more goodies.

Well, David, we're sorry to know that you've had problems in this situation. We wish you the best. Of course, we hope that you are able to continue with the Magic Sac until you have it to the point you want it to go. And we hope to continue seeing you around via your other great projects (Twister, et al) and articles. You have quite a fan club out here, you know!



Pirates of the Barbary Coast

An 8-bit software review by Lincoln Hallen

Reprinted from Current Notes, 6/88

Pirates of the Barbary Coast has an interesting mix of strategy and action I like to see in any game. The game is set during the times when pirates ruled along the Barbary Coast off North America. Players trade goods in various ports to survive and to make enough money to pay a ransom to Bloodthroat the Pirate, who has kidnapped your daughter.

Going from port to port is dangerous, since there are other pirates out to sink you. You defend yourself by loading and firing your cannon. If you inflict enough damage, you can board the pirate ship and read the ship's log for clues or seize its booty.

I found the mix of action, strategy, and planning the most interesting feature of this single person game. You have to remember to keep your crew fed, to keep notes on which ports give the best deals, and to keep track of clues and riddles. In addition, you must also become efficient in loading your cannon. This requires that you practice loading your cannon, just as sailors had to long ago (put in the powder, tamp it down, put in the ball, and brush out the barrel). Finally, you are ready to fire the cannon (which also takes practice, since you must judge the correct elevation before firing). You are also able to look for buried treasure and may have to fight Bloodthroat if you meet him while going around the islands.

The clues and trading features change each time you play, but after a few times you can figure the game out, and the challenge is not as formidable.

Pirates performed very well, although I did run into a few problems. I got stuck a few times when learning the game and had to reboot and start over. The cover of the box showed a number of interesting graphics, but the graphics must have been for an ST or Mac, because the 130XE I used displayed mediocre pictures of only about six scenes. In addition, the developers advertised "animated graphics," but the only animation I saw was a picture of a pirate ship moving across the horizon like a homemade arcade game. Although sound is used, its use is so minimal that it has little impact on the performance of the game.

The traders, on the other hand, are very clever, always looking for the highest demand on the various items they trade in. Such demands can change frequently, and once the word gets out that certain items are bringing high prices at certain ports, many people trading there causes the prices to fall. However, if you try to cheat or lower the price too much, you are locked out of doing any trading! A good player will take notes to figure out the best places for trading and to keep track of the other clues. The software simulation from this standpoint is quite good.

Documentation is of average quality. Certain key facts were not given, which made learning to play a bit frustrating. For example, the instructions do not tell you that, when loading your cannon, you can load several cannons at

the same time. It was nearly impossible to keep up by trying to load a single cannon each time to take a shot at the pirate's ship.

I think the game is easy to use. By following the instructions and skillfully moving the joystick around, you can attain the skills necessary to play the game. *Pirates of the Barbary Coast*, by StarSoft Development Laboratories, should complement anyone's software library.

TDC Distributors, Inc.
3331 Bartlett Boulevard
Orlando, FL 32811

Kids' Stuff

An 8-bit software review

By Bill Pike, PAC

Reprinted from PAC Computer News, 6/88

Here is a great program for kids and adults who work with kids. The cost is \$14.95 and you have to have a 1050 or enhanced density drive to use this program. Those who have Print Power from Hi-Tech Expressions will be more than familiar with the operations of this program. It is Print Power with new graphics and borders.

In case you didn't know, Hi-Tech Expressions purchased the rights to the Sesame Street educational programs from CBS Software. They are currently distributing them. Well, they also purchased the rights to the characters (Bert, Ernie, Big Bird, Grover, etc.).

You are able to make three different types of cards, two different shapes of posters, or a banner. You can use 126 different letter styles and an entirely new group of borders and graphics. It looks like these graphics might be compatible with the Print Power program, but I haven't tried this yet.

This is a MUST program for any adult who is around children, as well as for any child. The documentation is clear, but probably an adult should help a younger person to learn the program.

Last, but not least, prepare your house for a lot of Ernie, Big Bird, etc. all over the place. Have fun!

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Vertical and Horizontal line emphasis



Image after processing with Image Pro and saved as a DEGAS picture.

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ORDER FORM

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Quantity _____ Amount Enclosed _____

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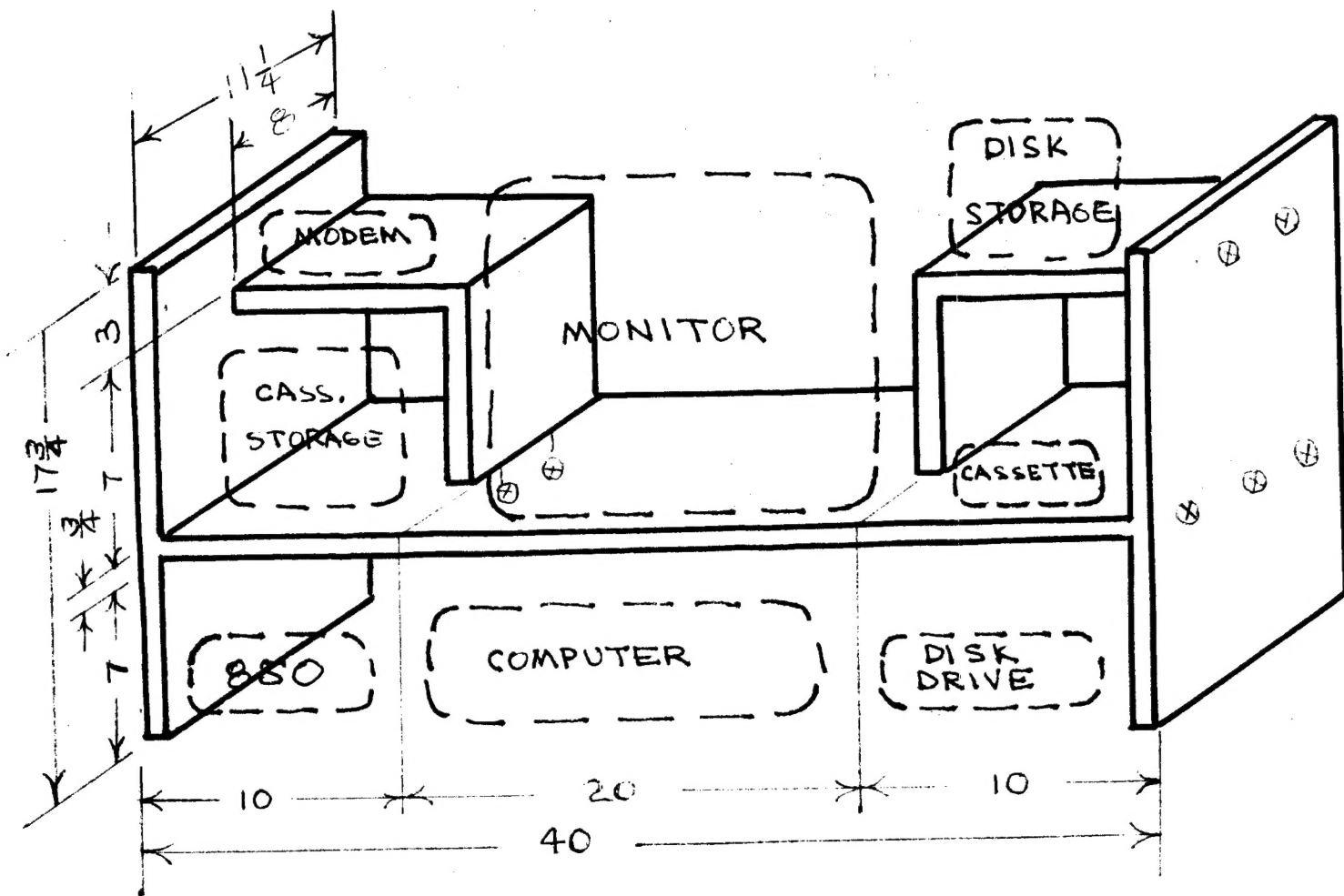
Visual Solutions
P.O. Box 811332
Dallas, TX 75381-1332
(214)-404-8569



Ergonomic Shelf

Submitted by Howard Wen

Reprinted from B.A.C.E. Newsletter, date unknown



Tired of the clutter, cables running everywhere, moving everything around each time you use your unit? Perhaps a shelf unit would help you "go vertical" with your hardware and storage units!

This shelf can be elongated or shortened to suit your needs - just measure your components and allow adequate space. The unit is designed for up to a 13" (diagonal measure) monitor or TV. It should be expanded to accommodate a larger TV. It is also suggested that a piece of wood be used to support the bottom shelf at the back of the computer space.

The entire unit can be built from a 1"x12" board, 12 feet long! Some hardware and lumber stores will even cut it for you. Plywood may be used (the edges should be faced with 3/4"x1/2" strips of pine or fir); but particle board is not recommended due to its poor lateral strength. All joints are glued with carpenter's glue and the ones marked with an x inside a circle are connected with 1-1/2" wood screws, which are countersunk. Your new shelf may be finished with a couple of coats of paint, contact paper, or whatever.

Although this shelf was obviously designed with an early system in mind, it would not take much revision to come in handy for any system configuration. - Ed.



Oh! Pascal!

Book review by Paul Machiaverna - JACG

Reprinted from JACG Newsletter, 2/88

Pascal is one of those computer languages that a lot of people have heard about, is taught in many schools and colleges, and just happens to be a really good method of writing programs.

Pascal has become very popular on the Atari ST machines with the introduction of Personal Pascal from OSS (Optimized Systems Software). Other software vendors have produced Pascals for the 8-bit machines as well.

One thing these versions of the Pascal language have in common is that the manuals supplied are only reference guides to the experienced programmer and do not serve as a tutorial. I learned Pascal by taking two semesters worth of courses on the language in college. But I still wanted a book which would be much more descriptive and give detailed solutions to programming problems than what the course textbooks offered.

One of the books the OSS Personal Pascal manual suggests for teaching Pascal is *Oh! Pascal!* by Doug Cooper and Michael Clancy. I finally found this book recently after searching for it for over a year. This article is a review of the newer, second edition of the book.

Oh! Pascal! is a book for beginners and experienced programmers alike. Not only does it teach the Pascal language, it also teaches structured programming and problem solving. The emphasis in this book is to get you thinking exactly about what you are required to do when given a programming objective.

Many books published on the subject of computer languages place too much emphasis on the syntax and reserved words of a given language, without discussing the purpose of programming: the logical approach to solving a problem by use of an algorithm. *Oh! Pascal!* gives extremely well detailed explanations to all approaches taken to solving problems and line for line comments about each source code instruction. It does so even to the extent that some readers may find the early chapters of the book patronizing. However, it is intended to serve as a course textbook as well as a source of information on problem solving in Pascal.

This book is written in light, easy to read language. It's entertaining, too. There are pictures and even a passage from an Abbott and Costello act to represent the parallels between Pascal, problem solving, and the real world. You will not get the feeling that you are learning some cryptic language which has no connection to real applications. You will also not find yourself searching the glossary every five seconds just to figure out what they are talking about. It gives excellent examples of problem solving. You are walked right through each and every step of the way. There are test questions presented at the end of the topics and chapters to allow you to test what you have learned.

Oh! Pascal! is an excellent choice for anyone wanting to learn Pascal or just looking for algorithms. Combine this book with Personal Pascal, or other versions on the 8-bit, and you will be programming at a level that you thought only professional programmers were capable of accomplishing.

Oh! Pascal! is published by W. W. Norton & Company, New York and London. Doug Cooper and Michael Clancy deserve a lot of recognition for a job well done. I only wish I had found this book much sooner!



8-Bit SIG News

The following news was provided by Ralph Salmeron. Those who notice the lack of ST SIG news should note that no one provided me with any. News, that is. If you want any, someone's got to give it to me.

The July 8-bit SIG was well attended by enthusiastic members. Robert Scroggins demoed his VisiCalc templates, which, by the way, are available for downloading on the Dal-Ace BBS. He also discussed strategies for using VisiCalc to its fullest.

There was also a graphics demo of Dal-Ace disk #53 from our public domain library.

Rick Detleffsen (please forgive me if I misspelled that, Rick.), from the Austin Atari club, visited as well, participating in a general computer chat.

Afterwards, Jeff Golden talked about the FORTH language as implemented on the 8-bit. There seems to be a possibility of forming a FORTH SIG.

It seems as if the 8-bit SIG is going strong.



A Few Minutes with Randy Mooney

Parody by Frank Walters, T.A.C.O. BELL BBS

Originally from Michigan Atari Magazine

Did'ja ever notice -- those bulletin boards that go wee-wah... wee-wah... wee-wah... when you connect? That really annoys me. I wish all modems went weeeeeee like mine. Half the time they don't even connect anyway.

Did'ja ever notice -- those bulletin boards that don't do anything when you connect? They make you hit RETURN a bunch of times before anything happens. That's a pain in the neck. Nobody answers a telephone that way; they always say, "Hello?" or something like that. Why don't all bulletin boards say something like, "Hello" when they connect, and not make you hit a bunch of keys before they say anything? It doesn't seem polite to me.

...Ya know what really bothers me? Did'ja ever see those messages that you try to read and at the end of the message there are about 33 carriage returns and the whole thing scrolls off the screen before you can read it? I think there ought to be some kind of law or something that everyone who writes messages would have to read their own messages and if they don't understand it then they would have to delete it.

...Did'ja ever see -- those silly twirling cursors on some bulletin boards?

Did'ja ever capture for a long time and see how much extra garbage goes into the buffer just from those silly cursors? Even worse, did'ja ever try printing them?

Twirling cursors really bug me.

Did'ja ever notice -- those cutesy menus that give you no idea what anything is? I mean, why can't all bulletin boards use "G" for Goodbye? I've seen Off, Quit, Land, Terminate, and even Bye. Why does every SysOp complain about dropped carrier and then make it so hard to log off? There ought to be a law that certain commands are sacred and can't be touched: Download, Upload, Time, Messages, and Goodbye!

...Did'ja ever notice -- those people who write long messages that are continued on the next message? Did'ja ever notice after reading all those words that you have no idea what they were talking about? I never read any messages that are continued any more. People who write those messages don't have anything important to say; they just like to see their words on the screen or maybe just like the typing practice.

...Did'ja ever download -- a big long file from a long-distance board and the file didn't run? I like to have my

friends call the long-distance board and download the long files and then give them to me only if they work. I wish I had more friends. I wish I could be allowed to erase those bad files from the SysOp's disk so other people wouldn't have the same problem.

...Doesn't it bother you -- that some bulletin boards change the filenames so you don't recognize the download list, and you download all the same files as last week but with different names? Maybe the SysOp does that because nobody uploads and it makes everyone think he has a lot of different files. I always wondered about that. Maybe somebody uploads them that way so the SysOp will think he is getting something new and lets the caller have "blackbeard privileges" or something.

..."Handles" are a pain in the neck. I never could think of a good handle and am embarrassed whenever I log on a new bulletin board and the last question is "What is your REAL name?". I never knew what to say

because I already used my real name. Should I make up a real name different from the one I used at the beginning? One board I

logged on asked for my real name first. I thought that would be easy, so when it asked for my "Handle" I answered: NONE. It kept asking, "NONE, what is your command?" Then when I logged off, it said, "Thank you for calling, NONE." I felt real foolish. I don't like bulletin boards that make me feel foolish. I usually don't call back. I never could leave E-mail on those boards because I never could figure out who to send the mail to. Maybe I could find some people more like me by leaving E-mail for "NONE".

...Did'ja ever notice -- the SysOps that complain the most about callers disconnecting are the ones that have boards that disconnect from YOU? I fill out a long questionnaire and then while I am trying to find out where everything is located, I see a message that says, "Time expired, disconnecting" and it hangs up. Then the next time I call back, I have a nasty note from the SysOp that says I let my time run out. That really bugs me. I didn't set the time limit; he did.

Why is he mad at me?

That's all the time I have right now. Did'ja ever notice that you never have enough time for/

**TIME EXPIRED,
DISCONNECTING.**



Reach out and aggravate someone?



Atari's Small Miracles

An 8-bit programming article by Joe Russek

Reprinted from Current Notes, 6/88

Flag

This one is a bit longer than usual, but after viewing those red and white stripes, followed by the blue rectangle covered with stars, you will appreciate the extra effort you made.

```
10 REM Draw the United States Flag
20 REM High Resolution 4-Color Graphics
25 REM No Text Window
30 GRAPHICS 7+16
40 REM Setcolor 0 Corresponds To Color 1
50 SETCOLOR 0,4,4:RED=1
60 REM Setcolor 1 Corresponds To Color 2
70 SETCOLOR 1,0,14:WHITE=2
80 REM Setcolor 2 Corresponds To Color 3
90 BLUE=3:REM Defaults to Blue
100 REM Draw 13 Red & White Stripes
110 C=RED
120 FOR I=0 TO 12
130 COLOR C
140 REM Each Stripe has 6 Horizontal Lines
150 FOR J=0 TO 6
160 PLOT 0,I*7+J
170 DRAWTO 159,187+J
180 NEXT J
200 C=C+1:IF C>WHITE THEN C=RED
210 NEXT I
300 REM Draw Blue Rectangle
310 COLOR BLUE
320 FOR I=0 TO 48
330 PLOT 0,I
340 DRAWTO 79,I
350 NEXT I
360 REM Draw 9 Rows of White Stars
370 COLOR WHITE
380 K=0:REM Start with row of 6 stars
390 FOR I=0 TO 8
395 Y=4+I*5
400 FOR J=0 TO 4:REM 5 Stars in a Row
410 X=K+5+J*14:GOSUB 1000
420 NEXT J
430 IF K<>0 THEN K=0:GOTO 470
440 REM Add 6th star every other line
450 X=5+5*14:GOSUB 1000
460 K=7
470 NEXT I
500 REM If key hit, then STOP
510 IF PEEK(764)=255 THEN 510
515 REM Open text window w/o clearing screen
```

```
520 GRAPHICS 7+32
525 REM Change colors back
530 SETCOLOR 0,4,4:SETCOLOR 1,0,14
1000 REM Draw 1 Star centered at X,Y
1010 PLOT X-1,Y:DRAWTO X+1,Y
1020 PLOT X,Y-1:PLOT X,Y+1
1030 RETURN
```

GTIA Test

Running counterclockwise, a peach, pink, blue gradually is formed until it becomes a solid. Later little, blue lines one-by-one disappear.

```
100 REM GTIA TEST
110 DIM C(22,2)
115 GRAPHICS 10:FOR Z=704 TO 712:READ R:POKE Z,R:NEXT Z
116 DATA 0,26,42,58,74,90,106,122,138,154
118 LIM=22:T2=3.14159*2/LIM
120 GOSUB 2500:FOR V=1 TO LIM:T=T+T2:GOSUB 2500:NEXT V
200 GOTO 1000
400 FOR X=1 TO 8:Z=PEEK(704+X):Z=Z+16:IF Z>255 THEN Z=26
420 POKE 704+X,Z:NEXT X:POKE 77,0:GOTO 400
1000 REM
1010 FOR R=1 TO 8:T6=R
1020 GOSUB 1520:NEXT R
1110 FOR R=9 TO 15:T6=16-R
1120 GOSUB 1520:NEXT R
1210 FOR R=16 TO 23:T6=R-15
1220 GOSUB 1520:NEXT R
1310 FOR R=24 TO 30:T6=31-R
1320 GOSUB 1520:NEXT R
1400 IF T3=1 THEN GOTO 400
1410 T3=1:GOTO 1010
1520 COLOR T6:V=0:GOSUB 2000:PLOT X,Y:FOR V=1 TO LIM:T=T+T2:GOSUB 2000:GOSUB 3000:DRAWTO X,Y:NEXT V:RETURN
2000 X=(30-R)*C(V,1)+40:Y=(60-R)*C(V,2)+80:RETURN
2500 C(V,1)=SIN(T):C(V,2)=COS(T):RETURN
3000 IF T3=1 THEN IF (R=1 AND V>11) OR R>1 THEN POSITION X,Y:POKE 765,T6:XIO 18,#6,0,0,"S:"
3010 RETURN
```


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Apskel	:08	1:40
Execution		
Sieve	2.45	2.78

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Wizball

An ST software review

By David Roberts, PAC

Reprinted from PAC Computer News, 6/88

Wizball is an interesting program made by a company called Ocean. It is a well done program and has some real addicting qualities to it. It also has some flaws, but not in the program. Its documentation leaves something to be desired, but I'll get to that later.

You play this ball that is supposed to represent a wizard, I think. (I never read stories with software.) You bounce this ball around and pick up these energy-like objects that give you extended powers so you can get color droplets to color back in the wizard's world. Fairly unique concept and done very well.

You control the ball with the joystick. At first it is very hard to control, and it is supposed to be. The object is to get these power objects so you can gain better control; and once you do that, then you go after these flying color droplets that your cat (getting this?) picks up for you. You gain your cat by collecting those energy objects. It is a fairly tricky game to figure out, so you have to read the docs very carefully. They don't tell you how hard it is to activate your various objects, and figuring out the purpose of the game is a challenge. There are three levels to the game, each of which you are supposed to color in.

Wizball has nice animated graphics and is a fun game to play. It is a lot better as a two player game, but it is still fun for one player.

The game is fairly enjoyable and is a unique addition to any software library. It is also priced nicely at \$19.95, so look at this one.

Computrivia

The first film to take advantage of computer graphics was *Westworld* in 1973, by Michael Crichton. Special effects houses of the day were limited to simple photographic effects, and Crichton had to go outside the industry to find someone who even understood fully what he was talking about. The two minutes of film took four months and \$200,000 to produce. Of course, computer animation has come a long way since the blocky animation of Yul Brynner's point of view in *Westworld*. Many commercials, station logos, etc. are created on dedicated graphics machines costing upwards of \$13 million!

(ED NOTE: If you're interested in computer animation, watch for a rerun of *Computer Magic* on the Discovery Channel one of these days. You won't learn anything relevant to the use of the Atari, but it's fascinating.)

Preschool Kidprogs

An ST review by Roger Abram

Excerpted from Current Notes, 6/88

A feeling of impending doom always comes over me when buying software for my kids. Let's face it, the likes and dislikes of children are unpredictable. Spending \$20 to \$40 on a program for them is like begging for trouble. Take my four-year-old, for example. For weeks on end, all she has wanted for lunch was a grilled cheese sandwich. Then, last week she decided she hated them. Now she's on a cheese hot dog kick. Who knows how long that will last?

I do, however, have temporary judgement lapses and try my best to select a program that will either entertain my kids or teach them something. Whatever I decide to purchase, it has to be priced at a level that won't send shock waves through the Abram household should it bomb or not have staying power.

Preschool Kidprogs, by Michtron, comes close to meeting my requirements. Its main drawback is its price - it lists for \$39.95.

Programmed in GFA BASIC by D. A. Brumleve, *Preschool KidProgs* is actually a collection of three bright and colorful programs designed to stimulate the development of young children. The programs are completely mouse based, and, after some initial guidance, I found that my four- and six-year-olds could be mostly left alone with the game.

Kidkeys is their favorite. The main screen for this program is a keyboard which you can select to be either a piano or organ. You can then click on the keys and make your own music, or you can pick a tune to play from the program's library. In all, there are twenty familiar tunes that my kids love to sing along with. There are such notables as "I'm a Little Tea Pot," "Mary Had a Little Lamb," "Three Blind Mice," and "The Itsy-Bitsy Spider." At least one verse of each song is printed in the manual.

Kidblocks is a multisided block puzzle having six different pictures. The blocks are all scrambled, and the child has to click on each block until the desired side is displayed. When a picture is successfully arranged, music sometimes plays or the picture becomes animated.

KidGrid+, is a limited drawing program consisting of 192 triangles which you fill with color to create your own pictures and designs. Twelve different colors appear in boxes on the left side of the screen, and the youngster only has to click on the appropriate box to select the color. The mouse is then moved to a triangle and clicked again to change the triangle's color.

My children thoroughly enjoy *Preschool KidProgs*, and I would recommend it to all young kids and their parents, if not for its price. A better buy would be the public domain programs also programmed by D. A. Brumleve, in most pd libraries.

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A Light in the Dark

Humor, Author Unknown

Originally from BAAUG Newsletter, via Mile High Atari Magazine, 6/88

For years, it has been believed that electric bulbs emit light. However, recent information from Bell Labs has proven otherwise. Electric bulbs don't emit light; they *suck dark*. Thus, they now call these bulbs *dark suckers*. The *dark sucker theory*, according to a Bell Labs spokesperson, proves the existence of dark, that dark has mass heavier than that of light, and that dark is faster than light.

The basis of the dark sucker theory is that electric bulbs suck dark. Take, for example, the dark suckers in the room where you are. There is less dark right next to them than there is elsewhere. The larger the dark sucker, the greater its capacity to suck dark. Dark suckers in a parking lot have a much greater capacity than the ones in this room.

As with all things, dark suckers don't last forever. Once they are full of dark, they can no longer suck. This is proven by the black spot on a full dark sucker. A candle is a primitive dark sucker. A new candle has a white wick. You will notice that after its first use, the wick turns black, representing all the dark that has been sucked into it. If you hold a pencil next to the wick of an operating candle, the tip will turn black because it got in the way of the dark flowing into the candle. Unfortunately, these primitive dark suckers have a very limited range.

There are also portable dark suckers. The bulbs in these can't handle all of the dark by themselves and must be aided by a dark storage unit. When the dark storage unit is full, it must be either emptied or replaced before the portable dark sucker can operate again.

Dark has mass. When dark goes into a dark sucker, friction from this mass generates heat. Thus, it is not wise to touch an operating dark sucker. Candles present a special problem, since the dark must travel through the solid wick instead of through glass. This generates a great amount of heat. Thus, it can be very dangerous to touch an operating candle.

Dark is heavier than light. If you swim deeper and deeper, you will notice that it gets slowly darker and darker. When you reach a depth of approximately fifty feet, you are in total darkness. This is because the heavier dark sinks to the bottom of the lake and the lighter light floats to the top.

The immense power of dark can be used to man's advantage. We can collect the dark that has settled to the bottom of lakes and push it through turbines, generating electricity and helping push dark to the ocean, where it may be safely sorted. Prior to the invention of turbines, it was much more difficult to get dark from the rivers and lakes to the ocean. The Indians recognized this problem and tried to solve it. When on a river in a canoe traveling in the same direction as the flow of dark, they paddled slowly, so as not to stop the flow of dark; but when they travelled against the flow of dark, they paddled quickly, so as to help push the dark

along its way.

Finally, we must prove that dark is faster than light. If you were to stand in an illuminated room in front of a closed, dark closet, then slowly open the closet door, you would see the light slowly enter the closet, but since dark is so fast, you would not be able to see the dark leave the closet.

In conclusion, Bell Labs stated that dark suckers make all our lives much easier. So the next time you look at an electric bulb, remember that it is indeed a *dark sucker*.



Looks like Dad's in a bad mode.



Telecommunications and Privacy:

Discussion of a Law that Protects BBS Users

By Loretta Colbourn, 1988 BAAUG Secretary

Reprinted from BAAUG Newsletter, 6/88

Like most computer users, I never thought much about my rights to privacy when I logged onto a bulletin board system with my modem. It was just a fun thing to do - check out the boards, leave and pick up messages, read what people had posted in the public sections, download public domain software, the usual activities of a hobbyist. Even though I've typed scores of legal documents as a secretary in attorneys' offices, I didn't notice the connection between the law and my favorite bulletin boards until our users' group meeting the other night.

Our discussion was prompted by an article entitled, "Electronic Privacy 101" by Brock N. Meeks in the May, 1988 issue of Microtimes magazine. It explained that, under the Electronic Communications Privacy Act of 1986 (ECPA), it is illegal for a SysOp to make the contents of your private messages known to anyone other than the recipient or his/her authorized agent. Up until quite recently, very few people even knew that this law existed, but things will probably change very quickly when system operators learn this - a BBS SysOp has been sued by a user!

The case cited involved a user whose private messages and electronic mail were "opened" to the public on more than one occasion by the SysOp. This is a fairly obvious case that would fall under the ECPA, but what of the SysOp who does it by accident or because of bugs in the system? Of course, the majority of SysOps don't go around making people's private messages public, like this one allegedly did, but they do have complete access to the system, and most admittedly at least "read everything that goes up on my board." This also does not address the subject of "remote SysOps", those other people who may have access to the system besides the "master" SysOp. On our board, there are up to eight people who have access beyond that of the average user, but our master SysOp is now the only person who has complete access to the entire system, which includes the private message area. This may not be true on other boards. How many people have access to your private messages on the other boards you use?

The questions about SysOp responsibility under a variety of circumstances is now a very confusing issue. What if a person is leaving messages about exchanging copyrighted software? Should the SysOp do something about that? Can the SysOp do anything? Does just leaving messages constitute an illegal act? Or do you have to catch somebody actually *doing* something illegal? Will the SysOp hesitate to act because it was the private area he or she saw something in? Some of these questions are difficult enough to have prompted some members to suggest eliminating private messages altogether. Others suggest that the SysOp's duty is to monitor and **ONLY** monitor the system. Otherwise, the small percentage of misusers will go completely underground, and we'll never eliminate wrongdoing. After all, the ECPA does provide for

governmental investigations, and with a search warrant, "a sysop must provide the proper authorities with copies of any correspondence, private or otherwise, as outlined in a search warrant."

During our privacy act discussions, we also talked about what constitutes a person's first amendment rights to freedom of speech. We all agreed that a person has the right to put up any kind of message in the public forum that they want, whether we agreed with its contents or not, but we did say dirty language is not acceptable in the public section of the board. We don't know if the SysOp can actually legally go in and delete such materials or put *)^*(&\$^ (expletives deleted) on them, or whether the SysOp has to write a message to the user and demand removal. On a personal level, our SysOp would like to reserve the right to deal with anything she considers inappropriate or negative, especially since ours is an all-volunteer operation, and she's running the BBS from her own home. One member suggested a sort of disclaimer/informational log-on screen spelling out what we determine are the Rules of the Board. That might eliminate some problems from the start. Fortunately for our SysOp and for our members, people are pretty much following our informal rules of etiquette and displaying a level of maturity not seen on all the other boards around. She said that no user has refused to comply after gentle reminders to keep it clean. The same may not be true of anyone who ever accesses the system - our BBS number is public and is published in a variety of papers, newsletters, and magazines worldwide (yes, we do get around that far). This is the way we like it, open to the public, but even the idea of closing the board to non-members did come up in the discussion. We all agreed we don't like that idea. We thrive on our own community connections and worldwide users' network access.

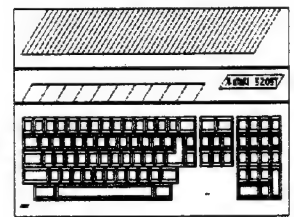
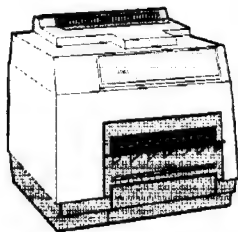
As you can see, all of a sudden even your local BBS is entangled with legalities and possible liabilities. I don't recall the subjects of our Constitutional rights, freedom of speech, or invasion of privacy ever coming up at a users' group before, but I'm glad they did. Maybe some of the confusion will clear up, and it will speed up the process of making electronic communications a reliable, desirable means of communications for everyone. Our group will continue to discuss this issue, as will our board of elected officers.

One last thing, though, as pointed out by Meeks - none of what we just discussed, including the ECPA, covers your correspondence at work. That system still belongs to The Boss, and your privacy protection is summed up thus, "Zero!" In closing, I'd like to quote the closing of the Microtimes article: "The bottom line is that electronic communications are still rather fragile. And like it or not, the best insurance policy for keeping your correspondence private is a 25 cent stamp."

P.S. Any electronic lawyers out there? Help!!!



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600 XL MONITOR OUTPUTS

An 8-bit hardware project by Don Neff

Reprinted from Michigan Atari Magazine, 2/88

THE PROJECT

The inexpensive Atari 600XL computer is often maligned as being inferior to its brother, the 800XL. In reality, the 600XL is a stripped-down 800XL which can easily be returned to 800XL status. The most obvious differences between these two computers are the 600XL's smaller memory and lack of video/audio monitor outputs. This article tells you how to add the missing monitor outputs, so you are no longer forced to use a TV as a monitor.

When Atari first designed the 600XL, they intended for it to have a monitor plug in addition to the RF modulator, just like the 800XL. Later, they changed their minds and supplied only the TV RF modulator to keep their costs down. Luckily for us, they didn't modify their original circuit board design. Instead, they just didn't install the components which are needed to create the monitor signals. The original copper traces are still on the circuit board waiting for you to install the necessary components.

OPENING YOUR 600XL

Gently remove the top of your 600XL and carefully unplug the keyboard from the motherboard. In the front, right corner of the motherboard you'll find the part number and revision number for your board. They should read:

P/N:150600008
REV 81 600XL

If your numbers are different from these, you may still be able to add this circuit if your board contains the unused circuit traces described here.

Take the upper shield off the motherboard by twisting the mounting tabs with small pliers. Remove the

motherboard by unscrewing the two mounting screws and firmly lifting the front of the motherboard while prying the case away from the joystick ports. Remove the shielding from the bottom of the motherboard and set everything, except the motherboard, out of the way.

Look at the rear left quarter of the top of the motherboard. To the left of the TV modulator, and behind U19 (a CD4050 chip), you should see a section of circuit board which is missing some components. The most obvious of the missing components are transistors Q7, Q8, and Q9. If you do not have this area on your motherboard, you cannot make this modification. You will also notice an area of missing components (Q5, U24, etc.) located between the clock crystal and the color adjustment pot. Do not confuse this area with the one we need.

Transistors Q7-Q9 were to be the color amps which would have supplied a signal to a monitor jack to have been located where the channel select switch now resides instead. We are going to install the missing components to create a circuit similar to Figure 1. The finished circuit will provide the following output signals to your monitor: Audio Comp. Luminance Comp. Chroma Comp. Video

INSTALLING THE PARTS

Make sure you understand the resistor color code so you don't install any of the resistors in wrong locations. I suggest you pick up Radio Shack's pocket color code guide (RS 271-1210) to be safe. Almost all the resistors are used for transistor bias, and a misplaced resistor can keep the circuit from working. If your finished project doesn't have a crisp, bright display, you should recheck all your resistor values.

Install all of the resistors and capacitors before installing the transistors. This will prevent damage to the transistors by the heat of soldering other components.

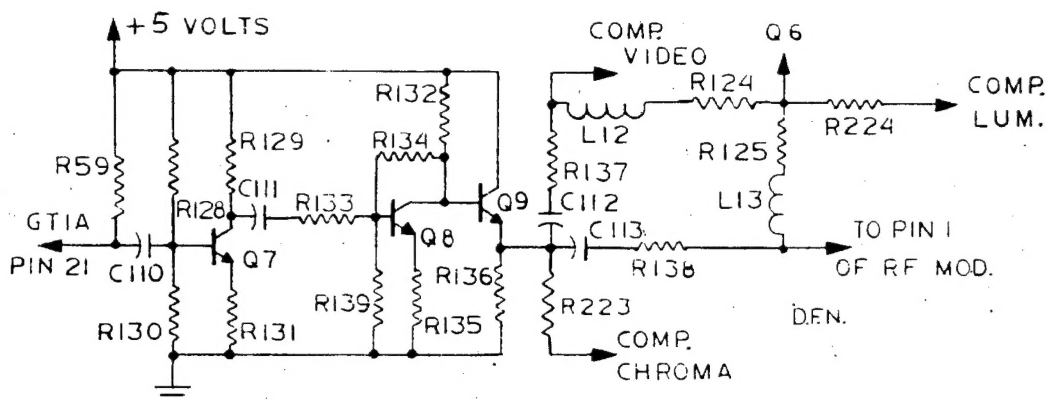


FIGURE 1



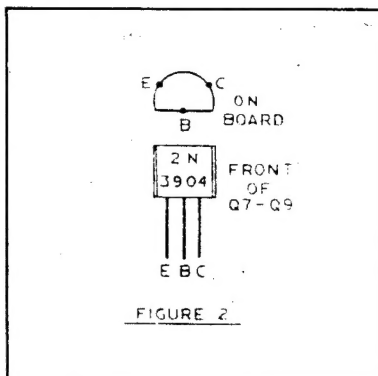
Notice most of the component numbers on the board are to the right of their corresponding holes, when viewed from the front of the board. Mount the components according to the numbers printed on your board instead of the numbers shown in Figure 1. Your actual circuit may be slightly different than Figure 1, since Atari often used several variations of the same circuit.

C110 and R57 may already be installed on your board, along with some of the other parts, depending on when and where it was assembled.

L12 is a small coil which is not easily obtainable. Make a jumper from a piece of resistor lead and install it in place of L12.

When all other components have been soldered in place, you may install transistors Q7, Q8, Q9 using Figure 2 as an orientation guide. Notice that the transistor cases are the same shape as their outlines on the circuit board, and install them accordingly.

Gently bend the transistor leads with small needle-nose pliers to line them up with their appropriate mounting holes. Do not heat any transistor lead for more than four seconds when soldering it in place.



CABLES

Cut one of the two plugs off of each of the four cables. Prepare the cut end of the cables by stripping and tinning the wires.

I removed my TV modulator and used the resulting hole in the case to pass the four cables through the computer case. I used the ground plane beneath the modulator as the attachment point for the shields of the four cables. If you choose to retain the RF modulator, you'll have to make an extra hole in your plastic case and metal shield to accommodate the new cables.

Pass the cables through the hole in the case before soldering them in place on the circuit board. Select a grounding point and solder the shields of all four cables to this point.

AUDIO OUTPUT

The audio signal can be picked up at the right corner of the channel select switch as shown in Figure 3. Solder the center lead of one of the four cables at this point. Label the plug of this cable as the audio plug. This audio signal can be fed to your monitor, stereo, or auxiliary amplifier.

COMPOSITE VIDEO

To the left of the audio connection, near the left corner of the channel select switch, are two more solder pads, as shown in Figure 3. One of these pads has a thin trace running over to R137 and the jumper you installed in place of

L12. This is the pad which has the composite video (combined chroma and luminance) signal. Solder the center lead of one of the cables to this solder pad. Label the plug on this cable as the composite video plug.

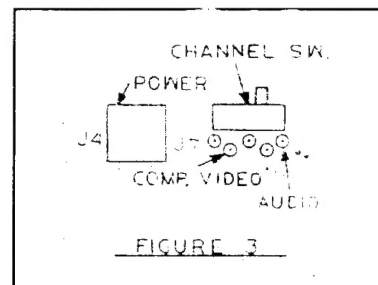
COMPOSITE LUMINANCE

Label one of the plugs as the luminance (pixel brightness) plug. Solder resistor R224 to the center lead at the other end of this cable. Cover the exposed connection and leads of the resistor with tubing or electrical tape to avoid short circuits with other wires. Leave enough of the free end of the resistor lead exposed to make a solder connection to the luminance circuit.

The luminance signal comes from the emitter of Q6 and can best be picked up at the junction of R124 and R125, as shown in Figure 1. Locate R124 and R125 on the circuit board (near the jumper you installed for L12) and use a VOM to determine which lead of R124 is connected to R125. That lead of R124 is the attachment point for R224 (on the luminance cable). Loop the free end of R124 (which connects to R125) and solder them together.

COMPOSITE CHROMA

Label one of the plugs as the chroma (pixel color) plug. Solder resistor R223 to the center lead at the other end of this cable. Cover the exposed connection and leads of the resistor with tubing or electrical tape to avoid short circuits with other wires. Leave enough of the free end of the resistor lead exposed to make a solder connection to the chroma circuit.



The chroma signal comes from the emitter of Q9 and can best be picked up at R136, as shown in Figure 1. Locate R136 on the circuit board (near the jumper you installed for L12) and determine

which end is grounded and which is not. The ungrounded lead of R136 is the attachment point for R223 (on the chroma cable). Loop the free end of R136 and solder them together.

MONITOR CONNECTIONS

All of the input jacks on your monitor should have an identifying label near them. If they don't, refer to your owner's manual for their function and label them yourself.

Connect the audio plug to the audio jack of your monitor. The cables specified in the parts list have standard phono plugs attached to them. If your monitor uses a phone jack for its audio input, you'll have to change the audio cable plug or use a phono-to-phone plug adaptor (RS# 274-320 or 274-359).

If your monitor offers you a choice between using video input or split chroma/luminance input, always use the split chroma/luminance inputs to get the best screen display. The composite video signal is a mixture of the chroma and luminance signals. This mixture of signals must be separated



by the monitor before the signals can be used to create the screen display. The separation process is not always successful and the resulting screen display is often fuzzy and dull. The split chroma/luminance signals provide a sharp, colorful screen display, second only to an RGB or TTL monitor (neither of which are used in the Atari 8-bit world).

If your monitor offers only a composite video input, you are going to have to accept the fact that your screen display will not be sharp. In fact, the fuzzy display of a TV, when used as a monitor, is a result of the composite video signal from the RF modulator. If you're using your computer for word processing, this fuzziness can be hard on your eyes. However, when word processing or using other applications where you don't mind a monochrome display, you can plug the luminance plug into your video jack and have a very sharp display.

COLOR ADJUSTMENT

Boot your computer with BASIC and get a clear screen with the "READY" prompt displayed. Set the color controls on your monitor at their midpoint of travel. Adjust the color pot, R43 (lower left corner of the circuit board), to obtain a deep blue screen with bright white letters. If the letters are slightly blue, you have turned R43 too far.

Once the color has been adjusted to suit your tastes, you can reassemble the console and enjoy your improved screen display.

PARTS LIST

NUMBER	PART	R. SHACK #
-	4 Cables	42-2309
C110,113	100pf cap	272-123
C111	4.7pf cap	272-120
C112	.001uf	272-126
L12	Jumper	----
Q7,8,9	MPS3904	276-2016
R57,129,131,132	1K ohms	271-1321
R124,136,137,223,224	100 ohms	271-1311
R128*	4.7k ohms*	271-030
R128*	6.2k ohms*	271-025
R133	3.3k ohms	271-1328
R134	10k ohms	271-1325
R135	220 ohms	271-1313
R138	3k ohms	271-1328
R139	4.7k ohms	271-1330

* Connect in series to form R128

**NEXT MONTH'S HARDWARE
FEATURE WILL BE ON
UPGRADING A 520ST TO ONE MEG
INEXPENSIVELY!
WATCH FOR IT!**

Newsletter Submissions

Submissions are welcome in any format. It is requested of the 8-bit user that s/he upload articles to the Dal-Ace BBS (number on back page).

Newsletter Advertisements

Personal ads are free to all current members. Please see the editor for details.

Commercial Rates

Full page.....	\$35.00
Half page.....	\$25.00
Quarter page.....	\$15.00
Business card	\$10.00

Ads must be camera ready. Copy must be received prior to the submission deadline. Mail copy to the address on the back page, or contact the advertising manager, editor, or Vice President of Communications. Copy received after the deadline will be run the following month. For contract advertisers, if no new ad is received prior to the deadline, the most recent ad will be run.

Disclaimer

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The purpose of this newsletter is to present information for your consideration. Neither the editor nor Dal-Ace make any claims for the validity or usefulness of this material. The reader is the final judge of any product, service, or advice presented.

Infomart Meeting Dates

1988

Firm Dates: August 13, September 10.

Tentative dates: October 15, November 19, December 17.

Meeting Information

10:00 - 11:00.....	8-bit SIG
11:00 - 11:30.....	Disk sales
11:30 - 12:00.....	Main meeting
12:00 - 12:30.....	BBS Users SIG, New Users SIG, Newsletter Exchange
12:30 - 2:00.....	ST SIG

980-PLAN TUES

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*Due to personal circumstances, you must call Angela or Ray between 7 p.m. and 7 a.m., no Fridays.

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DAL-ACE

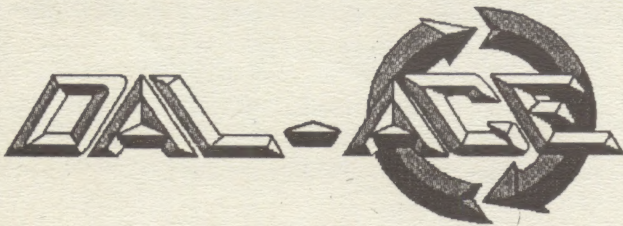
Dallas Atari Computer Enthusiasts

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 membership as well as for the dissemination of information about Atari computer products.

DAL-ACE membership is \$16.00 per year. BBS-ONLY membership is \$10.00 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 the club officers. A pink address label indicates that your membership expires this month.

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

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