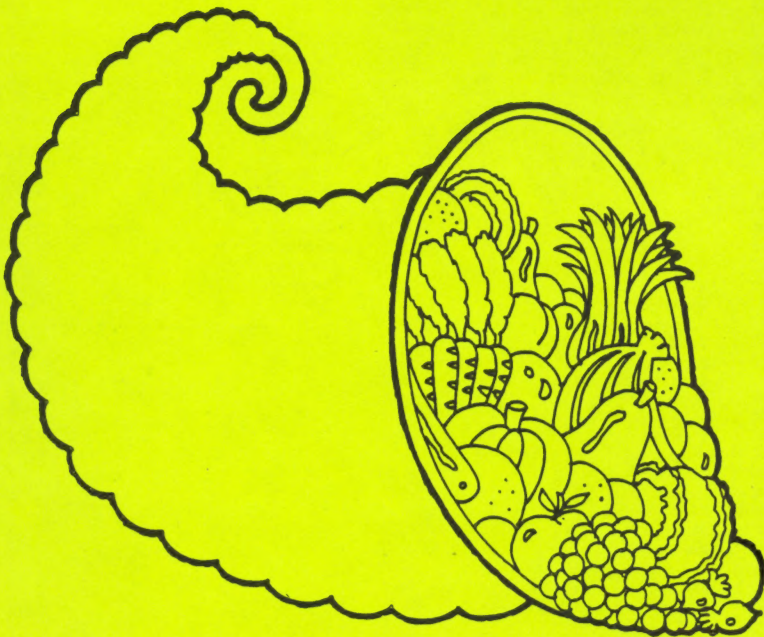


Volume 9, Issue 11 November, 1988
Dallas Atari Computer Enthusiasts

All the news, whether it's
fit to print or not!



The letter Box: Nasty
Notes from All Over
*Dave Small Blasts Data
Pacific*
*Sierra On-Line Knifes 8-Bit
Users*

ST Shadow reviewed





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Smart REMarks

Commentary by Angela Burns

As usual, it's the day after a Dal-Ace meeting, and I've been sitting around the house wondering what pithy comments I can come up with for my column. My method is simple: rehash everything that's going on in the club, scan through myriad exchange newsletters looking for ideas, and just generally goof off until something occurs to me.

This month's column is really courtesy of Dave Small, though he doesn't know it. In his Current Notes column for October, Dave thanked all those involved in helping him get the Spectre 128 produced and out the door. His list included his wife and children, cocreator Dan Moore, and others too numerous to mention here. No, I'm not going to thank Dal-Ace members for their help in producing the newsletter. Many of you deserve thanks, certainly, but that's not what this is about.

I thought the most striking thing about Dave's column was the fact that we know so much about him - about his wife, his kids, his grade point average in college, and all sorts of other stuff. And many of you are personally acquainted with him, as well as with people from other software development firms, magazines, and so on.

Well, big deal! So what? I'll tell you. (I usually do get to the point eventually, even if I am a bit long winded!) It occurred to me how nice it is that the Atari community is such a closely knit group of just plain people. It's like a family, really, and I like that.

Atari users aren't a bunch of stuffy three-piece suits that walk, like many computer users. Nor are they (usually) as pretentious as some groups I could name (but won't; I'm feeling virtuous today!). And I have found Atari users to be, on the whole, more knowledgeable about their machines and about computing in general than some others. (And I don't

mean a little more knowledgeable, I mean a lot! I met a man a couple of weeks ago who told me how attached he was to his Commodore, then proceeded to give me "a little tip" on how to save a disk. He said he played Pitfall Harry so much that his disk started to smoke, so he saved it by throwing it in the freezer! So much for the computer elite in my new neighborhood!)

And have you noticed the large number of business owners among our members? Such a high ratio of business owners to the general population surely shows a greater than average amount of initiative. In addition, choosing Atari over a more "standard" computer shows independence and a willingness to stand out from the crowd, especially from a businessperson.

Boy, that Burns woman sure can lay it on thick - did she go to school for that, or what? Well, no - but I am good, aren't I? But, really. Of course there are drawbacks to being more like a family than a multinational conglomerate. For instance, when there are disagreements among us, we can get a little shrill. We have a tendency to throw snit fits when we don't get our way, and whine more than is appropriate. And piracy among Atarians seems more pervasive than it is - mostly, I think, because we don't have as large a closet in which to hide our skeletons as do IBM users, for instance.

I hear a lot of people complain because Atari isn't IBM. And I can see the advantages to that sort of setup. After all, IBMers hardly have a shortage of software support for their machines! Nevertheless, I, for one, am glad to be a part of a smaller, more personal, less "stuck up" user community. And I think you should be, too!

So, let's hear it for Atari, for Dal-Ace, and for truth, justice, and the Atarian way! See ya next month.



The Grapevine

News, Rumors, and Product Announcements

Compiled by Angela Burns

News

Our Turbo star

I got a call a few days ago from *Dave Noyes* of the *Atari Explorer* (also editor of the JACG newsletter, an outstanding publication) about our own *Eb Foerster's Turbo BASIC* series. We will be seeing one of *Eb's* routines in an upcoming *Explorer*. Way to go, *Eb!*

New mail order firm

InterComputing, Inc. is not a new mail order distributor; it has been selling Amiga software for some time now. However, when *Dave Munsie* left *Computer Skills* to work for *InterComputing*, he took the man in charge on a little tour of the ST. The big guy was favorably impressed, and - voila! - a new ST mail order dealer!

Firebird bites the dust

The British company *Firebird Licensees*, which brought us *The Pawn* and *Guild of Thieves*, has been bought out by *Activision* and had its name changed to *Rainbird*. Since that time, they have stopped making any Atari 8-bit products and sold their 8-bit inventory to distributors. Perhaps the only hope for the 8-bit market is the small business (like *Reeve Software*) that markets the efforts of an individual programmer.

Migraph Version numbers

The current version numbers of various *Migraph* products are listed below. If your software has a lower number, you may want to contact the company for information about updates.

Easy Draw	2.3
Supercharger	1.2
Label Maker Elite.....	1.0
Outprint	1.5
Epson LQ driver	2.8
Toshiba driver	2.0
HP Series II driver.....	2.0
HP Deskjet driver	1.2

Easy Draw and DTP

The battle rages on: is *Easy Draw* suitable for desktop publishing or not? Interested parties should check out *Headlines*, the newsletter from *Migraph*. Though it may be true that *Easy Draw* lacks the wide variety of features that a complex publication needs, I was very impressed with *Headlines*. The newsletter was produced using *Supercharged Easy Draw* and an Atari laser printer, and contains both product information and tips for users of *Migraph* software.

More DrawArt

Migraph is considering bringing out *DrawArt Professional #2*. They would appreciate suggestions and comments on what sort of things you'd like to see included.

Current Notes notes

Anyone who wants to hear the real story (or most of it, anyway) of what happened between *Data Pacific's Joel Rosenblum* and *Dave Small* should beg, borrow or steal a copy of the October, 1988 *Current Notes*. *Dave* goes into detail about the whole situation; it certainly makes good reading!

The British are coming!

IntelliCreations, Inc. has signed a licensing agreement with *Personal Software Services (PSS)*, a British firm known for its popular strategy war games. *IntelliCreations* will distribute *PSS* products in North America under the *PSS Wargamer Series* label. Its first four offerings are mentioned in the product announcements below.

Rumors

More on 8-bit DTP

Recently in this column, I reported that a true desktop publishing program had been developed for the 8-bit but never released due to lack of interest on the part of distributors. At the *Infomart* yesterday, it seems that I may have met that man, who shall for the time being remain nameless. He says the program in question simply blows away *Newsroom* and its ilk, but that the best deal he was offered was \$200 and royalties from *Antic* - not exactly big bucks, ya know? He considered releasing it into the public domain, but was overcome by his new ST and a bit of "what's the use?" - it just didn't seem like the effort was worth it.

I hope the 8-biters in this club are serious when they say they want *real* DTP capabilities for their machines, because I'm doing my level best to convince this guy to put the finishing touches on his program and release it into the public domain. There are still two or three bugs to be worked out, but if we can make this program available to Atari users, I feel that we will be doing something really worthwhile. So, if you are as excited about the possibility of DTP on the 8-bit as I am, let me hear from you! The one thing that will really convince our phantom programmer to bring this thing out is evidence of enthusiasm on your part.



Product Announcements

Federal Way, WA 98003

Spectre lives!

As you may have heard by now, *Dave Small's Spectre 128* is now on the market. By all accounts, it wasn't easy; but ST owners can now run the newest Mac software in addition to the older stuff - Hypercard, too! *Spectre* will be compatible with *all* future Mac software. And its overall speed is 20% faster than the Magic Sac. Retail: \$179.95. Contact:

Gadgets by Small, Inc.
40 W. Littleton Blvd., #210-211
Littleton, Colorado 80120
(303)791-6098

Games for all

IntelliCreations, Inc., at least, is still supporting the Atari 8-bit, as well as the ST line of computers. *Lancelot* is a three-part saga that takes you from the foundation of the Order of the Knights of the Round Table to the quest for the Christian relic of the Last Supper, the Holy Grail. Designed to be an authentic representation of Malory's *Mort D'Arthur*, the game features digitized graphics and over 60,000 words of text. The scenarios are interactive, allowing you to communicate with the characters on the screen and to give direct commands.

Time and Magik is another offering for all Atarians. This one gives you three complete adventures in one package - *Lords of Time*, *Red Moon*, and *The Price of Majik*. Each plot can be played separately, uses interactive text screens, and features dozens of enhanced graphics. There's a RAM save function as well as a multiple UNDO, allowing the player to retrace several steps. The 8-bit versions retail for \$29.95 and the ST version for \$39.95 from:

IntelliCreations, Inc.
19808 Nordhoff Place
Chatsworth, CA 91311
(818)886-5922

ST printer utility

New from *Sof-Tek* (a new local company) is *Pro-Dump*, a printer utility for the ST that really shines. *Pro-Dump* works with any Epson compatible dot matrix printer and produces not only 16 color pictures on a color printer, but 16 grey scales when used in monochrome! In addition, you can size your graphics dump anywhere from 7.5 x 5.5" to over 10x10' (that's right - feet)! *Pro-Dump* works in any resolution. The projected release date is November 1, and it will retail for \$34.95.

Migraph accessory

OSpooler is a GEM file spooler and print buffer accessory. Just add up to 25 files that you wish to print to the spooler's list, and go on with more important things than watching the printer print. Works in color or monochrome. Retail \$39.95 from:

Migraph, Inc.
720 S. 333rd St., Suite 201

Exciting 8-bit news

The *Turbo-816* system will give 400/800/XL/XE owners a fully linear decoded address space of up to 16 megabytes. *Turbo-816* is a replacement CPU board for the 400/800 and a plug-in module for XL/XE series that usually requires no modifications to existing hardware. The entire *Turbo-816* line will include memory boards and a number of other enhancements for your 8-bit Atari. Release date was projected as November, 1988. Contact:

DataQue Software
Dept. T-816
P.O. Box 134
Ontario, OH 44862

Label Master Elite Utility

LME Utility enables you to print three labels across and convert files to and from SDF, ASCII, and Delimited formats when using *Label Master Elite*. Now you can use data from other programs, such as *Dbman*. Retail \$14.95 from *Migraph* (address above).

PSS products

Firezone is based in the future and features nine separate campaigns of varying difficulty for one or two players. It also has a Scenario Generator that lets you invent new combat campaigns. *The Annals of Rome* takes you from the consolidation of Rome as a state in 273 BC, to the sacking of the city in 410 AD, and several centuries beyond. Make not only military decisions, but economic and political ones as well. *The Android Decision* is an icon-operated battle simulator that pits you against your own hostile computer. *Sorcerer Lord* combines the elements of fantasy role-playing games with the strategies of war gaming. Use your strength, political skill, and moral courage to lead the mortals against the Shadow Lord who has enslaved them. All four games retail for \$34.95 from *IntelliCreations* (address above).

Digitized drug war

Operation Clean Streets is a fighting simulation in which Cleanup Harry, an undercover cop, must track down criminals and overpower them in hand-to-hand and foot-to-head combat, then destroy any drugs they might have been carrying. The game's five levels feature highly detailed graphics and 3-D animation. Retail \$39.95 from:

Broderbund Software, Inc.
17 Paul Drive
San Rafael, CA 94903-2101
(415)479-1700

Life in the fast lane

In *Space Racer*, you and your ST become Earth's representative in a 25th century race to the death, held to provide excitement to the masses. You must race through three alien worlds in a desperate attempt to survive. Colorful graphics and exceptionally smooth animation make this a bargain at \$19.95 from *Broderbund* (address above).

LASER C

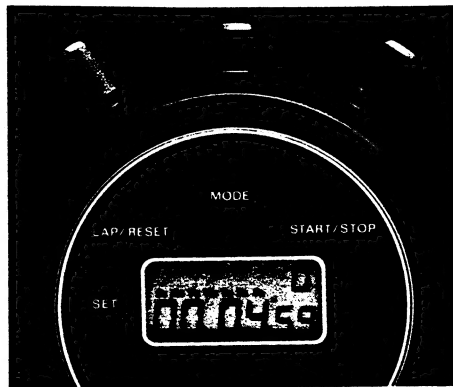
Zero to Sieve in 5 seconds!

Because LaserC is fast. Really fast. Infact, so fast it can compile and link the popular sieve benchmark in 5 seconds! Spend more time programming and less time waiting on the compiler.

Whether you're an amateur or a professional, LaserC is the right C language development system for you. LaserC has everything you need to develop commercial grade applications or desk accessories for the ST.

LaserC is the *only* integrated C environment available for the ST. Program entry is a snap with the multi-window mouse and keyboard editor. Compile and execute your programs directly from the editor with a single keystroke!

Perform disk operations such as file copy, or run any program with just a few clicks of the



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In addition to the large compliment of UNIX™ compatible library routines, LaserC allows complete access to the ST ROM routines — all documented in the 650 page manual.

Introducing LaserDB — the powerful *source level debugger!* Now you can view your source code while it runs. Monitor C variables, set breakpoints with the mouse, and evaluate

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Get LaserC and LaserDB—the ultimate C development system for your ST.

“We converted Dungeon Master to Laser C and doubled or tripled our productivity. We now use Laser C exclusively for our ST Development.”

—Wayne Holder,
President, FTL Games

COMPILER:

One-pass generating relocatable code. Absolute addressing of globals allows program's code and data to be as large as memory allows. Ultrafast linker accepts both Laser C and DRI format object files.

EDITOR/SHELL:

Integrated editor and development shell. Cut,copy, and paste between files. Pull-down menus and dialog boxes to control editor and run compiler. Fast scrolling and text entry—supports large files. Special window can be used as a command line interpreter. Built-in dynamic disk cache and facilities for RAM resident compiler and other Laser utilities.

UTILITIES:

Resource Construction Program, full-featured Make utility, linker, disassembler, archiver/librarian accept Laser C and DRI objects files.

LASER DB:

Source and assembly level debugger. Evaluate any C expression to print or set variables. Source and assembly mode allows interaction with compiler output. Disassemble or dump memory. Set breakpoints with the mouse on C lines or machine instructions. Watch C variables or machine registers. Multi-window user interface. Simple command structure.

	Laser C			Mark Williams C v3.0		
	Compile/Link	Run	Error	Compile/Link	Run	Error
Hello.c	2.43	—	—	15.98	—	—
Apskel.c	8.88	—	—	26.5	—	—
Sieve.c	4.59	2.45	—	23.9	2.77	—
AES	35.6	—	—	103	—	—
Savage	6.31	36.4	1.73 × 10 ⁻¹⁰	30.82	83.0	1.18 × 10 ⁻⁷

All times in seconds.

AES consists of nine source files totaling 1142 lines of code.

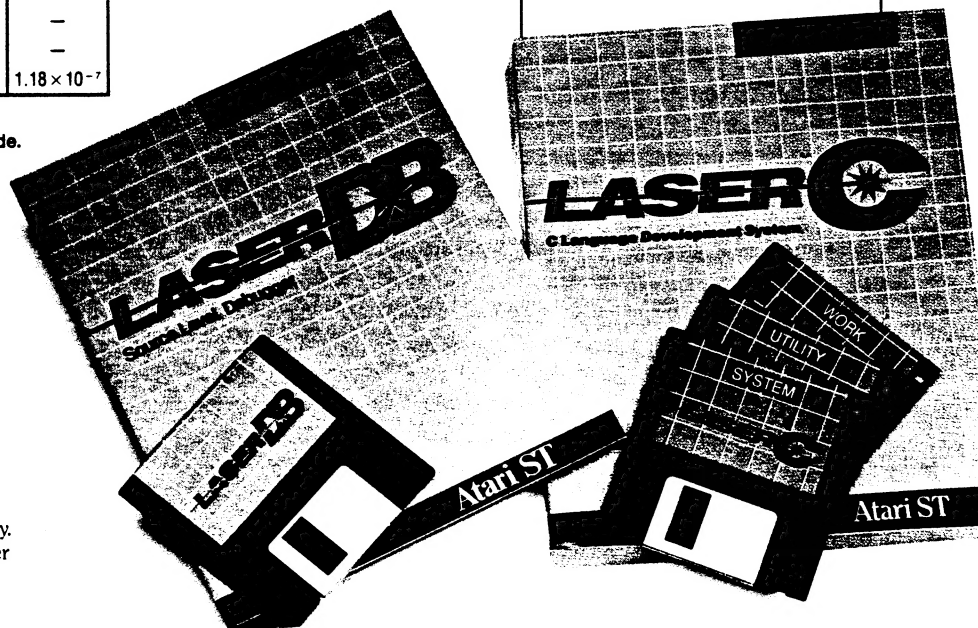
AES is built using Make.

Mark Williams C using RAM disk.

Megamax, Inc.
DEVELOPMENT SYSTEMS

Box 851521, Richardson, Texas 75085-1521
(214) 987-4931

© Megamax, Inc. 1988. LaserC and LaserDB sold separately. If you currently own Megamax C for the ST, update to Laser C for \$20. Call for details. (214) 987-4931. Now available through distributors. UNIX™ is a trademark of AT&T.





Dal-Ace Board Meeting Minutes

September 24, 1988

By Anita Uhl, Secretary

Attending: Michael Duke, Donny Arnold, Brenda Arnold, Rene Tucker, Anita Uhl, Dave Gramm, Nolan Terrill, John Winer.

Donny reported that Doug Mauldin has donated \$12 for Space Empire for the BBS.

Rene presented the financial report for September. She has ordered disks for the libraries.

Anita reported that the current membership is 137.

A motion was made and passed to move the BBS to Jeff Golden's house.

Michael reported that he has contacted a printer who will pick up, print, and deliver the newsletter at a cheaper rate than our current printer. Michael is to contact this printer

again about printing one month's newsletter and letting us review his work. Also, to find out if the printer will contract out at a guaranteed rate for six months (allowing for fluctuations due to changes in size and number of copies printed).

Michael is to check with Jim Chaney re: Wes Newell's status of life membership.

Michael Duke will run as Secretary.

Donny will request a user log list by access level from BBS SysOp.

The club needs a volunteer for Toys for Tots. Marc Salas to be contacted.

News, News, News

'Bye bye!

Both Neil Harris and Sandi Austin have left Atari for greener pastures. Neil has joined GENie in the D.C. area. No information on Sandi's new whereabouts. I'm sure you all join me in wishing them both the best of luck in their new positions.

First Texas virus conviction

The man who is believed to be the first person in Texas tried and convicted on charges of harmful access to a computer was sentenced on October 21 to seven years of probation and ordered to pay \$11,800 in restitution to his former employer. 40 year old Donald Gene Burleson could have been sentenced to a maximum of 10 years in prison and a \$5,000 fine. His attorney said the case would be appealed.

Next!

As you have no doubt heard by now, Steve Jobs has introduced his new machine, the Next computer. Although it is said to be technologically innovative, at around \$10,000 or so, I doubt that many of us will have to face the choice of whether to buy one.

Attention, Advertisers!

We, the editorial staff of Dal-Ace (that's me, Angela) are continually trying to make our newsletter more suitable for both our readers and for you, the advertisers. In order to achieve this, we have changed the advertising submission deadline one last time (the *last* last time, this time).

The submission deadline for advertising is now the first of the month previous to the publication date. That is, if you wish your ad to appear in the December issue of the newsletter, we must hear from you by November 1.

We hope that this will simplify our newsletter schedule so that we may get each issue to our members in a more timely fashion. In this way, you may be assured that your advertising dollar goes where you want it, when you want it.

In addition to this, we have added a new option to our advertising choices. You may now request the inside front or inside back page or the center page spread for an additional \$10 per full page or \$5 per smaller ad. This option is, of course, strictly first come, first serve. If we receive a request for ad placement that we cannot fulfill, I will call you immediately to arrange for your choice of alternative placement, credit for future advertising space, or a refund.



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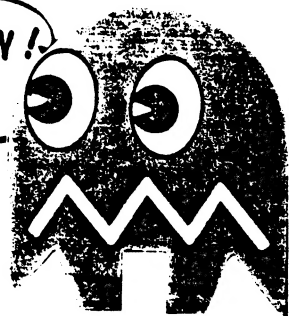
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CATCH ME IF YOU CAN!





Small World, Isn't It?

(Ed note: The following was gleaned from the 10/88 ACORN Kernel, downloaded by them from USENET. It is a letter posted on that network by Dave Small, concerning the doings at Data Pacific. You will note that the letter was dated August 26. I wish you telecommunicators would tell me this stuff! Then the other members would hear of it sooner.)

From: Dave Small
Subject: New Data Pacific Newsletter
Keywords: magic sac, dp, translator
Date: 26 Aug 88

Data Pacific has released a new newsletter in the last few days that deserves a warning. It's full of distortions, half-truths, is misleading, and contains some flat false information. It's going to confuse a lot of people, so I'm trying to spread the word.

For instance, the newsletter contains columns from people who no longer work at dP (most of dP's staff quit in March-April, including me). It talks of a new tech person, "Mike," who does not exist and who always has been a pseudonym for Joel when taking tech calls.

More subtly, the newsletter implies that dP is having me look into a 128K ROM version of the Magic Sac. This is false; I have nothing to do with Data Pacific (except for one contract job -- version 6.1 of Magic Sac, in exchange for a LaserWriter). dP (Joel) agreed long ago to stop using my name to try to sell their products; they've broken their promise.

The newsletter says Dan Moore (dlm@druhi here) "worked overtime" to produce Mover 1.7. The truth is, Dan did Mover 1.7 for a flat \$150 fee in July. He was paid by check after dropping off the disk; his bank later told him that Joel had stopped the check. In short, dP is selling a version of Mover 1.7 that they flat stole from Dan.

If you appreciate any of the contributions Dan has made to the ST world, such as the Twister disk format, Meg-a-minute backup, Protect accessory, and others, you could return him the favor by refusing to buy dP's disk until they remove Mover 1.7 from it, and letting them know why. Dan's had a rough month; he broke his hand recently, and is in a cast to his elbow (any get well cards sent via email would be greatly appreciated), by the way.

In my opinion, dP is attempting to present an image that things are as they were during the good days, while selling off as much stock as possible, with this newsletter -- then they're getting out. How else to explain them putting

Apple's own Switcher and FONT/DA Mover on their "public domain" disk -- other than dP isn't planning on being around long enough for Apple to catch them (and rightfully so; Hertzfeld worked hard on Switcher).

I'd like it made clear I have nothing to do with Data Pacific any more; I answer dP related questions out of courtesy to my old customers, and nothing more. The same is true for Dan Moore. The tactics Data Pacific is stooping to, in my opinion, to milk a little more money from the Magic Sac before folding up, are shoddy in the extreme, and I think it's a shame my name is still associated with this company. Hence, this note.

As for me, I have a new company, Gadgets by Small, Inc., and we're planning on releasing our first product (the Spectre 128) on Sept. 16, at the Atari Glendale Atarifest show. Since dP has broken its word (again) to give me access to their customer mailing list, which I built, I can't put out the word about the Spectre 128 upgrade to the Magic Sac except by the networks.

For the record, and to answer a previous question, I left Data Pacific in March of this year, when it became clear that (a) Joel was not going to honor our agreements, and (b) when I found out the FCC number being put on the Translator units had been forged, and Joel had no plans to

ever [having the] FCC certify the unit. Believe me, I want no part of trying to slip one past the FCC. (Every Translator unit shipped bears this same false number.) I wouldn't be party to this; neither would Dan, when he heard. (Thanks to our friends from Supra for checking the number at the FCC BBS and telling us what had happened!)

I plan to carry on support of dP buyers with my new company, here and on other networks, as a courtesy to the people who shelled out money for the Magic Sac, but via a new company (Gadgets), as well as "push the envelope" further on Mac emulation with the Spectre 128 product. I don't want to advertise here on the net publicly; please drop me email privately if you're interested (hplabs!well!dsmall or dsmall@well); I don't think the local community would appreciate a few hundred "Yes, please send me info" notes here in comp.sys.atari.st.

Thanks for reading a rather long note; I plead that I'm used to getting paid by word count <grin>.

--Thanks,
Dave Small
Gadgets by Small, Inc.

"...I want no part of trying to slip one past the FCC ...I wouldn't be party to this; neither would Dan..."



Sierra Gets Nasty

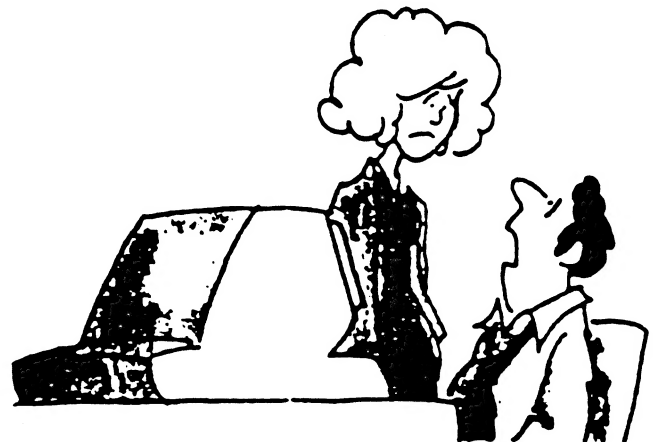
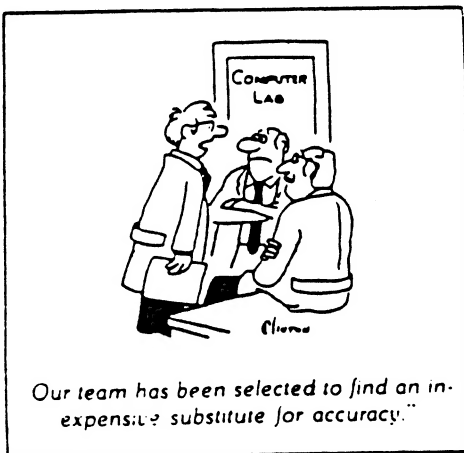
Ed note: while we're on the subject of letters that make interesting reading, check this out. The following was received by a member of the Michigan Atari General Information Conference (MAGIC) in response to a user's request that Sierra On-Line begin to support the Atari 8-bits again. The letter was originally printed in The Sorcerer's Apprentice; I found it in Nybbles & Bytes, 10/88. There were a number of comments attached to the letter in that publication, but I'm not going to reprint those. Unless I miss my guess, you can come up with plenty on your own!

In answer to your letter of May 6 to our president, regarding Sierra's lack of support for the Atari 8-bit machine. In 1981, 1982, and 1983, Sierra was a top supporter of the Atari 8-bit machines. We were well-supported (sic) by 8-bit owners who thought our products were great and bought them in sufficient quantities so that we and our retailers could make a reasonable profit from them. In 1984, Sierra released a number of great software titles for the Atari 8-bit (which all sold well on other machines). Unfortunately, we were not supported by the base of 8-bit owners. Our products sat, unpurchased, on retail shelves across North America. Oddly enough, the Atari 8-bit products of our competitors also sat on the shelves unpurchased. In 1985, our retailers returned all of their Sierra products for Atari 8-bit (sic) to us. They put our products for IBM, Commodore, and Apple all up on the shelves instead. The users of those machines supported the retailers (and us) by purchasing these products. Since our retailers couldn't make money selling Atari 8-bit product and could make money selling software for other machines, they

sold software for other machines. The moral of the story is this: you did not support us through our retailers, so we COULD NOT support you through our retailers. Your accusation that Sierra no longer cares about Atari owners is not true. We all truly hope that Atari ST owners learn from the mistakes of Atari 8-bit owners. We hope they support the stores that sell software for their machines.

As for the Atari 8-bit machine, Sierra has not produced a new title for this computer in quite some time. I very much doubt that we will ever do so again. The demand for Atari 8-bit software is almost non-existent (sic). It's certainly not big enough to attract the attentions of the major software developers. In fact, I am surprised that the Atari 8-bit is still around at all. Why do you hold onto this old piece of equipment with such a vengeance (sic)? Given the power and performance and relatively low cost of today's powerful 16-bit machines, I can't imagine why anyone would want to be saddled by 8-bit performance. The Atari 8-bit is quickly going the way of the Commodore Vic-20, the Apple Lisa, and the 8-track tape player. Do yourself a favor and upgrade now. Save yourself the heartbreak of watching your old machine die a long and drawn out death.

John Williams
Marketing Director
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
(209)683-4468



"The home computer says we'd be solvent if we hadn't bought it"

San Diego Atari Group Enthusiasts

TIMWORKS DESKTOP PUBLISHER

Another First From Timeworks

Timeworks Inc. of Deerfield announces a professional-quality Desktop Publishing package for the ST. The program, called *Timeworks Desktop Publisher ST*, is a full featured, fully integrated desktop publishing for the Atari 520ST, 1040ST, and MEGA ST computers.

Breakthrough

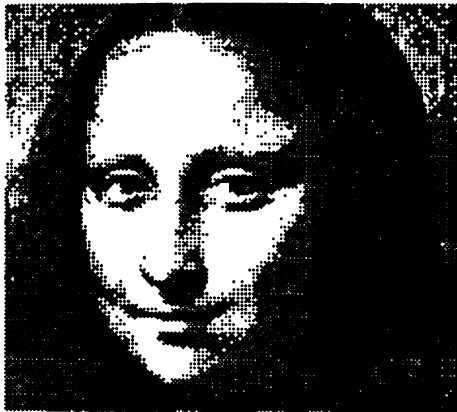
Timeworks Desktop Publisher ST is a very exciting breakthrough in performance and ease of use with a feature list that rivals that of Ventura or PageMaker, but is especially designed to get the user up and running in less than one hour.

It's Packed With Features!

Only *Timeworks Desktop Publisher ST* gives you all the DTP features you want, including a fully integrated word processing, page layout, and graphics:

- Frame-based page layout
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- Multiple text styles
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- ASCII text imported from other word processors
- Automatic justification
- Automatic hyphenation
- Text block cut, paste, copy, and restyle
- Drawn, painted, and scanned picture import

- Picture scaling and cropping
- Automatic text runaround
- Image editing mode
- Graphics drawing mode
- Wide range of printers supported



Computer Discoveries
(214) 484-9104

Fonts, Point Sizes, and Text Styles

A huge range of different faces is available with *Timeworks Desktop Publisher ST*. For example, many different faces can be generated using Dutch and Swiss fonts alone!

Here are just a few examples:

**20 POINT IDIRURY
LANE**

20 point Swiss
**18 point Rockface
bold**

**18 point Dutch
outline**

**24 point
Madison
underline
bold**

*20 point Swiss
italic*



10 point Rockface *italic superscript*

*20 point Dutch
italic*

18 point Ravinia

10 point Swiss

6 point Dutch



This document created on an Atari
Mega ST2 Computer and
SLM804 Laser Printer.



Shadow

An ST review by Dave St. Martin

Reprinted from PAC Computer News, 10/88

It was the typical conversation that evolves any time two owners of different computers get to talking about how much better their particular machine is when compared to the other guy's. This time it was the archrival, an Amiga owner.

Eventually the topic of multitasking popped up. I remarked, "Why in the world do you guys always rave about multitasking? The fact is, on a personal computer you really only need to do one thing at a time. The odd occasions that require two applications running at the same time simply don't justify it, and besides, it slows things down..."

He replied, "How much computer time have you wasted waiting on those long downloads lately?" I brushed the comment off. That was a year ago. Since that time I've sat many times, watching the block numbers increment as *FLASH!* grabbed yet another long file. Each time the thought was the same. "It sure would be nice to be able to do something else with my only machine... The time I get to spend on this thing is too short as it is... Maybe Mr. Amoeba was right..." Times have changed -- I'm doing an upload as I write this review.

Not long ago, while perusing *The Catalog*, *ANTIC Software's* listing of titles, I stumbled onto a new product. The ad claimed *Shadow* would do background file transfers on the ST, allowing the use of most other GEM applications simultaneously. I decided that *Shadow* might be worth checking out.

When the package with *Shadow* arrived, I was still a disbeliever. I did something I rarely do -- I read the manual. The manual was detailed but easy to follow and explained the various *Shadow* configurations with reasonable clarity.

Shadow, it claimed, could be run from almost any GEM based program by installing it as a desk accessory. In this configuration, *Shadow* emulates a *DEC VT-52 terminal* whenever the accessory is activated. A walk-through of the accessory version is perhaps the best approach...

Setting Up

There are actually two parts to *Shadow*. The first is the main program (.PRG) file, which should be placed in an AUTO folder. The second is the .ACC loader that accesses the main program. Once the accessory has been activated, you are presented with a dialog box containing fifteen buttons. There are six transfer protocols presented, including three XMODEM styles, Y-MODEM Batch, *CompuServe* B-Protocol, and straight ASCII. Of the XMODEM varieties CRC, Checksum, and 1K blocks are supported. At this point you select the protocol you intend to use. In addition, you need to decide whether you are going to send or receive and which baud rate to use. Defaults can be set to allow you to configure *Shadow* to your typical setup on bootup. The size of the buffer is also displayed but can only be altered through

changes in the configuration file.

Dialing

There are also buttons for a dial mode and VT-52 terminal mode. A click on DIAL brings up the dial dialog box. At the top of the box are displayed the strings to be used by the modem. These may be changed to suit your own modem. The programmers were kind enough to allow for two non-connect strings. This is important, because many of the newer modems support more than one non-connect string. For example, my modem uses both "NO CARRIER" and "BUSY" when it can't connect. A total of 60 numbers can be held within the dialer; other files can be loaded as required. The format used is the same as the ".DIR" files used by the *FLASH!* terminal program. Regrettably, *FLASH!* style ".DO" files are not supported. A click on the DIAL box, and after a short wait, a "ding" from the bell confirms the connection. At this point, you must toggle into the terminal mode. A nice touch would have been to have the software dump you directly into the terminal mode on connect, but that's what upgrades are all about. More on upgrades later.

VT-52 emulator

The VT-52 emulator is pretty much a "plain vanilla" terminal which offers little more than the standard VT-52 codes. Realistically, users of *Shadow* aren't using it for the emulation, but rather for the transfer features. The emulator is functional enough to get you where you want to go and to start the transfer.

The Transfer

The transfer is begun exactly as you would begin any other transfer. Once the other end has initiated the transfer, click on either SEND or RECEIVE and supply the filename for your disk. You then click on BEGIN, and away you go. At this point, you may return to most GEM programs while the transfer takes place in the background. There are toggles that allow display of a counter in the upper right corner of the screen to keep you posted on the progress of the transfer, and a bell toggle alerts you to the completion of the transfer. Following the transfer, the user must save the contents of the buffer to disk. In the case of Y-MODEM Batch transfers, the filenames are supplied; you merely click on the OKAY box for each file.

When uploading, it's advisable to first load your file into the transfer buffer before initiating the transfer. This is due to the length of time required for the load. If the file is of any great length, the transfer could be aborted due to time-outs from the other end. The programmers have allowed for this by providing a WAIT button in the upload dialog box. Clicking on WAIT allows you to return to terminal mode and



set up for the transfer. When all is ready, simply return to the upload and click on SEND. The long load time can be overcome through the use of a RAMdisk, however. Supplied along with the Shadow software is a special reset-proof RAMdisk. The documentation strongly recommends the use of this, and *only* this, special RAMdisk with Shadow. Memory conflicts are the primary reason for the insistence on this configuration. The use of the RAMdisk greatly speeds things up when large files are involved. However, the amount of free RAM should be taken into consideration when deciding to employ the RAMdisk.

Use with FLASH!

Shadow is configured to work intimately with FLASH! version 1.60, which has provisions for Shadow built in. Menu selections on the drop-downs allow easy access to Shadow's features from within FLASH! The setting of parameters in FLASH! effects a change within Shadow as well -- such as selecting a new transfer protocol. Background transfers in FLASH! are useful when you'd like to peruse a long list of new files but not waste expensive online time to do so. Simply grab the first file you like, and as it downloads, look over the list. Once the download has started you may exit to the desktop, reset the computer, and even change resolutions without adversely affecting the transfer in progress. You may even come back up with a program that doesn't have the Shadow accessory, use it and, following the termination of the transfer, do a reset, load the accessory and then dump the contents of the buffer. Once, I even reset from FLASH! and thought I had lost a rather long file. Not a problem. I simply loaded the accessory version and retrieved my file -- intact. The interface between FLASH! and Shadow is seamless and well designed. Both work well together even though the use of Shadow as an accessory is a bigger advantage than using Shadow from within FLASH!

Nonetheless, Shadow is now a permanent addition to my FLASH! boot disk.

Pluses & minuses

The nitty-gritty, you say? Okay... While Shadow is a valuable tool, it can tend to be a memory hog. Add a large buffer as you would for Y-MODEM Batch transfers, and add a large RAMdisk and a sizeable application to top it off and there isn't much room left. This is particularly true if you're running with 512K. As already noted, the terminal is bare bones. A few "bells & whistles" wouldn't hurt. It would be very nice to be able to do an auto logon using ".DO" files a la FLASH!

One of the "trademarks" of Double Click Software is a lack of EXIT buttons in their dialog boxes. This is especially noticeable when one considers the number of dialog boxes used in their programs. Double Click's solution to this problem is the use of the right mouse button. In order to exit any dialog, simply click right. A right click will back up one level of prompts. While this is a little awkward at first, it soon becomes second nature and tends to be faster than the EXIT box method. Score one for Double Click. Also, I found that Shadow worked well in combination with the Universal

Item Selector from Application & Design Software. I look upon any program that doesn't allow use of the U.I.S. with a slightly jaundiced eye these days.

To date, the only problem I've encountered is a failure on my part to insure that a large enough buffer was in place to receive the incoming file. As a result, a rather large file was lost, along with some \$\$ for download time on GENIE. It's doubtful that the software will ever be able to catch a problem such as this, and the user should monitor the file being transferred for size. The next best thing has been implemented, however. When a Y-MODEM Batch download exceeds the buffer size, all files up to the last intact file are preserved and can be saved.

The folks at ANTIC Software have used their heads in marketing the Shadow package. Don't have FLASH! version 1.60, you say? Included on the Shadow disk is a utility that will upgrade version 1.51 or 1.52 to 1.60, which supports Shadow. In addition, there is \$15 worth of CompuServe time included.

Add to this the reliable support ANTIC is known for, and you have a superb package at a very affordable price.

The bottom line

I tend to be judicious in the use of accessories. They take time to load and steal RAM. Shadow, however, has managed to weasel its way onto more of my disks than any other accessory. I have logged many hours with Shadow in both accessory and FLASH! configurations without any problem. For a first release, Shadow appears to be a very solid piece of software. I wouldn't recommend Shadow as your only terminal program, nor would I recommend it to beginners. However, I would highly recommend it to the person with some telecommunications experience who desires to maximize his or her computing time.

Paul Lee, Mike Vederman, and the folks at ANTIC Software should be commended for a job well done. I'm certain minor revisions will further enhance this remarkable piece of software. Shadow is available through ANTIC Software or through most Atari retailers.

Shadow

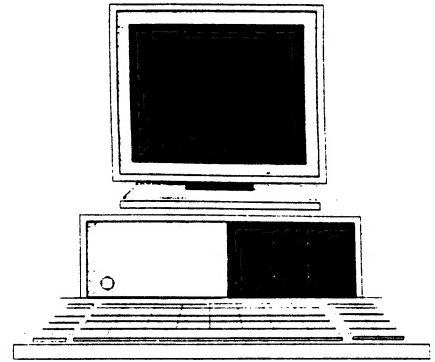
The Multitasking File Transfer Answer, (c)1988
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Glossary of Computer Terms, part II

Humor, Author unknown

Originally from the Hughes Aircraft BBS in CA (?), via the ACORN Kernel, 7/88

D

Double density: Really dumb.

Down: Said of computers made of feathers; "That computer is down."

Dump: The best place for computers.

E

Ergonomics: How Ronny spells it.

Expansion slots: The extra holes in your belt buckle.

F

Fatal bug: To have a Volkswagen drop on you.

Floating decimal: One which bobs up unexpectedly in a sea of confusion.

Floppy disk: Serious curvature of the spine.

H

Head crash: A collision with a porta-potty.

I

Interlace: To tie two boots together.

Interpreter: The person you take with you to a computer store to understand what the salesman is talking about; usually a 12-year-old kid.

L

Light pen: A minimum sentence prison.

Line feed: "I've never met anyone as interesting as you before," etc.

M

Multipass: To try again after she turned you down the first time.

Menu: An itemized list of ways to make a mistake on a computer.

Mnemonic: Said of someone who suffers from mnemonia.

Multi-programming: To watch all three networks at once.

managed by a computer salesman.

O

Ohm: Where the 'eart is.

P

Peripheral: anything that costs a lot of money that can be remotely associated with computers.

Plasma display: A bloody nose.

Plotter: The computer salesman who spots you browsing during your lunch hour.

Q

Qwerty: To be a little strange.

R

RAM: Where most of the bugs are kept.

R&D: Bookkeeping entry for "uncontrolled expenses."

ROM: Where you put all the bugs that won't fit in RAM.

Redundancy: Two computer experts when none will do.

RUN: What you should do when a hacker approaches.

S

Shelf life: The strange, fuzzy stuff that grows behind books and under beds.

Silicon: A foolish prisoner.

Standard operating procedure: The way nobody does it.

Sub-routine: "Dive! Dive!"

Superfiche: Moby Dick, Jaws, etc.

T

Telepack: A brewery that delivers.

Terminal intelligence: To be so smart it kills you.

Time sharing: What you do when only one of you has a watch.

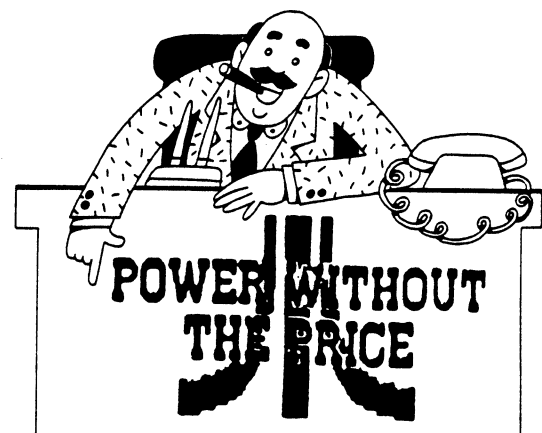
U

Ultrafiche: Bigger, faster, and harder to land than superfiche.

Umbrella information providers: Weather forecasters.

X

Xmodem: The modem you accidentally drop-kicked out the window.





Most Wanted List

Dal-Ace Experts

Donny Arnold 289-6746 call before 10 p.m.
8-bit general knowledge

Joe Camblin 221-7825 ... call from noon to 2 a.m.
MIDI & desktop publishing

Larry Dineen ... (817)668-7296 call during day.
ST general knowledge

James Duke 557-2892
BBS, ST programming

Eb Foerster 357-7602 call from 7 to 10 p.m.
Turbo BASIC, SynFile, SynCalc, Assembly

Ron King (817)283-0674 call from 5 to 10 p.m.
8-bit hardware

John Saunders (817)566-0318
C and Assembler languages

Michael Trombley 429-6134
8-bit general knowledge

Ralph Tenny 235-4035 call from 7 to 10 p.m.
ST general knowledge and hardware

Rene Tucker 223-6176
8-bit general knowledge

Wally Wilinsky 506-0352 call from 6 to 10 p.m.
MIDI

John Winer 907-1348
Systems programming and general knowledge

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, and park at the Infomart. If you are using the tollway, exit right on Wycliff, go left on Harry Hines Blvd. to Oak lawn, and turn right. From the south, take Stemmons north, then follow above directions. Infomart is the big, white, steel and glass building south of the other 'marts. GUESTS ARE WELCOME!!!

Editorial Policy

The editor(s) of Dal-Ace reserves the right to edit your submissions for spelling, punctuation, grammar, clarity, and for reasons of space limitations.

Newsletter Submissions

Submissions are welcome in any form. It is requested of any 8-bit user that s/he upload articles to the club BBS or furnish a hard copy to the editor.

Newsletter Advertisements

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

Commercial Rates

Full page \$35

Half page \$25

Quarter page \$15

Business card \$10

Ads must be camera ready. Submission deadline for ad copy is the Saturday following each regular meeting. 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.

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

Infomart Meeting Dates

1988

October 15, November 19, December 17

Dates are only guaranteed to be accurate for 60 days into the future; those later than 60 days are tentative at this time.

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 New users SIG

..... Newsletter Exchange SIG

12:30 - 2:00 ST SIG



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Secretary Anita Uhl 492-8682
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M.A.L. Jim Lewis 492-4450
M.A.L. Nolan Terril 255-8357

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Editor Angela Burns 368-4725*
Ad Manager
BBS Michael Trombley 429-6134
..... Gary Fuquay (817)267-2510
8-Bit Library Tim Mixson ... 356-4725
ST Library

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

Dal-Ace Bulletin Board

Metro (817)429-6134

Dal-Ace

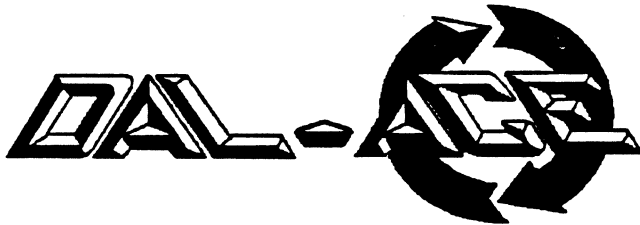
Dallas Atari Computer Enthusiasts

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 \$20 per year. BBS-ONLY membership is \$10 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 users' groups may obtain copies of this newsletter on an exchange basis.

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