



Dallas Atari Computer Enthusiasts

Volume 10, Issue 4 April, 1989

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**MEETING DATES:
APRIL 8, MAY 20**

Is Dal-ACE "a bunch of pirates?"

See page 14 for what *WE* have to say!



Dal-ACE Budget - 1989

By Rene Tucker, Treasurer

Annual

Printing	\$2400.00
Includes newsletter and other miscellaneous printing, i.e., flyers, etc.	
Libraries	700.00
Includes disk purchases, supplies such as labels, subscriptions, etc.	
Telephone.....	450.00
Includes any and all BBS costs	
Taxes/Fees (based on 1988).....	225.00
State Franchise tax=\$150.00	
Federal Income tax	
Postal permit=\$50.00	
Texas Sales Permit=\$25.00	
Postage	400.00
Mailing of newsletters each month	
Miscellaneous.....	200.00
Total	\$4375.00

Accepted unanimously by the board on January 28, 1989.

errataerrataerrata

The *Express Cartridge* information in last month's newsletter was submitted by Chad Miller. Sorry we didn't have it together last month, Chad, to give you proper credit.

I was mistaken when I handed out credit for capturing Dave Coursey to serve as our February speaker; said credit actually goes to Vice President Brenda Arnold. Way to go, Brenda!

You want to notice that on the inside back cover, where the Infomart Meeting Dates are listed, the date for our May, 1989 meeting is not **May 13!!!** The correct date is May 20. Make a note of it; we don't want to miss you!

CCD Rumors Untrue

Well, the rumor mill has been active again. At our most recent meeting, March 11 at the Infomart, the hot rumor of the month went like this. The Computer Council of Dallas (CCD) was not going to renew its lease, which would expire within "a month or two." This would leave us homeless, in effect. Other clubs knew about this and were taking steps to provide themselves with a new place to meet.

John Saunders, our CCD representative, seemed like the man who would know about this, so we asked him. He said these rumors are definitely untrue. CCD's lease with the Infomart goes from January to December, so it would obviously be stupid to leave in the middle of it. John had spoken to the president of the CCD as late as the Wednesday before the meeting (March 8), and up to that time, nothing had ever been said along the lines of these rumors.

So, if you hear anything like this, don't panic. We're safe and secure at our Infomart location, at least for this year.

Ed note: However, if you would like us to be able to stay at the Infomart in the future, I think there is one thing you all need to do. Support those vendors in the basement! The sale of vendor tables is what pays CCD's Infomart rent each month. I have noticed that there are fewer vendors than there used to be. If we don't support the people who make it possible for all the computer clubs in Dallas to meet in such a spacious, pleasant atmosphere, we may find ourselves in the above rumored position one day, after all! If you haven't been in the habit of checking out the vendors downstairs, you're missing some real bargains! So go to it!

Two more cents' worth from the Ed: Might I suggest that, when something like this happens, we do not get all bent out of shape and start looking for the lowlifes who would start such a rumor, assuming said lowlifes are trying to cause divisions within our club. It may be that this is the case, but if we react with anger, then we are merely fulfilling their expectations of us.

I say we do it this way. When a rumor surfaces, drag it out into the light. If it proves to be true, then we know what problem we have to solve and can proceed to solve it. If it proves to be false, then we should laugh at the silly things that people can come up with, then go on with our business. Appreciate the rumormongers for their entertainment value, then forget 'em.

Don't give troublemakers the satisfaction us seeing us unsettled by their juvenile machinations. We've got better things to do.

The Grapevine

News

Atari U.S.A. - Finally Happening?

On February 7, Atari's Sig Hartman, John Townsend, and Cindy Claveran visited the San Leandro Computer Club in California. Said Hartman on this occasion:

January 1 was the beginning of more marketing efforts in the U.S.

Atari is working on a better dealer organization with proper support and communication for those dealers.

The first thing is to have more machines available and sold. When this happens, software developing will naturally pick up as developers see the chance to sell more of their products to the larger user base. There are plans to meet and work with developers to try improving what has been a bad situation.

The #1 priority is to support customers and user groups. The Federated stores now have lists of local user groups to give to their customers. Atari will assist the groups with shows that they attend and under some circumstances they will help financially.

Advertising will be increased this year.

New things on the way are a laptop, a 68030 machine, and new ST ROMs.

The CD ROM needs software but is a real possibility since the price is now low enough to be attractive.

Atari intends to continue support for the 8-bit machines. Anyone who has developed some 8-bit software should contact Sig Hartman at Atari.

DOS XE is out and has been sent to all user groups for distribution.

The Tramiels don't like losers and will turn the Federated stores around, which will be good for Atari. The stores are being staffed with computer knowledgeable people and will keep improving. (See rumors below)
Thanks to the SLCC Journal for this information.

GENLOCK approved

John Russe/ has received FCC approval for his GENLOCK device for the ST. It is officially for sale and will retail for around \$650.

DP's got it together

Speaking of FCC aproval, I quote from a recent Data Pacific press release:

"Translator One has been certified by the Federal Communications Commission as a Class A computing device."

Glad to see Joel Rosenblum has got that all straightened out; could have been a very nasty mess!

Rumors

Federated: going... going... gone?

Someone said that an early March edition of *The Dallas Morning News* reported that Atari will sell its Federated stores at a substantial loss. Didn't see it, myself, so I don't know for sure.

Product Announcements

Hand scanning soon?

Print Technik of Munich, West Germany, has been searching for a distributor for their ST handheld scanner. The scanner can produce 200dpi images and works with the Atari SLM804 laser printer.

The Atari and Education

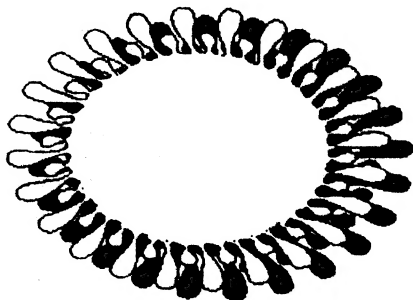
From an article in *ST Informer*

Computer Curriculum Corporation has been using 1040STs as instructional terminals for their interactive teaching program. It uses a 68000 based Micro-Host UNIX computer for mass storage, linked to the 1040s by a 9600 baud serial network. According to CCC, thousands of schools have shown increased achievement and reduced dropout rates when using this system, which includes over 3,000 hours of "courseware" on math, reading, language, science, and computer education. Lab systems start at \$60,000 and include installation, training, handbooks, and support. Computer Curriculum Corporation, P.O. Box 10080, Palo Alto, CA 94303, (415)494-8450

Graphic Utilities #1: Dal-ACE Disk #104

An 8-bit review by Ralph Salmeron

Well, last month I promised some utilities to round out the excellent *Pixel Artist Deluxe* drawing program offered by the club's 8-bit library. After



searching through hundreds of D/Ls, I've come up with seven (7) programs to help you "enhance" or "finish" your artistic masterpiece. So, here they are:

The first one I'll talk about is **Koala, AtariArtist, MicroIllustrator Picture Printer**. WHEW! Let's just call it **PicPrinter**. The name does a pretty good job of telling you what it does, so I'll just fill in some details. It's prompt/menu driven and works with *Epson, Star Gemini, NEC & Prowriter* printers. It reads a disk directory looking for files with the .PIC extender, then prints to the screen a numbered list of picture files for you to choose from. **PicPrinter** will load your selection and then convert the screen image to black & white to allow you to set the gray scale (5 shades) of any or all four of the colors to your satisfaction before producing an excellent 9" x 6 1/2" printout. The picture is printed in the correct proportions, and the program handles the "mixed" colors very well. Much better, in fact, than many commercial dumps I've seen and used. (This program is very similar to the one on disk #60, but has a much more "finished" look & feel.)

Posters works basically the same way: *Koala (etc.)*.PIC files, disk directory, prompt/menu driven, gray scale selections. The big difference (with *BIG* being the key word here) is that it produces a 28" x 22" (approx.) picture and will work with both dot matrix and daisy wheel printers. It achieves this feat by printing the picture in thirds. The three pieces (top, middle, and bottom) are then taped together to produce, what else, the poster.

Okay, those took care of printing your art work, but before you reach that stage of your masterpiece you might find these next couple of programs indispensable.

Picture Utility provides four tools not usually found in most drawing programs. These tools give you the ability to (1) reposition or recenter your drawing on the screen, (2) crop or add borders to your drawing, (3) add text in the standard Atari internal font in five sizes and finally (4) change & mix the colors by bytes. **Picture Utility** works with *MicroPainter* files (usually identified

by a .MIC extender) and also *Graphic Master* and *Paint* files. The program provides instructions at startup and various prompt screens throughout.

Next is **Tablet Typer**, which allows you to load any variety of 9 sector Atari character font sets (which can be created by the user) and place text anywhere on your *Koala (etc.)* pic. It lets you do this in two sizes and an assortment of colors, even multiple colors. You can put text anywhere with the arrow keys or with a joystick in port two. There is one catch, however; the picture must have been saved in the uncompressed *Koala (etc.)* mode, 62 sectors, and have the filename D:PICTURE. If you own *Koala Pad* or *AtariArtist*, you can save a picture in this mode by pressing the "greater than" key (">") which automatically names it "PICTURE." You can also load this picture (or any 62 sector uncompressed file so named) back into your *Koala (etc.)* program by pressing the "less than" key ("<"). Instructions are provided at startup, and you can access this HELP screen at any time by pressing CTRL-H.

You'll find ten (10) character font sets, including **SCRIPT**, **GOTHIC**, and **OUTLINE**, to get you started as well as the program **Create-A-Font** to... (drumroll, please)... create your own. the program itself is excellent and one of the best of its type (get it -- "type").

Well now, these are all well and good if your drawings are in the *Koala (etc.)* or *MicroPainter* formats, but what if they're not? That's where **Piconverter** comes in. It will change ten (10) different drawing program formats, including *MovieMaker*, *Graphics Machine*, and the others mentioned in this article, into any one of the other formats.

So there, you're ready now. Hmmmm... What's that you say? You're not quite yet a Rembrandt or Picasso? Okay, okay, so you need a little help to get started. How about **Artmaker**? **Artmaker** will quickly produce seven (7) different background screens for your drawings. Some, like "CityScape," produce a slightly different drawing each time. One in particular, "Fresco," works really well with the **Tablet Typer** program to create title screens for your home video tapes, and since **Artmaker** saves its screens as D:PICTURE, you can go right to the **Tablet Typer** program.

So hey, dig down deep in those pockets and come up with \$3 (\$6 for non-members), and maybe one day we'll see your masterpieces in the Fine Arts Museum.

By the way, we have three (3) disks full of *Koala* art work, each with the **Koala SlideShow** program on it, in the club library. Just ask for Disks #56, 77, and 88.

ST Library Report

By Angela Burns, ST Librarian

New STuff!

Dal-ACE ST Disk #121: Utilities Alert Maker will help you construct GEM alert boxes with ease; it generates your GFA BASIC code for the alert boxes! The Card Master is a pre-release version of a commercially available program to index your card collection (baseball, football, Garbage Pail Kids, whatever). It's a "try before you buy" special from Soft Copy Software. Database doesn't need any explanation. If you need a relatively simple database (not relational), then try this one; it's got great documentation, too. FORM525.PRG formats 5.25" disks. GROUPER.PRG is a simple mailing list generator for user's groups. Virus Destruction Utility and Vkiller are here; practice safe computing! MEMFILE20.ACC (v. 2.0) is an accessory memory/sector editor; it's been enhanced from the last version. And MEMORY.ACC displays the free memory in your system; includes GFA BASIC source code.

Dal-ACE ST Disk #122: Games Canyon Bomber. Lost Treasure version 1.0 is a wonderfully complex game requiring you to recover the treasure from pirates; great docs are included along with the GFA source code. The author asks a shareware donation OR that you design new levels for the game and upload them for others. Not a bad deal! Blackjack is in GFA BASIC source and includes the GFA run-only program. All games on this disk require color.

Dal-ACE ST Disk #123: Graphics Demos This disk contains the ANIMATE4.PRG to run CyberPaint Animations, and two very nice animation demos: Cola Wars and Computronics. (One meg & DS drive required)

Dal-ACE ST Disk #123: DTP Applications Deluxe Fontmaster ST from Germany not only helps you design your own printer fonts; it even has features for the loading of ASCII text files and printing them out as complex documents with several styles on one line; docs in English and German. Monochrome only.

Dal-ACE ST Disk #125: Education Kid Publisher version 2.1 for young writers ages 4-12; makes a 5-page document with simple graphics. It's one of the series of "KIDPRGS" from D.A. Brumleve, a professional educator and avid ST enthusiast. Can be made to autoboot. Color only.

And a Blast from the Past!

Dal-ACE ST Disk #9: Utilities CALC.ACC - an accessory version of CALC.PRG. CLOCKA.ACC - an analog clock accessory. BDOTPIE.GPH - a simple pie

chart that can be enhanced using a graph utility. CALC.PRG, a hexadecimal calculator. MFMTEST, a simple memory tester. PRINT.PRG, a text dump to printer routine. PRINTDIR.PRG dumps a full disk directory to the printer. PROTIM2.PRG reads the time from a Promodem and sets the ST's clock. STCOPY.PRG is a disk copier that copies some protected disks. DVORAK.TOS resets the keyboard to the Dvorak typewriter layout; QWERTY.TOS sets it back to the standard layout. RDC.TOS is the Reasonable Disk Copier; make many copies with only one disk read!

Dal-ACE ST Disk #50: Emulators: CP/M Two CP/M emulators and some nice docs to get you familiar with that once grand OS.

Dal-ACE ST Disk #73: Smoothtalker Educational Demo This is a color only demo of five different educational programs from First Byte. These programs are still widely available, and the kids love 'em! All the First Byte Smoothtalker programs have built-in speech capability that makes them a delight for the younguns to "play" while they're getting in some serious study time. The demo includes a speech synthesizer that repeats any line that the kids type in. A definite must for any parent of toddlers or elementary school children.

Remember the Mails!

Or something like that. Anyway, you should remember that you can buy Dal-ACE ST Disks through the mail. Make your check or money order out to Dal-ACE, but send your order directly to me at the below address to speed your order. Mail order disks are \$4.00 each for members, \$8.00 each for non-members (includes postage and handling). Angela Burns, Rt. 2, Box 1237, Scurry, TX 75158

PD Wish List

Here's my public domain wish list. I think it would be great if we (you) could get some of these programs for our library. VDOS; OPUS SPREADSHEET; FONTS; DM UTILITIES; ANIMATIONS; CLIP ART; REBUS WRITER; MENU CONSTR KIT; SUPER BOOT 5.1; CADENZA ASTROLCAL V1.8; LIFE EXPECTANCY CALCULATOR; DUCK ROGERS OF THE 20TH CENTURY; KIDSHAPES (REG. & PLUS); PROGRAMMING UTILITIES; GNU C AND SOURCE; ANY MONOCHROME GAMES... Im sure you can think of lots more that should be in here; then *get it!!!*

More 8-Bit Publishing

Bob Woolley SLCC

DTP on an 8-Bit?

September 1988

We have been doing the Journal on a number of STs using Publishing Partner for about a year and a half now. This combination gives us a nice looking document, not so much from the abilities of the computer system, but rather the quality of the printing on Jim Hood's Qume laser printer. The "system" (computer and software) allows for lots of nice visual programming - multiple fonts, point sizes, graphics, etc, but the high resolution of the laser really makes it look "nice", not the computer. Try printing the same PP file on a good dot-matrix printer and you'll be looking around for a laser after the first sheet. Even a 24 pin, LQ printer does not quite do the job on paper. The nice layout just does not make up for the lack of detail.

So? Big deal! Lasers look better than ribbon smashers. Buy a laser, then! Well,, The laser printers aren't exactly cheap and since they all have a couple of megabytes of memory in them, they aren't likely to get cheap in the near future. They also use rather expensive toner cartridges (\$60-\$100!), can't print in color, and have lots and lots of little parts to go bad on you. If you consider the cost of the system (\$1000 for the computer and \$2000 for the laser), the results are pretty good. Certainly good enough for a newsletter Except For an old 8-bitter like me, it seems like something could be done on our side of the fence that would look pretty good and cost a little less.

Recognize that piece? It is a reprint of the beginning of the "8-Bit Desk Top Publishing" article in the September Journal. Only, now, it is printed in nice 10 point Times/Roman. Still on the 8-bit, but now it looks "right" (at least to me). I had been using the Epson emulator cartridge on the HP DeskJet which resulted in the "Epson-look" print. It was very high quality Epson, but even perfect Epson looks like dirt compared to the Times font. So, I bought a Times/Roman ASCII font cartridge for the HP.

Now the print looks like real 16-bit, laser stuff! Trouble is, I now have zilch control over the print formatting. You see, the Times font is proportional - each character has a different width. On the fixed-pitch Courier font in the Epson, each character uses exactly one-tenth of an inch. The word processor counts tenths of an inch to format the lines for centering, margins and like that. Print a file in Times that has been formatted as a fixed pitch and you get very ragged edges, non-centered headings and un-tabbed tabs.

Like this:

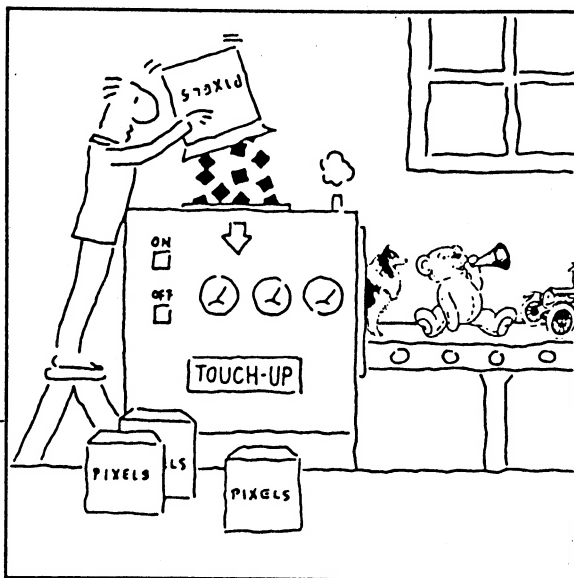
We have been doing the Journal on a number of STs using Publishing Partner for about a year and a half now. This combination gives us a nice looking document, not so much from the abilities of the computer system, but rather the quality of the printing on Jim Hood's Qume laser printer. The "system" (computer and software) allows for lots of nice visual programming multiple fonts, point sizes, graphics, etc, but the high resolution of the laser really makes it look "nice", not the computer. Try printing the same PP file on a good dot-matrix printer and you'll be looking around for a laser after the first sheet.

To get the margins a little more even, I had to write a Basic program that prints the AtariWriter data file. Each character width is added to the line length until the right margin is reached. Then the line is wrapped at the last space character. Double columns? I cheated - ran the form thru twice at two different left margin settings! (Couple thousand more lines of code and we'll have some real magic here.)

More Next Month!!

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The Home Computer Wars

A book review by Angela Burns

I've made a deal with myself. Every time I go to the Bookstop for a programming book, I have to buy something just to read. It breaks up the monotony and encourages me to speak English to Ray. But lately I've figured out a way around this: I buy a "regular" book that just happens to concern computers in some way besides the technical. This way saves money, too. I guess not too many "regular" people read books about the world of computing; I find most of them in the clearance stacks. That's where I found **The Home Computer Wars**, subtitled **An Insider's Account of Commodore and Jack Tramiel**.

Whoa! *Commodore???* Has she been paying *any* attention at all to where she's been the last couple of years? Yep. I figured that Tramiel's Commodore could teach us a lot about Tramiel's Atari. How Jack does business, how he sees the world, how he treated dealers and customers and users, or anything else about when he made Commodore number one, just might give some insights into what the man's up to now, with Atari. And I don't think I was disappointed.

The book is by a Michael S. Tomczyk, who worked for Commodore between 1980 and 1984. According to Tomczyk, this is the time period between the development of the VIC-20 and Jack's takeover of Atari from Warner Communications. Tomczyk claims to have been an integral part of the VIC-20 project from its conception, and says that machine was first displayed to the public at the 1980 CES in Chicago. Now, I've talked with a couple of people who were active in computing at that time, to get a feel for Tomczyk's accuracy, and the consensus is that we're not really sure he isn't inflating himself just a bit in his retelling of the Tramiel story. One person says he owned a VIC-20 before Tomczyk says he got the job at Commodore, which would make it a little hard for him to have shepherded its development as he says he did. So, the book may be a little short in the factual department. (Or we may be - I don't know!) But what makes it interesting to an Atari owner isn't the facts about Commodore's computers, anyway; it's the whole way Tramiel works that's fascinating.

For instance, not too long ago, Neil Harris resigned from his longtime post at Atari. He offered the customary two weeks notice but was told, in effect, "No thanks, you can leave today." There was a great hue and cry all through Atariland about the heartlessness of Jack Tramiel when this happened. According to Tomczyk, Jack's always been that way, but those who work(ed) for him knew it was never personal. It's more like this: This

isn't working out; you and this company aren't happy together, so it's not good for either of us. So let's just cut it off right here and now, cleanly and quickly. Since Harris was with Jack in the "old days" (with Commodore), I'm sure he knew that's the way it would be. And it doesn't sound so bad, put that way. The whole two week notice isn't for the benefit of the employee, anyway; it's a courtesy to the employer. He doesn't *have* to take it. In the case of Tramiel's famous "instant firings," it's basically a case of, "cut out the cancer before it spreads - get him out NOW."

Tramiel's former (?) motto, "Computers for the masses, not the classes," was more than just a business thing with him. He was more "the masses" than most of us masses will (thankfully) ever be when he spent six years in Auschwitz concentration camp in his early teens. Years later, as a multimillionaire attending the famous Hanover computer fair, Tomczyk says Tramiel would sometimes wake up in a momentary panic at the sound of German voices outside his window, thinking for just a few seconds that he was still in the camp. Interestingly enough, Jack never held his unspeakable concentration camp experience against the German people. He felt the blame lay with governments who were "too fond of rules," because he knew that ordinary people are likely to follow even horrible "rules" when told to do so by an authority figure.. That's why he was concerned about countries that seemed to be too enthusiastic about making rules for everything (like ours). He felt that the same thing could happen in any country where the bureaucracy got out of hand.

On the disorganization perceived at Atari. Tramiel seems to have hired people based on his instinctive gut reactions to them; though I'm sure they're very ~~strong~~ instinctive gut reactions, it's not exactly the way big business does it. (I would guess the late seventies, early eighties were a heavenly time for programmers, hardware hackers, and other computer enthusiasts. Your enthusiasm and belief in what you could accomplish, along with a ~~very~~ marginal amount of knowledge, could get you on the inside track fast. Nowadays, the most talented programmer won't get hired in the mail room of most computer companies without that all-powerful degree.) He hired people who were ambitious and loyal, then kept them in a continual state of upheaval. He never let anyone amass too much power; if it looked as though someone were getting too big for his britches, Tramiel pulled the rug out from under him. One day, you might be director of marketing; the next

WARS continued from page 8

morning when you came to work, Jack might tell you you were going to Japan in two days to assist in the design of the user interface aspects of a computer. A couple of months after that, you might be *assistant* to the director of marketing! Big thrill, huh?

One would think that this sort of treatment would guarantee that you had *no* employees, but that's not how it worked at Commodore. Possibly, an important factor was the average of seven years it took to become a millionaire as a "Commodorian." (It works for me!) Another factor must have been the freedom to "go for it" that came with being a Tramiel aide. Jack didn't want a bunch of namby-pamby MBA types who spent all their time doing impact analysis reports; he wanted people who could *do the job*. And you got the chance to prove you could do it, too; but many found they didn't get more than the one chance.

The one thing that impressed me most about Tramiel's whole *modus operandi* was the way he took a nothing typewriter parts company and turned it into the number one personal computer company in the U.S. His strategy was an eye-opener; it was the same strategy that we've been seeing for the last few years in Sunnyvale! He made Commodore the leading computer in Europe, virtually ignoring the U.S. market until he felt sure he could take the States by storm. Then, he broke the backs of all who stood in his way (including Atari), and climbed on the broken bodies of American computer company executives to stand at the top. (In a way, it's a shame that he was so good at what he did. Imagine, he's spent the last five years trying to breathe life into the company that he personally sent up before the firing squad!)

In the last couple of years, I've spent my share of time wondering whether I had done another Big Dumb Thing by buying an Atari. I remember, about two weeks after buying my first (an 800XL), I went to K-Mart to look for some software. (They had been selling Ataris until just before then.) The sales clerk in the computer section told me that Atari didn't even make computers any more. I almost fainted! I was convinced that I had just spent \$300 for the Atari "Doorstop" model computer! Atari didn't help, either; they answered my letter with a price list of defunct cassette programs. In the couple of years since then, I have wondered whether my machines would eventually be promoted to doorstop by virtue of Tramiel's seemingly nonsensical business moves; he seemed to be strangling the U.S. market. Everyone wondered, "Does he have *any* idea what he's doing?"

Well, according to this book, I guess he does. What he's doing is the *exact same thing* he did before. It worked the last time. Times have changed, but maybe it'll work again. Stranger things have happened. In the meantime, look for this book in the clearance section (or try the Half Price Bookstores) or at your local library for a fascinating look at Jack Tramiel, close up and personal.

DP Products Open the Mac World to ST Users

Press release from Data Pacific

The Atari ST is almost a universal computer; it runs *GEM (TOS)*, *UNIX*, and *MS-DOS* operating systems. With *Data Pacific's* products you can also have *Macintosh* capability. With *Data Pacific* products, your ST can be used with either ST software, or *Macintosh* software, or both.

Run Macintosh software faster than a Mac!

The **Magic Sac** is 20% faster than a *Macintosh* or *Mac Plus* and equal in speed to the *SE*; the hard disk is 25% faster than any *Mac* hard disk. This makes the ST with a **Magic Sac** ideal for any computing task.

DP has direct customer support both by phone and online on the *BLX Compuserve* and *GEInet* networks. Also, as a registered owner of *DP* products, you will receive newsletters containing tips, techniques, and other information. *DP* usually charges only a minimal fee to cover their duplication and shipping costs in providing upgrades to registered owners of their products.

The **Magic Sac Plus** is an upgrade for the *Apple Macintosh* emulator which has allowed Atari ST computers to use *Macintosh* software since 1986. The **Magic Sac** allows you to have access to virtually all *Macintosh* software applications (including *Microsoft Word*, *Excel*, *Aldus PageMaker*, *ReadySetGo!*, *MacPaint*, and *MacDraw*). Retail was \$149.95; now only \$94.95.

The **Magic Epson Printer Driver** enables the **Magic Sac** to use *Epson* and *Epson*-compatible 9- and 24-pin printers to print both graphics and text as if you had an *ImageWriter*. Retail: \$45.00.

The **Messenger Plus** enables you to transfer data among *Macintosh*, ST, **Magic Sac**, and *IBM PC's* and to ensure that your files are always accessible in the appropriate disk formats. Retail: \$29.95.

The **Translator One** is an interface device used with the **Magic Sac** which allows an Atari ST to use *Macintosh* software "off the shelf!" Your Atari ST drive can read and write *Macintosh* disks with the **Translator**. (**Translator One** incorporates the data transfer and format conversion capabilities of the **Messenger Plus**.) Retail: \$299.95.

The **Magic Sac Professional** offers you the **Magic Sac Plus**, **Translator One**, and **Magic Epson Printer Driver** as a package at a discount! Retail was \$449.95; now only \$419.95.

Prices do not include shipping charges. Sorry, no C.O.D.'s

To order, call (303)733-8158 or write to:
Data Pacific Inc.
609 East Speer Blvd.
Denver, CO 80203

Atari ST/XE Keyboard Upgrade

A hardware fix by Chris Freemesser, ACORN

Reprinted from The ACORN Kernel, 8/88

Ever since I got my first Atari (a 2600 VCS in 1981), I've been a loyal Atarian. I've upgraded from the VCS to 8-bits and now my ST. However, the new Ataris (XLs and STs) have a common problem: lousy keyboards. As soon as I got my XE back in 1986, I started experimenting with fixing the "spongy feeling" problem inherent in the Tramiel Ataris. The common attempt to fix the problem has been to put springs under the key caps. It does help, but it makes the keys too rigid for long typing jobs. To better understand how my upgrade works, we need to see how these keyboards work. All 520/1040 ST keyboards use rubber cups in their operation. When the key is depressed, it pushes this rubber cup inward (like taking a baseball hat and pushing the top of it towards the floor) and makes contact with the circuit board. Some XEs are the same, but the circuit board has been replaced with a flimsy contact sheet. On other XEs, two small "rubber feet", which are attached to the key caps themselves, hit the contact sheet. The rubber used in these keyboards gives it the "spongy feeling."

My upgrade is simple. All one need do is expand the distance between the contacts and the rubber element. This will take away most of the sponginess and actually extend the life of the contact sheets. Here's what you need to do the job: a Phillips screwdriver, a PRECISION sized screwdriver (flathead or Phillips), a hole punch, and some outlet/light switch insulation pads. These pads are about 4mm (1/8") thick, made of a dense foam, and are available at any hardware store. It will take about 60-90 minutes to do this, depending on your knowledge of the internal workings.

NOTICE!

This upgrade may void your warranty, and I take no responsibility for upgrades NOT done by myself that cause any damage! The upgrade works if done carefully!

1) Remove all cables from the computer. Set the computer keyboard down on a soft surface (like your lap).

2) Take out the screws from the bottom of the computer. (1040 owners: DO NOT take out the screws that hold the drive in place! They are easy to spot; the holes for these screws are different from the others.)

3) Turn the computer over and remove the top cover. Be careful not to lose the screws!

4) CAREFULLY disconnect the keyboard from the CPU. For the XE, a plastic contact sheet is the connector. Pull it GENTLY upwards, moving it from side

to side, until it comes out. For the ST, it is a black socket attached to some wires. Use a pair of needlenose pliers and pull up on the BLACK SOCKET, also moving it from side to side.

5) On the bottom of the keyboard, you will see many small screws. Use the small screwdriver to remove these. On the ST, you may have to cut some small holes in the transparent tape covering. That is OK.

6) Lift up the circuit board (ST) or the contact sheet/metal plate (XE). If you have rubber cups, BE CAREFUL! Some of them will stick to the circuit board/contact sheet!

7) Put the assembly aside. Count the number of those tiny screws. Using the hole punch, make an equal number of "foam dots." Use a small precision screwdriver, or large pin, and make a small hole in the center of each.

8) Now, one at a time, put the screws back in the REMOVED circuit board or contact sheet/metal plate and secure them with the "foam dots" as if they were nuts and bolts. With the XE, make sure you put the screws through both the metal plate and contact sheet so that the "foam dots" will be ON TOP of the contact sheet. If you put it in between the two, you will really do damage to the contact sheet!

9) When all of the screws have been secured with the "foam dots", reassemble the keyboard. If you have rubber cups, make sure all of them are in place properly.

10) Try out the keyboard. The tactile feeling will be much better than before.

NOTE: XE owners - if the red power light does not light up when you try the upgrade, do not worry. Go back into the keyboard assembly. Bend the two contact wires of the light upwards (towards the contact sheet) a small amount and reassemble.

That's all there is to it! I've done it with both computers, and they've worked perfectly. If you are wary of doing it yourself, I would be happy to do it for you. The cost would be \$10 plus any shipping charges (UPS insured) if you live outside the Rochester, NY area. You can contact me on any of the following BBSes, or write/call me at:

223 Renouf Drive

Rochester, NY 14624

BBSes: Atari Apex (716)458-2638

Lakeside Manor (716)338-2453 (716)328-1703

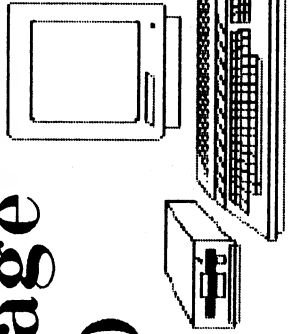
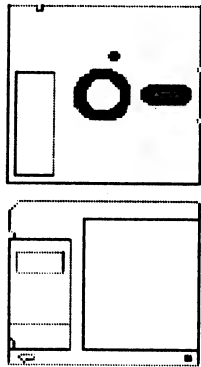
D.i.S.C.S. (716)442-8893

or GENIE, address C.FREEMESSER

Computer Skills

66 Wilshire Village
Euless Tx. 76040

(817)267-5151



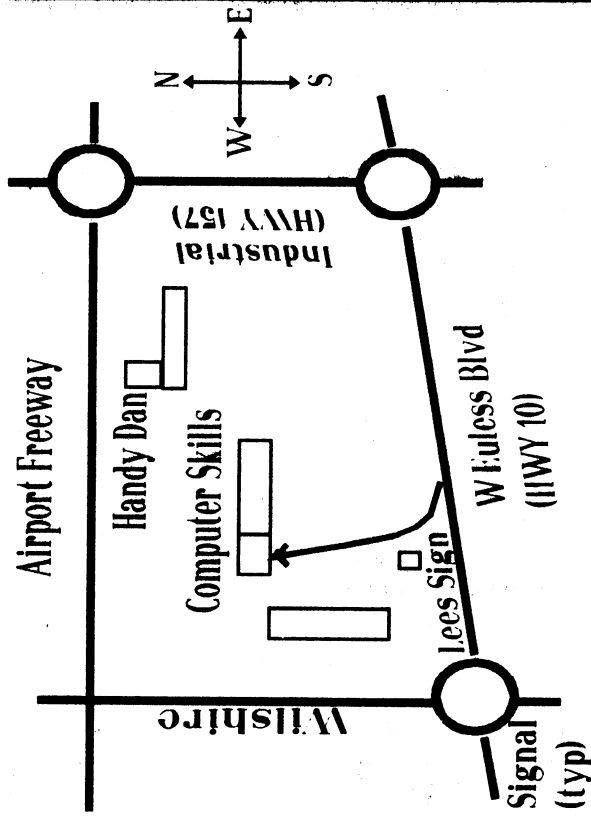
Offering the finest in hardware and software selections. Professional memory upgrades at reasonable prices.

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Educational
Games



For the Atari ST and 8 bit, IBM and Amiga.



ST Report Confidential

Excerpted from ST Report #75,

Atari has a secret weapon!

Sunnyvale, CA - Vincent Giammatteo, the new head of Atari Computers, has spent the last four months at the Taiwan facility becoming thoroughly familiar with the production system. After streamlining the assembly procedures, he is now at Sunnyvale setting the stage for Atari's rebirth in the USA. To you, Vincent Giammatteo, we at ST Report and our readers extend a warm welcome and best wishes; but most of all, we wish a super success to you and Atari.

Trade-in deal for 8-bit Atarians!

Sunnyvale, CA - Soon to be announced is the Super Deal of the year for the 8-bit user base. They will be able to trade in their 8-bit computer (working or not) for a \$150.00 discount toward the purchase of an ST. Also, the list price of the color 1040STF has been trimmed to a very competitive \$995.00! The details of these excellent promotions are expected to hit the dealers in a few short weeks. The trade-in certificates will be mailed to all registered users' groups.

Atari releases its own MIDI keyboard!

Sunnyvale, CA - Completely designed by a musician for musicians! The fine, ultra-modern design is by Mick Fleetwood of Fleetwood Mac.

Atari opens R&D facility

Chicago, IL - In accordance with long range plans, Atari has opened a Research and Development Facility in the Windy City. This only further provides the user with assurances that Atari is "On the Move."

Michtron begins new era!

Pontiac, MI - MichTron has begun a new practice of allowing its software dealers to copy any of MichTron's software that is shipped on a DS disk to SS disks for their customers' convenience. Also, according to Gordon Monnier, CEO MichTron, they will make their entertainment software documentation-dependent (codewords, etc.), not physically copy protected.

That SC1224 late in arriving?

Sunnyvale, CA - The last shipment of color monitors to Atari Corp. in the USA were all 220 volt! The entire shipment had to be returned to the manufacturer in the orient and new ones shipped. Be patient; the new monitors are due to arrive in a few days...

The Creed

The following is reprinted from The ACORN Kernel, via The I/O Connector, via Atari Interface Magazine, whose member club GLASS reprinted it from the BASE users' group - with appropriate thanks to all. Yes, Virginia, there is a grapevine!

In the beginning, there were fingers. And then there was an Abacus. And it was a start. At this point in history, it was a long wait for silicon. We had to wait for a lot of small things, like Ben Franklin frying himself on a kite, Marconi, Jobs, the WOZ, and Bushnell.

And lo and behold, Bushnell discovered the Egg. And the Egg was called "PONG." And thus the Home Video Game was born. And this added to the power that had been laid down by The Great Hackers That Came Before.

And finally Home Computers were born. And it was good.

But there was a dark cloud.

Once in their new homes, the Home Computers gave birth to the Users. And the Users were alone in the wilderness. And they cried into the void. Finding no answer, they found themselves.

And the Users' Groups were formed. And it was good.

And they banded together. Tribe unto tribe. Each seeking its own maker (or third party manufacturer). Apple unto Apple, Atari unto Atari, Commodore unto Commodore, IBM and its clones, and Orphan unto Orphan.

A lucky few tribes found their makers. Most found nothing. Others were abandoned and know so. But still they came together. And it was good. The Users' Groups survived when the makers had forsaken them.

The Users' Groups came together in the dark and will be there until the door of obsolescence squeaks its hinges for the last time.

If you trust in your maker and he forsakes you, turn to your brethren. They will not forsake you. Seek ye out thy brethren for they shall help you to find the light.

Yea, there are many soothsayers and false prophets that shall cause many doubts in your path and faith. Put your faith in your brethren for they have not designs on your soul (or wallet).

We banded together because we had no choice. We of the silicon tribes do not bow down to any self serving God. For we will survive as we have always done, relying on each other and ourselves. Do not lie to us, for we talk to each other more than you will ever realize. Demigods come and go; trademarks last longer, but even they can fade. Above all, we demand respect. For we are NOT the children of the computer industry. We are its future!

Mouse Tail Replacement

An ST Hardware Fix by Vinnie Indovian, ACORN

Reprinted from The ACORN Kernel, 2/89

Every mouse has a tail, and the Atari ST's mouse isn't any exception. Do your own electronic mouse repair. It is soooooo easy if it is just the tail. There are two ways you can do it: the band-aid repair and the real replacement repair.

Now for the rest of the story. After one full year of enjoying the 1040ST, I found that the mouse just didn't seem to move the arrow around all the time. The drop-down menus only came down sometimes, and other times the arrow was still in the wrong place. If I moved the wire around at the top of the mouse, sometimes I had a connection and the mouse worked. I formed a slight hook in the wire and taped it to the mouse, and it worked again - for a while.

Some of the more daring had found out that the wire is so thin in the wire harness that it breaks, especially in the stress connector at the top of the mouse. That's where it isn't supposed to break, because the stress connector is supposed to let it flex. I said "the more daring" because they cut the wire and either soldered or twisted it back together and now have a band-aid connection in their ST investment.

I was told that the mouse tail could be replaced for only a couple of bucks. I haven't found a mouse tail that I could buy for a couple of bucks, but I did find *Best Electronics* 2021 The Alameda Suite 290, San Jose, CA 95126. They don't have an 800 number, so you have to call them at (408)243-6850.

The fellow who answered the phone was familiar with my problem and told me three things about the mouse tail. One: you have to know where your mouse was made (Mine was "Made in Taiwan."). Two: the tails don't cost a couple of bucks but \$8.50 each. Three: the left mouse button usually goes in a couple of years. He recommended buying the replacement switch for \$1.50. I did, but I haven't replaced it yet and don't know how, either!

They do not accept credit cards, but they do ship C.O.D. I paid the \$3.00 for two-day delivery and \$2.00 for C.O.D. and in two days I had a package of mouse tails. I

bought an extra one.

Now I became my own electronic mouse repair man. Turn the mouse over and remove the ball. If you haven't done this, just slide the plate with the two arrows on it in the direction of the arrows. The plate will lift off and the ball comes out. This is a good time, if you haven't done so yet, to clean the rollers the ball rolls against. They should be shiny clean. No lint or fuzz on them. Then unscrew the two phillips head screws that hold the top and bottom together. You may have to pry the top from the bottom, because they are tight. I used a screwdriver as a persuader, *very* gently of course.

Now the mouse tail lifts right out of its recess and then things look difficult. I said difficult because they send you the bottom part of the mouse tail connector that is part of the printed circuit board. I didn't use it. Grit your teeth, get up your courage and remember, the one you have is broken and you have a replacement tail in your other hand. I just grabbed all eight wires between my thumb and finger and gave it a good pull. The whole tail connection came apart in my hand. It is supposed to. Great - even if I did use more nerve than brains, but that is all it took. I pressed the new mouse tail in place. You will see that it is keyed and will only go in one way. You could look at the wires to see what color is near the top, but the key only lets it go in one way so just snap it in. Press the top and bottom back together. Put the two screws back in place and put the ball back in. Remember to plug the mouse back into the computer (port one), narrow side up and you are in business. It was that easy.

Best Electronics catalog lists *so many* Atari parts and whatever! It felt good to know that I have a machine that has a warehouse of backup parts to order from and a delivery service in two days. My wife is back watching TV alone again. This only took five minutes to put into the computer, but my wife says that my five minutes on the computer is closer to 90 minutes. I know she is right because I have never spent five minutes on the computer yet, even if I say, "This will only take five minutes." Have you?

U.S. Says Computer Spies Got No Secrets

Excerpted from the Dallas Times-Herald, March 17, 1989

The U.S. government has tentatively concluded that a spy ring of W. German hackers did not gain access to the types of secrets that would jeopardize national security, the Pentagon said Thursday.

Dan Howard, the Defense Department's chief spokesman, said he could not discuss the specific

computer networks the German hackers penetrated, what they learned and what they passed on to the Warsaw Pact. "Based on the information that we have thus far, and this is not complete ... our best judgment is that the computer hackers did not penetrate secure programs," Howard said, breaking two weeks of official silence.

Is Dal-ACE a Pirate Club?

Report on Analog #71 by Angela Burns

Many of you may have seen or heard about an article in the latest (at this writing) issue of *Analog* magazine. Well, some of us in Dal-ACE feel that some things should be said about it.

This article, which was read aloud in part by Marc Salas at the March 11 Infomart meeting, was not even about Dal-ACE but Atari and its problems. But we're not concerned about the whole article - only one completely unfounded remark that was made and then was let stand with no explanation.

The author was speaking of the AtariFests and the problems that came with them. He said it took at least six months of concerted effort to stage one of these computer fairs, then went on to say that "the Dallas AtariFest was the turning point," meaning that our AtariFest was the one at which the whole 'Fest concept started turning sour.

He said that three local users' groups sponsored the show, and that there were hostilities among the three groups that made AtariFest an unpleasant experience. Then, out of the blue, the article stated that someone shouted, "Dal-ACE is a bunch of pirates!" End of paragraph. Nothing was said about who may have said this, why they said it, or whether it might be true.

I am writing this at the last possible moment before we go to print, because I have been writing it all week, over and over again. I am angry. I was at the AtariFest for the whole two days, and I saw a lot of, shall we say, stuff. Of course, I wanted to go into great detail about exactly what the author is mistaken about (not much, actually; he is *generally* accurate). I wanted to go into incredible detail about all sorts of things that were said and done before and during the 'Fest to show *exactly* what each club contributed to the "hostilities." I wanted to defend us to the utmost against this scurrilous charge by getting it *all* out in the open.

Fortunately, cooler heads than mine prevailed. I am not going to go into a lot of stuff that will serve only to inflame the tensions between our local clubs. These tensions date from years ago and it will do no good to exacerbate them. But they never were related to the AtariFest; they were merely heightened by the pressure everyone was under to get the show accomplished.

I will mention one incident, which was undoubtedly the one that engendered the remark about piracy. Two Dal-ACE officers, along with an Atari official and a security guard, had to threaten to expel a man (who was a member of all three clubs) from AtariFest for demoing a pirated copy of Battlezone at another booth! This person made a great stink about it, insisting that he

had downloaded the ripoff from a local Atari board (that sure made everyone look better), so it was *obviously* public domain. It didn't seem so obvious to the others, who asked (told) him to leave, though he came back later when he decided to behave himself. Considering that the author of the ANALOG article was manning the booth across from this person, it seems fair to assume that it was this incident during which the piracy remark was made.

Now I will address the subject of piracy and Dal-ACE. Our by-laws state explicitly that no piracy will be tolerated in this club. I quote from Article XIV, Section 14.5 "Copyright Infringement Rule":

"It is a violation of the Bylaws to knowingly duplicate, in any way and on any medium, any copyrighted software without the author's permission, and is grounds for expulsion or suspension from the Users Group under Section 2.4 of the Bylaws."

Now, to be honest, I don't know that this article has ever been invoked to expel or suspend a member for piracy activities. Then again, I've never heard of anyone committing piracy at a Dal-ACE meeting or other function (except for that one idiot at AtariFest, who made it no secret that he would let his membership in our club lapse the following month, sparing us the trouble of doing anything about him). I did see someone get on our BBS once and ask for the docs to some "cracked" software he had obtained, but he was booted off quite unceremoniously - not to mention *fast!* (Also, he was not even an Atari owner.)

Certainly there are members of Dal-ACE who do pirate software. There is probably not a users' group in the world who cannot count among its members at least one pirate. But the club is not responsible for the private actions of its individual members. All we can do is make sure that no one does such a thing at a meeting or in any connection with the club. If a person were to be caught trading/buying/selling/copying copyrighted software at a club function, I guarantee you it would come to an immediate, screeching halt.

We do not sell any questionable software from our libraries or make it available for download from our BBS. There are programs that many other clubs consider to be public domain, such as Monopoly. Look in any of dozens of magazines and user group newsletters, and you'll find Monopoly in their libraries. Then look on page 8 of our newsletter for December, 1987. There you will find a reprinted (from "The Inputer") article about the Monopoly game. Quoting from the article:

"The name, the board graphics, the instructions, the playing cards, the title deed cards, and all other

distinctive elements of the Monopoly game are fully protected under the Federal Copyright Act and the Federal Trademark Act.

"The copying of any or all of these protected elements, including software, constitutes a violation of federal law, and also may be a violation of state Unfair Competition laws. Importantly, the trademark Monopoly is registered in the U.S. Patent and Trademark Office and is fully protected under both federal and state trademark laws. Any unauthorized use of the registered Monopoly mark is unlawful..."

Now, look in our library and try to find Monopoly. It isn't there, is it? Know why? Because we care about stopping piracy, whether in the form of stealing programs already in magnetic form for our own machines, or the blatant infringement of copyrights held on other products (such as distinctive board games, like Monopoly). We don't want our machines to become orphans because of a few greedy, unscrupulous thieves. We wouldn't like it if someone broke into our homes and stole all that we had worked so hard to have, and we don't want to do the same thing to the programmers and developers who have worked so hard to provide us with the best for our machines. We are not pirates!!!!!!!!!!!!

I feel that ANALOG magazine was way out of line in publishing this spurious remark, especially in such an offhand manner. With no evidence to support this remark, it was irresponsible to print it without a disclaimer of some sort. I further feel that we are owed an apology, along with a printed retraction. To let drop the implication that a group of people of whom you have no personal knowledge is a band of blatant criminals is unforgivable and should not go unchallenged.

If you feel as I do (and I'm pretty sure you do), write to ANALOG magazine at the following address:

ANALOG
300 Wilshire Blvd.
Beverly Hills, CA 91615

Club Classifieds

For Sale:

520ST-FM with monochrome monitor and extra double-sided drive: \$600. Printer: \$100. Call 942-1387.
(ED: Congratulations on your new 1040!)

The Keyboard Prayer

Reprinted from ABACUS, 3/89

**Our program who art in memory,
Hello be thy name; Thy Operating
System come, thy commands be
done, On the Printer as they are
on the Screen. Give us this day
our daily Data, And forgive us our
I/O Errors, As we forgive those
whose Logic Circuits are faulty;
And lead us not into frustration,
But deliver us from Power
Surges; For thine is the
algorithm, and the Application,
and the Solution, Looping for
ever and ever.**

< Return >

Atari Corporation Information

(408)745-4581

Atari Defective Merchandise Return:

Atari Customer Relations
390 Carribbean Drive
Sunnyvale, CA 94089

Atari Mail Order:

Atari Customer Relations
P.O. Box 61657
Sunnyvale, CA 94088

Recorded Message Center:

Customer Relations:

(408)745-2367 OR (408)745-5759

Technical Help:

(408)745-2004

Atari Corp BBS:

#1 - (408)745-5970
#2 - (408)745-5970
#3 - (408)745-2642
#4 - (408)745-4758
#5 - (408)745-5664

Exchange Library List

We at Dal-ACE receive a bunch (that means, "Don't ask me how many; I just read 'em!") of exchange newsletters each and every month. Most are just stuffed with great articles: reviews, programming tips in just about any language you could name, news, rumors, commentary, hardware projects ... and so on ad infinitum. So, as a monthly feature, I will list all the newsletters we have received, along with some highlights of what they contain. It may take a while to get all the listings caught up, so for a time there will be some old issues listed along with the new stuff. If anything tickles your fancy, contact Dave Gramm; his number is on the back page. To wit:

ABACUS

10/88 - PD games; Super DOS review
 11/88 - Herb Code; News; 8-bit PD reviews;
 NeoDesk review
 12/88 - 8-Bit PD reviews; COMDEX news; ST
 product news
 1/89 - Ask ABACUS; New TOS 1.4 Arrives;
 Spectre 128 review
 2/89 - Word processing hints; Herb Code; 8-bit
 type-in prg
 3/89 - Turbo ST! review; word processing hints;
 Z*Net mag

ACE of Syracuse, NY

3/88 - Microsoft Write review; Survey
 12/88 - Universal Item Selector II review
 2/89 - G+Plus review; Spectre 128 review; ST
 hints

The ACORN Kernel

11/88 - ST MINIX; Basically Speaking; Care &
 Feeding-Modems
 12/88 - PageStream; Megatouch; Basically
 Speaking; COMDEX
 1/89 - news; Stealing; XE Console Key fix;
 MidiSoft Corp.
 2/89 - Mouse Tail Replacement; SEGA Light
 Gun mod; Piracy

BACE

5/85 - 520ST; DOS 2.5; ST LOGO; Atari news;
 1200XL Cart mod
 12/85 - ST Bug; XM301 modem; AtariWriter+;
 PaperClip

BAAUG

6/85 - Easy Formatting; game hints; PD reviews;
 SysOpping

Current Notes

3/87 - news; commentary; Dave Small; Warship;
 Small Miracles
 6/87 - news; laser printers; ARC; Battle Cruiser;
 Daisy Dot
 9/87 - pc-ditto; MS-DOS; Dave Small; game

hints; Autoduel

faST one

12/88 - Counting Pills the Atari Way; GFA 3.0;
 ScanArt

HAUG

1/88 - XEP80 review; Redefining keys

JACG

12/88 - Cytron Masters; PDG-16; Ultrasync Help;
 Pers. Pascal

1/89 - PageStream; DRAFIX CAD; PD pics;

Action (II)

JACS

9/83 - Commodore 1701 monitors; Game Design
 Corner; news

12/83 - Atari Space Age Joystick review; Micro-

Tool review

LCACE News Journal

11/88 - D.C. Atarifest report; Universal Item

Selector II

Michigan Atari Magazine

1/88 - news; How to use Merit Network;

Multi-Drive Formatter

12/88 - 8-bit Atari in an IBM world; Piracy;

Rolobase+Plus

MilAtari Ltd. Edition

1/88 - Whole Lotta Shakin' Goin' On; SX212

Modem on an 8-bit

Mile High Atari Magazine

10/88 - Turbo-816 press release; 8-bit news;

OASIS IV BBS

12/88 - Look at ARC(8bit); 8bit reviews; Epson

MX80 Speedup

1/89 - Turbo-816 review; DataQues GENie

conference; news

2/89 - Diamond OS press info; ST Xformer cable

instructions

3/89 - Hackers (book report); 800XL RAM

modification

Neuron

12/88 - ST Hints; Hotrodding the 8-bit; Ergostick

Joystick

Nybbles & Bytes

8/88 - Piracy; XE System (II & III); Gold of the

Realm

12/88 - news; Diamond OS; BBS Express

Professional; G.O.E.

1/89 - Cyber Sculpt/Cyber Texture; XF551 Drive;

Amiga vs.ST

PAC Computer News

12/88 - Touchup review; Battlezone review; Black

Lamp review

Most Wanted List

Dal-ACE Experts

- Donny Arnold 289-6746 call before 10 p.m.
8-bit general knowledge
- 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
ST 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
- 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 editorial staff of the Dal-ACE newsletter 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

For an additional \$10 per full page or \$5 per partial page, you can request that your ad be placed on the inside front or back cover or the center-page spread. This service is first come, first serve.

Ads must be camera ready. Submission deadline for ad copy is the first of the month prior to publication date. That is, November 1 will be the deadline for your ad to appear in the December newsletter. 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

The material printed in this newsletter reflects the opinions of the authors. Opposing opinions are solicited. Unless otherwise stated, the material in this newsletter is not copyrighted and no rights are reserved.

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:

Firm Dates: March 11, April 8, May 20.
Tentative dates: June 10, July 8, August 12, September 23, October 14, November 11, December 16.

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

Dal-ACE Officers

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Vice President Brenda Arnold 289-6746
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You must leave a message with Angela's husband, Ray, between 7 p.m. and 7 a.m., no Fridays. She will get back to you as soon as possible.

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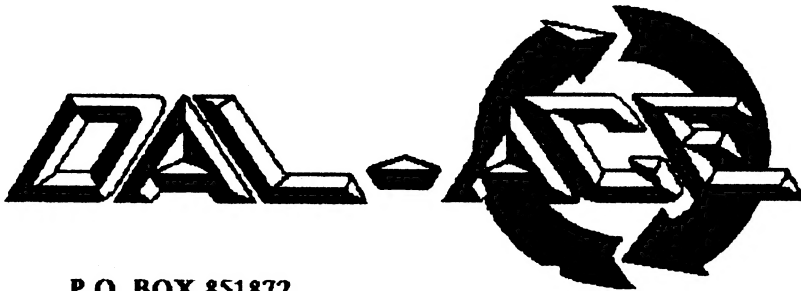
Dallas Atari Computer Enthusiasts

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