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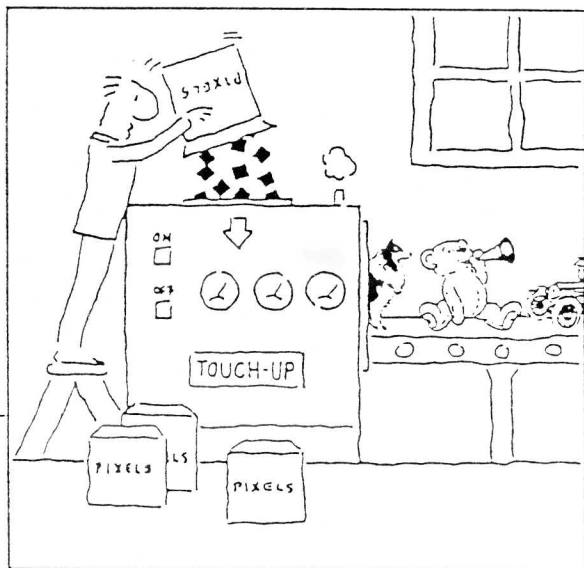
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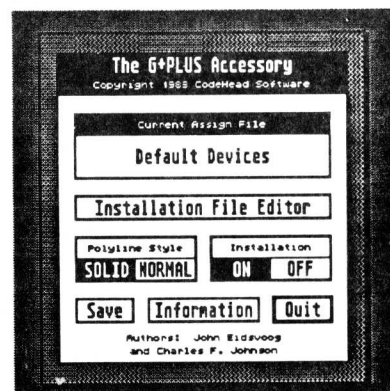
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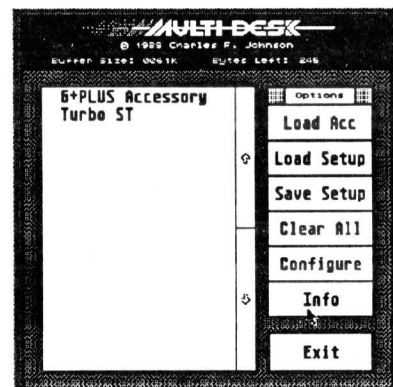
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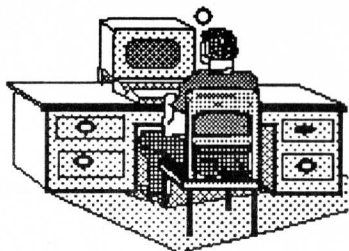
Photo of Atari Mega ST and ICD's FaST Tape Backup system. Photo courtesy of ICD.

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Editorial Ramblings

Welcome to the April issue of Atari Interface Magazine. Things have been pretty upbeat around here in the past month!

With the plethora of Atari-oriented shows coming up this month and in the months ahead, Atari users across the country should get quite a boost. All of us in the Atari community benefit when the general public gets a chance to see what these great machines can do!

This month also brings a new participating club to Atari Interface Magazine. The Tinker Atari Computer Enthusiasts of Moore, Oklahoma is the first non-Michigan user group to become a participant in the magazine. In the past, TACE had been part of Puget Sound Atari News (PSAN), the excellent cooperative publication out of Seattle, Washington. Welcome aboard, TACE!

We're also in the midst of "playing around" with a new program under development by Bob Retelle. His program takes a Degas color picture and performs a color separation on the picture. Basically, if the process gives high enough quality, Bob's program will allow us to have "full-color" covers at a very reasonable price. In fact, if our little experiment turns out well, this issue of AIM may be our first full-color cover. If not, then it's back to the separating board (after all, someone already did the drawing) for a few minor touches. We won't know how the full-color test looks until we take the rest of the issue up to the printer. Fingers crossed...

The theme for this issue is "Utilities." This issue contains reviews of some of the very best commercially available utility programs for the ST, including MultiDesk, SolaPak, Turbo ST and G+Plus. Also in this issue is a review of "The Atari ST Book" by Ralph Turner, a highly recommended book for all ST owners.

For all you 8bit owners, we have a special treat. If you haven't been living in Siberia for the past couple years, you've probably heard of Bob Puff. One of the most well-known 8bit programmers to appear in recent years, Bob Puff has been involved in such projects as MyDos, DiskCommunicator, SuperArc and SuperUnArc. In this issue, Mr. Puff gives us a behind-the-scenes look at the making of DiskCommunicator and SuperArc and UnArc.

All this, and much more, awaits you inside...including the "Checkout Chatter" insert from Gordon Totty of MACE. Don't look for this one at your local grocer...you can only get this April Fools' treat from us!

See you next month.

Bill & Pattie Rayl

From the Reader's Viewpoint



I am finding it very disturbing that many of the people who should be actively involved in pursuing the enjoyment of Atari computer products are, in fact, at odds about the upcoming Atari shows. It absolutely amazes me that people who should be happy about having an Atari show in the Midwest (and overjoyed there will be two!) are digging in the dirt to find something/anything minuscule which can be turned into a mountain.

Just what the hell is wrong with having two shows in Spring '89???

It seems that Atari is going to support both shows, it seems that Atari will be attending both shows, and it seems there

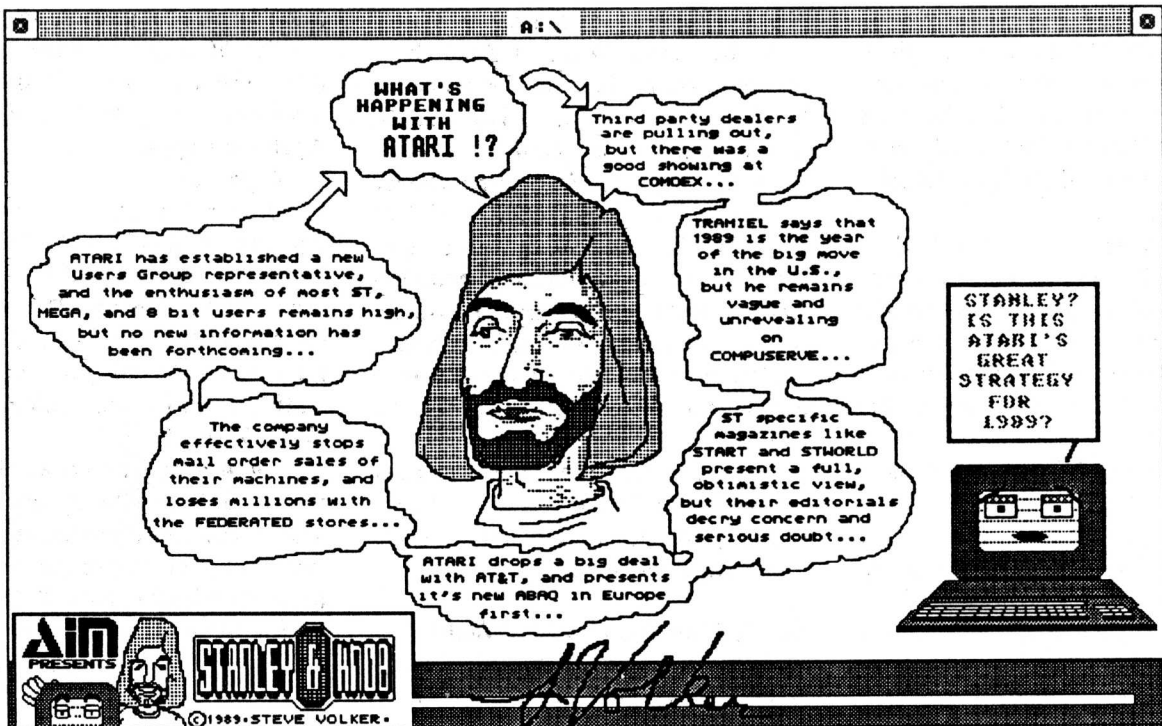
is going to be plenty of vendor support for each. So why must there be so much animosity? Isn't it about time the members of the Michigan Atari Community pulled together instead of trying to pull someone else down? Isn't it about time the Atari User Groups in Michigan started living up to their charters and constitutions? Isn't it about time the swords and daggers were put away and replaced with the tools of building? Aren't we all in it for the same reason: for the greater enjoyment of our investment in excellence?

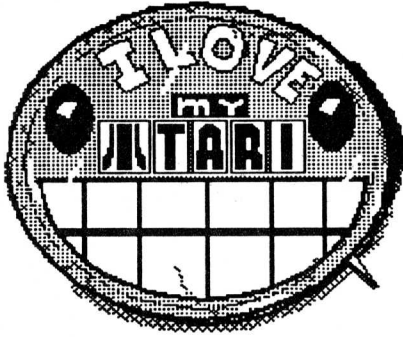
Frankly, it makes me sick to see so much back stabbing going on just when we are finally beginning to see some positive forward steps in Atari product sup-

port from the manufacturer. Each and every one of us has screamed for this day. Each and every Atari owner, developer, and vendor has everything to gain from these endeavors.

C'mon people, WAKE UP! If you can't see that having two shows is like having your cake and eating it too, then I submit you have your eyes closed. Rather than finding fault with every decision that has to be made, find it in your enthusiasm for Atari computers to HELP, not hinder. It is not hard to figure out that if you're not part of the solution, you're part of the problem.

Michael Olin, WAUG Officer, MACE Officer, Concerned Atarian





Atari News and Comment

by Bill and Pattie Rayl

With only a few days before COMDEX, to be held in Chicago on April 10-14, Atari Corp. has remained relatively quiet as to what, if any, presence they will have at the show. In a letter sent to a number of user groups across the country, Sig Hartmann mentions that Atari will be at COMDEX. At the time of this writing, Atari has publicly made no statements such as those heard about last Fall COMDEX.

Atari Shows

Just over a week later, the Anaheim World of Atari Show, sponsored by ST World magazine is generating much more enthusiastic commentary from Atari employees and spokespersons. Showcasing the entire line of Atari products, the show promises to be an event to remember. Seminars and in-depth Workshops are planned, and Fleetwood Mac is scheduled to appear, showing off the MIDI capabilities of the ST.

The Anaheim show will be held on April 22 and 23. Admission is \$5 for one day or \$7 for both days, children under 12 admitted FREE. Specials are available on tickets to Disneyland and other area attractions. For more information, call (503) 673-2259.

On May 6 and 7, "high management from Atari" will be attending the Michigan Atari Computer Expo, to be held at the Detroit Metro Airport Hilton in Romulus, Michigan.

The two-day event, sponsored by the MACE user group, will feature over 30 exhibitors including WordPerfect Corp., ICD, Migraph, Alpha Systems and others.

Planned seminars include drop-ins by DataQue's Chuck Steinman who will be showing off their Turbo-816 8bit hardware upgrade and Darek Mihocka, who has announced that the FINAL version of his ST Xformer will debut at the Expo.

One special feature of the show is the User Group Discount Program, giving extra discounts to attendees with proof of user group membership.

Admission for the show is \$5 for both days, children under 12 admitted FREE. Advance tickets are available from some Michigan, Ohio and Illinois user groups or directly from MACE for \$4. For more information, call (313) 973-8825.

Atari Corp. will then be hopping a few miles over to Dearborn, Michigan for the Detroit World of Atari show, to be held at the Dearborn Hyatt Regency on June 24 and 25. Though online reports state the Detroit World of Atari show may not have all the attraction slated for the Anaheim show, all indications are that this will one great show.

Amid conjecture from some sources concerning the close proximity of two Atari-specific shows not quite two months apart, Sig Hartmann of Atari has stated that Atari representatives will attend both Michigan shows. User groups and dealers in the state will benefit greatly from the exposure these shows will bring.

At this time, no firm dates have been set for future World of Atari shows, though plans are in the works for other shows across the country.

Cindy Claveran Leaves Atari

In a conversation with Cindy Claveran on Monday, March 20, Cindy indicated that she would no longer be working

for Atari Corp. by the week's end. With about 7 and-a-half years at Atari, Cindy indicated that moving on was "not going to be easy." Cindy was Atari's developer contact for a number of years and recently held the position of User Group Coordinator for Atari.

In all of our contacts with Cindy, we always found her to be helpful and very supportive of Atari and Atari user groups. We will all miss her.

Emulators, emulators, emulators

As mentioned above, Darek Mihocka's ST Xformer is nearing its FINAL update. The Atari 8bit emulator for the ST will have full modem support and a few other, as yet unannounced enhancements. For more information on the Xformer, contact Darek at Box 2624 Station B, Kitchener, Ontario, Canada N2H 6N2.

The "// in an ST" Apple IIe emulator mentioned in last month's issue seems to have died an early death. Reports are that Apple has stepped in and put a stop to the whole project.

On the Macintosh emulation front, reports are that Gadgets by Small is nearing release of their GCR hardware to be used with the Spectre 128 cartridge. The GCR will allow for FULL SPEED direct reading of and writing to Macintosh formatted disks. For more information, call (303) 791-6098.

The Atari ST has yet another emulator to add to its already impressive list. The Sinclair QL emulator, available currently only in Europe for about L200 (pounds sterling), or about \$350.

For those of you unfamiliar with the QL, it was "the first inexpensive 68000 family-based home computer." Popular in Great Britain, the machine supported full

multi-tasking and built-in networking hardware/firmware. Production of the QL ceased when Amstrad bought the computer division of Sinclair Research Ltd. back in 1986, but the machine retains much of its popularity. There is even a QL compatible machine available from West Germany called the Thor XVI.

The QL emulator on the ST consists of two disks and a board containing a QL video chip and some other necessary hardware. Installation of the board is as easy as removing the ST video chip, plugging in the QL board and inserting the ST video chip into the supplied socket on the QL board.

Similar to other emulators for the ST, you must supply your own copy of the QL ROMs to make the emulator work. This will probably be the biggest stumbling block to the QL emulator gaining much of a following here in the U.S. market. The emulator reported functions at nearly twice the speed of the QL and will directly read and write QL formatted disks with no drive modifications. Even the multi-tasking works perfectly!

For more information on the ST QL emulator, contact Strong Computer Systems, Bryn Cottage, Peniel, Carmarthen, Dyfed, Wales, United Kingdom SA32 7DJ, Phone: (0267)23 1246.

Tetris Released for the ST

Spectrum Holobyte has released yet another game into the ST market, this time the highly popular Tetris, already available on a number of computer systems and game machines. The first

arcade game to reach The West from the Soviet Union, Tetris is a simple but colorful strategy game that will be a hit with youngsters of all ages. Look for Tetris at your local dealer or contact Spectrum Holobyte at (415) 522-3584.

Regent Software News

Regent Software, makers of the popular Regent Word II wordprocessor and Regent Base and The Informer database programs has a couple products hitting the market. In a post on CompuServe, Frank Cohen announced the Regent Word Student Editor, a wordprocessor that is "easier to use than Word Writer and has a better dictionary." At only \$24.95, this one will fit easily into the budget of even the stingiest accounting students!

Of even greater import to all wordprocessing fans, Regent Word III is nearly finished. Programmed by William Robinson (of AtariWriter fame and currently working on projects for CinemaWare as well), Regent Word III will allow direct use of GDOS and Macintosh format fonts, as well as importation of IFF graphics. With a projected price of between \$79 and \$99, Regent Word III should make a big splash when it hits the market.

That's about it for this month. For those of you attending the MACE Expo, see you there (Unicorn Publications will have a booth at the show). Until next month...

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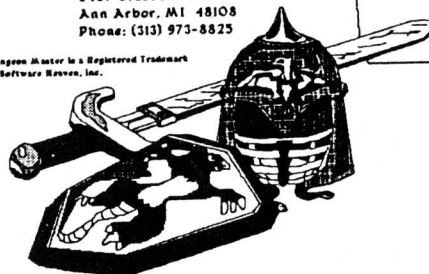
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Developing an Atari Show

The Michigan Atari Computer Expo

by Pattie Snyder-Rayl (MACE)

Way back in September, after just being re-elected as an officer of MACE, I was thrilled to hear that Sig Hartmann at Atari wanted MACE to do a show. I thought nothing could be better for MACE's image than to pull off a terrific show. Also, it had been quite a while since the Detroit area had a show, and some time since MACE was the host of such a show.

The October officers' meeting was filled with discussion of the merits and problems of doing an Atari show, and debate focused on Atari's commitment to User Groups and how we would involve the other Michigan clubs. The officers did decide Michigan Atari Computer Expo would be the name of the show.

The result of that meeting was to continue looking into the arrangements for a show, and MACE would pursue all of its options. The dates of May 6 & 7 were then fixed with Atari.

By the November officers' meeting, a place was picked and there was even a firm chosen to supply the rods and curtains for the booths. The officers had finalized a plan to include the other clubs in the show, without giving them any of the headaches of planning it, and we had repeated assurances from Atari about their commitment to User Groups. The officers approached the subject to the members at the November General Meeting and obtained the go-ahead to keep looking into arrangements.

At the December Christmas meeting, there was some more discussion of the Expo and mention of ST World's plan-

ning to produce a show in our area, but we had no dates for this show, and our dates had been set at least several months earlier with Atari Corp. Then, in January, as per our Constitution, MACE voted at the General Meeting to produce the Expo and to elect a Convention Manager to handle the details and create a show SIG. MACE was gracious to elect me to the position, and I've had both fun and frustration managing such a convention!

The Michigan Atari Computer Expo is set for May 6th and 7th at the Detroit Metro Airport Hilton off of I-94 in Romulus. All of our booths are full of developers, distributors and dealers.

We have User Groups from inside the state and out coming to the Expo to "strut their stuff," and many who aren't interested in a free booth are still bringing "van-loads" of members to see the faces behind their favorite Atari products.

These faces include representatives from

- ♦ Word Perfect
- ♦ ICD
- ♦ Alpha Systems
- ♦ Migraph
- ♦ Innovative Concepts
- ♦ Gribnif Software
- ♦ Scorpion/MicroDaft
- ♦ SofTrek
- ♦ USA Media
- ♦ BEST Electronics
- ♦ ST Informer/Index Legalis
- ♦ MichTron
- ♦ Total Control Systems
- ♦ AccuStar
- ♦ Mars Merchandising
- ♦ Hurricane Systems
- ♦ Joppa Computers
- ♦ CodeHead Software
- ♦ Nice And Software
- ♦ DataFree Corp.
- ♦ Electronical Software
- ♦ Unicorn Publications

Local dealers include Sector One, Basic Bits 'N' Bytes, United Computer, Computer Concepts and Rite Way.

Seminars are scheduled with many of the exhibitors and others like Darek Mi-hocka, creator of the ST Xformer, and DataQue's Chuck Steinman, who will be showing off the Turbo-816. Bob Puff, creator of many 8bit PD utilities, will be at the show and also may do a seminar. Other seminar topics include MIDI and MIDI Publishing, Hard Drive Kits, ST-Like Desktops for the 8bit Atari, and Copy Protection Pros and Cons.

Members of User Groups will receive discounts on products from the many different exhibitors participating in the User Group Discount Program, and those members of User Groups who can donate four hours of time to the show are eligible for the Gold Card Program which means they can get discounts above and beyond the User Group rates, plus being admitted for free to the show!

If you're a member of a User Group and wish to help MACE out and get a Gold Card in exchange, please contact me at (313) 973-8825. If your club wishes to reserve a booth for the show, please contact me at that number. Remember, a User Group can obtain a booth for no charge.

Even if your club doesn't wish to have a booth, your club can make money off the show! MACE is offering an advance ticket sales program where your club can sell tickets for any price up to the \$5 price printed on the tickets, paying MACE only \$2.50 per ticket sold. That means your club can give you the best price available on tickets before the show opens in May!

See you at the Expo!!

Michigan Atari Computer Enthusiasts, in conjunction with Atari Corporation
invites you to the

MICHIGAN ATARI COMPUTER EXPO

at the Detroit Metro Airport Hilton, just off I-94 in Romulus, Michigan

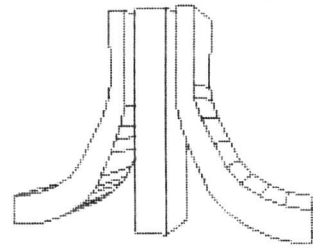
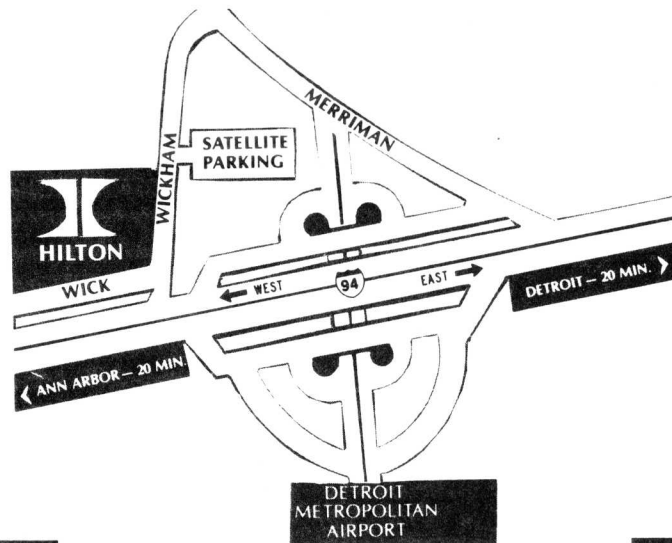
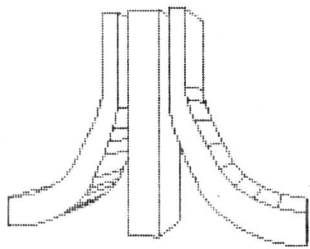
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A look at 8bit Utilites -- Diskcomm and SuperArc/Unarc

by Bob Puff

If you download quite a few files for your 8bit from a local BBS, or especially from the online services, you've no doubt used Super Arc and Diskcomm at some point in time. But have you ever wondered how these utilities were born, or what went into their making?

Diskcomm

First, let's talk about Diskcomm. Back in January of '85 (right after getting my Atari 1030 modem for Christmas), I saw a need to be able to transfer entire disks over the modem not just single files. Disk Communicator version 1.0, a simple BASIC program, satisfied that need.

The concept behind Diskcomm was to read all the data on a disk, sector by sector, then save it as one large file. Since files can be easily transferred, the other user would download the file, then "uncompact" the large file back into a full disk. This sector by sector method is needed for full-boot disks, but also had its uses in grouping a whole bunch of files. The program became very popular locally (Rochester, NY), and I created newer versions.

Along came other programs similar to Diskcomm, some making smaller files of the same disk: I knew my work was cut out for me! After adding more compaction types, warp speed for XF551s, modified 1050s and Happy drives, 130XE type extra memory support, and totally re-writing the program in all machine language, the current version 3.2 was released in late '87.

There is a special extender reserved

for Diskcommed files -- .DCM. If you encounter a file ending with .DCM (such as MYDOS.DCM), Diskcomm 3.2 is needed to recreate the original disk. The procedure is quite simple. Boot up your favorite DOS, and binary load Diskcomm. If you are using an upgraded computer, the program might ask if you will allow it to use this extra memory. If you are using the extra memory as a RAMdisk, then answer N. Otherwise, Diskcomm will use it to reduce the number of disk swaps needed on a single drive system.

You should now be at the main menu. Use the [C] and [D] commands to change the source and destination drive numbers, respectively. Now press [B]. You will be prompted for the source name. Enter the FULL name, and hit RETURN (in this example, enter "MYDOS.DCM"). Follow the prompts, and you will end up with a working disk! The source file need not be kept any longer.

As with any program, after it has been out for a while, you see where things could have been done better. The addition of ".DCM" to the filename of files created, easier access of subdirectories, and Happy fast-write are a few suggestions I have received from users. Perhaps in the future, those as well as a possible MIO RAMdisk backup option will be incorporated. Have any other suggestions? Let me know!

Super Arc

Super Arc is in a way similar to Diskcomm, but file-oriented instead of sector-oriented. The purpose of Arc is to take one or more files, compact them as much as possible, and store them as a single file, characterized with an .ARC extender. Super Arc uses three of the five total

types of compression: Storing (no compression), Packing (strings of the same character are "packed"), and Crunching, which is the method most often used. (There is no easy way to explain that one!)

The Super Arc/UnArc project was started in the summer of 1988. AlfCrunch had hit our city, and was beginning to be widely used. I was amazed at how small the programs were; only a few dozen sectors in length. I said "If he can do it in that little bit of code, well!..."

Super UnArc

Through the help of a friend, I got the C source to the IBM version of Arc, and studied it for a week or so. Work on Super UnArc then began. The Storing, Packing, and Squeezing code were done in a couple days, but the Crunching code took a bit of thinking. The IBM code uses a lot more memory for tables than is actually necessary.

After a few more days of studying a book on the C language (I had never done anything in C before -- just Atari Basic and 6502 machine language!), the code was written. I was not very happy with its speed, however, even though it was much faster than the old ARC 1.2.

I went through another week of printing my crunching code out, studying it, comparing against the original, and finding ways of "tweaking up" things here and there. Finally, I released version 1.0 on GEnie for beta testing, and tackled Super Arc.

Here's when I got the big scare. All the time Super UnArc was being written, I never really looked at the code that created the arc files. They used tables that amounted to around 30K in length! The

standard 8bit, after DOS, BASIC, and other drivers have been loaded, has around 32K of free memory. Certainly 30K of tables would not leave me enough room for the actual program!

However, after more digging into the source code, I found a way to conserve 10K in the tables, so they are only 20K long. Once again, the process of speeding up the code was in order. After a few weeks, it was ready for beta testing. I certainly had a "crash course" in C programming!

Super UnArc will probably be the program that is used most often. Let's say you download a file called MYGAME.ARC. When you set up your terminal for the download, it is a good idea to include the extender of .ARC. That way, you will remember to unarc it.

Boot up Super UnArc, and select [A]. Now enter the filename of your file (you need not type the extender; Super UnArc automatically adds it for you). In this example, you would enter "MYGAME." There's a little catch here that most people miss: If you did NOT put an extender on your filename when you downloaded the file, you need to enter a period after the name. An example of this: if the file on your disk were to be called MYGAME (no extender), Super UnArc will look for MY-GAME.ARC. Adding the period after the name will disable the addition of .ARC, and find the file.

Assuming you entered the name correctly, Super UnArc will ask you for the destination filespec. You need only type the drive number (and RETURN) for the destination drive. There are other things that you technical users can do here, but for the most part a number is all that's needed. That's it! Told ya it was simple... :-)

Now let us compare Diskcomm and Super Arc. Diskcomm will compact a floppy disk sector by sector, resulting in a 10-20% size reduction. Since it does the entire disk, all the files on the disk can be grouped together. DOSes, Print Shop icons, and any disk that relies upon data in certain sectors can be backed up / transferred using Diskcomm. Super Arc will compact only the files seen by the DOS you use. It will usually reduce the data by 30-40%. There is no limit to how many files you can store in an arc file. Use Super Arc for file(s), and Diskcomm for those full-boot disks.

I hope this article has helped to clarify the use of the above programs. I hear that Phil Katz, author of the PKARC/PKPAK programs in IBM-land, has released PKZIP, a new standard of file compaction similar to, yet better than Arc. If and when this becomes the new file compaction standard (and if it does not use large look-up tables!), I'll do an 8bit version. (Super Arc is compatible with any .ARC file created on the PC, including "squashed files" done with PKPAK.)

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Turbo ST -- The Software Blitter Made Better

by Bill Rayl

Since its arrival on the ST market, Turbo ST from SofTrek has been proving itself a useful addition to many an ST boot disk.

However, a number of ST owners have been reluctant to spend \$49 for a product that speeds up text functions only. If you have not yet purchased Turbo ST because of price or because the product did nothing to speed up GEM and graphics functions, read on.

As with any good product backed by a company committed to supporting its products, Turbo ST has been steadily improving. Turbo ST version 1.4 now offers substantial speedup in scrolling and paging using GEM-based programs, as well as fantastic increases in TOS applications.

Just how much of a difference can Turbo ST make? Using a 1040ST, monochrome monitor and version 1.0 of TOS ROMs, paging through a 9035 byte "README.DOC" file using Flash 1.51 took 27.1 seconds.

Using the same setup with Turbo ST installed, paging through the text took only 17.3 seconds, a speed increase of over 50 percent. Using a color monitor provides consistently greater speed increases.

In a side-by-side comparison, Turbo ST even beats the hardware Blitter! Using a Mega ST with version 1.2 ROMs and Blitter, Flash 1.51 took only 14.9 seconds to scroll through the README file. Turning off the Blitter and using Turbo ST, it only took 14.5 seconds to scroll through the file!

Using the hardware Blitter and "software Blitter" together, the scrolling time was reduced to only 14 seconds flat.

Paging through text rather than scrolling line by line, Turbo ST delivers speed increases up to seven times faster than the ST alone.

In a test using the Devpac ST assembly editor (version 1.22) to page through a 24527 byte source file, version 1.0 ROMs crossed the finish line in 39.2 seconds. The same setup, using Turbo ST 1.4, came in at a remarkable 5.6 seconds! Even the Mega ST and Blitter couldn't compete, with a time of 16.5 seconds.

Those are some very impressive numbers, but they're nowhere near as impressive as actually watching Turbo ST in action on your machine.

The Invisible Blitter

Although you can't help but notice the benefits from Turbo ST, the software itself is totally invisible to you and to your ST. Using Turbo ST is as simple as copying TURBOST.ACC to your boot disk or hard drive. When you boot your computer, Turbo ST will automatically be installed and start working.

While Turbo ST is installed and active, the software intercepts calls made to GEM concerning text and screen functions. Instead of the built-in, and demonstrably slower, functions of the ST's operating system, the faster routines used by Turbo ST get executed.

To see the difference in speed Turbo ST makes, simply view a text file on your screen with Turbo ST installed. Then, go to the pull-down Desk menu on the ST desktop, select the Turbo ST desk acces-

sory entry and then "Remove" Turbo ST. Now, view that same text file again.

That brings us to a feature of Turbo ST that, potentially, could be very useful to you — the ability to deinstall the accessory without rebooting your computer.

If a package is released in the future that does not function well with Turbo ST, a simple click of the mouse eliminates your problems. Once you're done using the uncooperative software, you can turn Turbo ST back on kick your ST back into overdrive!

Currently, Turbo ST is fully compatible with most of the recent versions of ST software packages on the market. There are minor incompatibilities with GFA BASIC 2.0 and the shareware Deluxe SlideShow program, but only in low resolution. Easel-ST has a problem with Turbo ST's improved Fill Rectangle routine, and a separate version of Turbo ST compatible with Easel-ST is included on the Turbo ST disk.

Version 1.4 of Turbo ST also supports G+Plus from CodeHead Software. Previous versions of Turbo ST caused printing problems with GDOS programs, such as Timeworks Desktop Publisher. Using G+Plus and Turbo ST together, those problems have been solved.

User Group Program

With the recent enhancements, including the speedup of GEM functions, Turbo ST has become one of the "must have" utilities available and is well worth the \$49.95 retail price to anyone who uses their ST more than on a casual basis.

Members of Atari user groups can

take advantage of some excellent deals from SofTrek, getting Turbo ST at reduced cost and FREE upgrades. Here's how the user group deals work:

Any user group that can get three or more members together can buy Turbo ST for only \$35 each. On top of that, if 10 members of a club become registered owners, SofTrek will supply your group with a FREE copy of Turbo ST. Your club can, in turn, update the copies owned by those registered users.

Not everyone out there is going to need what Turbo ST has to offer. If you use your ST primary for entertainment, the power of Turbo ST isn't going to make your arcade games play faster or smoother. Also, programs that totally bypass the ST operating system calls will not be affected by Turbo ST.

All in all, Turbo ST is an excellent value for anyone spending any length of time using their ST for word processing, database management, programming and any other productivity-oriented activities. With Turbo ST, when you say jump, your ST doesn't even wait to ask "How far?"

[Editors' Note: SofTrek will be exhibiting at the Michigan Atari Computer Expo in May answering questions and taking orders for Turbo ST. They will be offering a discount to User Group members off the already reduced show price on Turbo ST.

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	Monochrome		Color	
	Blitter	Turbo ST	Blitter	Turbo ST
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Data Manager 1.1	83	94	85	88
1ST Word 1.0	37	35	34	41
GFA BASIC 2.0	22	69	13	65
Interlink 1.8	53	63	46	71
ST BASIC 1.0	221	517	219	567
ST Writer 3.0	18	116	17	127
Word Writer 2.0	34	31	35	37

Results obtained while paging through an appropriate data file.

Ask for Turbo ST at your local dealer or send \$49.95 plus \$2.00 shipping and handling to SofTrek, P.O. Box 5257, Winter Park, FL 32793. Florida residents add 6% sales tax. Visa and MasterCard phone orders accepted. Call (407) 657-4611. Upgrades to version 1.4 are available for \$5.00 U.S. plus your original disk. Offer expires 60 days from the date of this publication.

Turbo ST does not speed up programs that use GDOS fonts or that bypass the GEM operating system, such as PC Ditto, but is compatible with them. TOS, ST BASIC, ST Writer, 520 ST, 1040 ST, and Mega ST are trademarks or registered trademarks of Atari Corp.

Get In The Fast Lane — Buy Turbo ST Today!

8Bit Uses for an ST Mouse

by Brent Fisher (CACE)

Now is the time for all good men, naahhh that's not it.

Oh, hello everyone. I was just thinking of something else in preparation of this fine feature article that I am writing to...well you might call it a rebuttal...no, better yet call this a reply or even just a continuation of an article by Jay Pierstoff called Commodore 1350 Controller that I saw in issue #147 of Zmagazine.

I realize that this article (it is a reprint from a July 1986 issue) is a couple of years old, so I will try to not be too hard on it, but still I think that a few points need to be covered. First, it is now possible to purchase an ST mouse and it readily hooks up to any 8bit computer.

With the ST mouse, you can play a very mean game of Missile Command. To be quite honest, that is the only reason I bought my mouse. You would be surprised at how well your scores do after you get a mouse pad.

You say "What good will the mouse do if you can only use a joystick with Missile Command?" Well, you see, that is not entirely the case. Way back when Atari released the cartridge (I really don't know when they did it but I know it was one of their first), they released it with a little extra that Atari apparently didn't know about.

Way back in the days before Tramiel, when Atari was owned by Warner, the company didn't allow their programmers to put their names on the games that they programmed. So the programmers sometimes added a little bonus that the com-

pany wasn't privy to, such as the one in the Missile Command cartridge (and probably exists today in the XEGS version).

If any of you own a CX22 Trackball, you may have noticed it has a switch on the bottom left-hand side that says "Joystick" and next to that "Trackball." Well, it seems the ingenious programmer knew about this product coming out and added a Trackball handler to his creation. I know, I know, you're saying "Get on with it already," but hey, if I didn't give you some Atari lore who would?

Well anyway, if you press the 'Control' key and the 'T' key together you will notice the screen will flash and as soon as you plug in the Trackball you will have proportional control over the targeting cursor.

"Ah ha," you say, "but what has this to do with my ST mouse?" Well, if you plug in the mouse you will notice it also gives you proportional control over the cursor in Trackball mode.

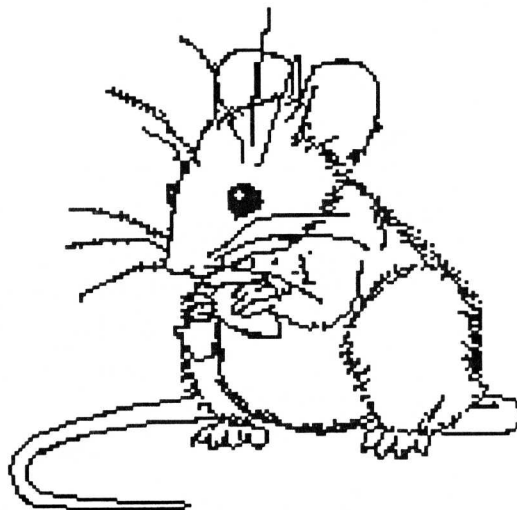
While we are sort of on the subject of the Track-ball, Mr Pierstorff also mentions that the Commodore mouse acts just like a joystick. Well, that's fine, but those of you who own a Trackball also know that, as I described in the previous few lines, the Trackball it will also work as a joystick.

I realize that there are not as yet many applications

for an ST mouse, but there are a few. For instance, both of the new graphic operating systems are said to use the ST mouse for pointer movement, and the public domain program Icon Shop allows the use of the mouse also.

Another point mentioned is that Atari has not released an 8bit mouse as yet. Well, near as I can tell, we really don't need one, especially if you pick up a Trackball. I have seen these gems advertised for around \$7 to \$10, and they really do make a good investment.

[Editors' Note: Don Neff wrote a very fine article in the May, 1988 issue of the Michigan Atari Magazine on modifying an Atari or Wico Trackball for use with both the ST and 8bits. If you don't have that issue and would like it, please send \$2 for a copy to the Unicorn Publications address. Other back issues of MAM and AIM may be obtained for the same price, except for Feb. and Sept. 1988 issues of MAM, of which only photocopies of articles are available..]



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Goodbye GDOS, Hello G+Plus

by Bill Rayl

Without a doubt, some of the most useful and well-thought-out utilities available for the ST have come from the programming minds of Charles Johnson and John Eidsvoog.

Before teaming up as CodeHead Software, both programmers had already released a number of excellent commercial and PD/Shareware titles. Under the CodeHead name, they've released one truly outstanding product after another. This article focuses on one of those products — G+Plus.

What is GDOS and G+Plus Anyway? To put it quite simply, G+Plus is a replacement for Atari's GDOS (Graphic Device Operating System). Those of you who use program such as Degas Elite, Word Up, Fontz, Timeworks DTP, Easy Draw and SuperBase Professional have all used GDOS to some degree. GDOS is, primarily, an add-on piece to the ST operating system that handles loading of fonts and "device drivers."

Commercial packages such as those mentioned above include Atari's GDOS, a number of GDOS-compatible fonts and device drivers for various printers, plotters or other output devices.

The GDOS "patch" resides in the AUTO folder of your system boot disk. At bootup, GDOS reads in a file called ASSIGN.SYS, which must be found in the root directory of your boot disk. The ASSIGN.SYS file is a text listing of all the fonts and device driver(s) recognizable by GDOS.

Using GDOS gives your ST the ability to send high quality output (such as

the page you are reading) to any output device, assuming you have a working device driver for that device.

All that sounds great, but GDOS is not perfect. The first thing you notice when you start using GDOS is that your ST seems a bit more sluggish. You aren't imagining it — GDOS does slow your ST down.

Also, if you use more than one program that incorporates GDOS, you face the problem of either creating one master ASSIGN.SYS file or having individual boot disks for each and every program using GDOS. That can get to be a real headache.

G+Plus takes all the headache and hassle out of using GDOS programs. G+Plus is actually two separate programs. The G+PLUS.PRG program is the actual replacement for GDOS.PRG from Atari. Simply delete GDOS.PRG from the AUTO folder of your boot disk and put G+PLUS.PRG in its place.

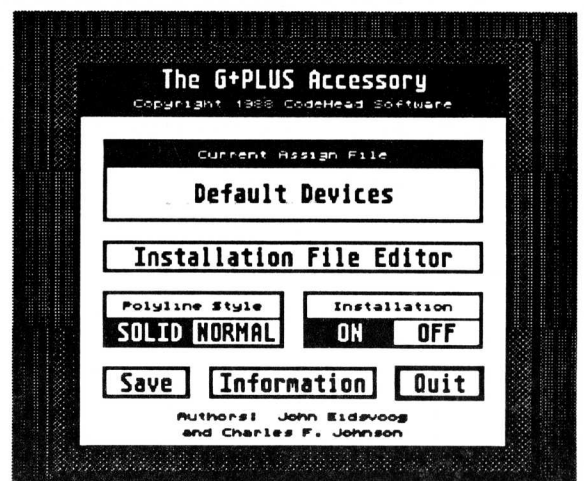
Similar to GDOS, the G+Plus auto-boot program will attempt to read in an ASSIGN.SYS file from the root directory of the boot disk. Unlike GDOS, however, G+Plus does not require the ASSIGN.SYS file to be present at that time. When running a GDOS program, simply hold down the Alternate key on your ST and G+Plus will present a Dialog Box from which you can load the proper ASSIGN.SYS file.

The "other half" of the G+Plus utility package is G+PLUS.ACC, a standard ST accessory file. It is not necessary to install

this accessory to use the G+Plus auto-boot program. However, the accessory gives you even more flexibility and adds a feature that speeds up your ST, even when not using GDOS programs!

To install the accessory, simply copy the G+PLUS.ACC file to the root directory of your boot disk (the same disk that now contains G+PLUS.PRG in its AUTO folder). From now on, everytime you startup your ST using this boot disk, both parts of the G+Plus package will be installed automatically.

Once installed, moving the mouse up to the "Desk" drop down menu and selecting the "G+PLUS Accessory" entry, you will be presented with a dialog box just like the one below.



G+Plus Means Flexibility

The "Polyline Style" entry allows you to select Normal or Solid mode. Using Solid mode, G+Plus actually speeds up the GEM desktop line drawing routine. This speedup can be demonstrated quite

visibly by running a program called ZOOMTEST.PRG included on the G+Plus disk. If you wish to have Solid mode as your default, clicking on the "Save" button at the bottom left of the dialog box will modify the G+Plus accessory to reflect your choice.

Clicking on the "Installation File Editor" option brings you to the screen shown at the bottom of this column. Using this feature of G+Plus allows you to predefine up to 12 different GDOS applications and to associate a separate ASSIGN.SYS file to these applications.

As you can see from the Figure, it is possible to customize the ASSIGN.SYS files by changing their names to more accurately reflect which files work with which GDOS programs. Saving this "installation file" to a file named INSTALL.INS in the root

directory of your boot disk will enable G+Plus to automatically recognize the proper program and ASSIGN.SYS file combinations.

You can also set up more than one "installation file" and switch between them by clicking on the "Load" button shown at the bottom left of Figure 2. This allows you to pair up GDOS programs with their ASSIGN.SYS files for more than the 12 application limit of one "installation file."

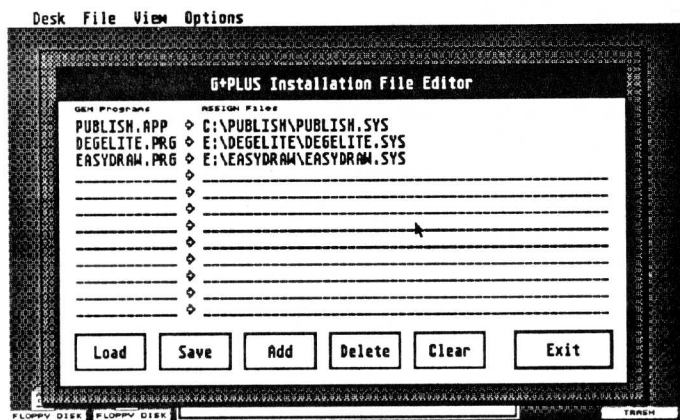
Also contained on the G+Plus disk is the excellent article by Douglas Wheeler entitled "Everthing You Wanted to Know About GDOS." This article explains the ins and outs of GDOS in easy to understand terms. The G+Plus manual also gives a brief description of GDOS and ASSIGN.SYS files. Also included in the 32 page manual are two pages of technical information describing how developers can use the advantages of G+Plus in their GDOS programs.

There is an ever-increasing number of programs coming out for the ST using GDOS fonts and device drivers. Using G+Plus to replace Atari's GDOS makes using these programs much easier and far more enjoyable. If you currently use programs with Atari's GDOS, switching to G+Plus will make a world of difference. Like upgrading your computer's memory or adding a hard drive to your system, once you've moved up from GDOS to G+Plus you'll wonder how you ever survived without it.

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MultiDesk -- The Accessory for Your Accessories

by Bill Rayl

To put it bluntly, before MultiDesk hit the market, I hated desk accessories. Sure, there are literally hundreds of great and highly useful desk accessories out on the ST market, both public domain and commercial. But, before MultiDesk, I used very few of them.

Partly, this was due to the ST allowing for only six desk accessories at a time. Another reason was that, once installed, a desk accessory hangs around until you reboot your machine or switch resolution. Unless you did a lot of careful planning, and created a separate boot disk for every conceivable situation, chances are you'd end up either wanting an accessory that wasn't installed or wasting precious memory with an accessory you didn't need.

Consequently, I chose my six "most necessary" desk accessories and used them at all times. Keeping track of a handful of boot disks just never appealed to me. Lots of useful accessories that I would have loved to put on my boot disk -- including calendars, appointment books, notepads, and even games -- never saw the light of day after the first usage.

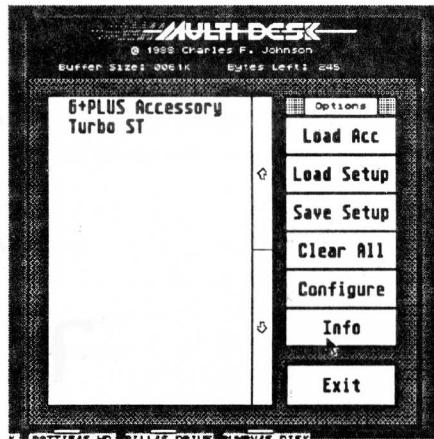
And then came MultiDesk.

MultiDesk, the Accessory

CodeHead Software's MultiDesk removes every conceivable limitation from using desk accessories on your ST. First, it allows you to load in up to 32 desk accessories. Itself a desk accessory, MultiDesk can be loaded into itself, virtually

giving you the ability to load as many desk accessories as your computer's memory will allow.

As with all desk accessories, simply placing MULTDESK.ACC on your boot-disk and then rebooting your computer will install MultiDesk. Moving the mouse pointer up to the "Desk" drop down menu in the upper left corner of your screen and clicking on "MultiDesk" will present the dialog box shown below.



With MultiDesk installed, you can load and unload desk accessories at will. You can even load desk accessories while running GEM programs that allow access to the "Desk" drop down menu. Accessories can be loaded from any drive or folder, giving even more flexibility.

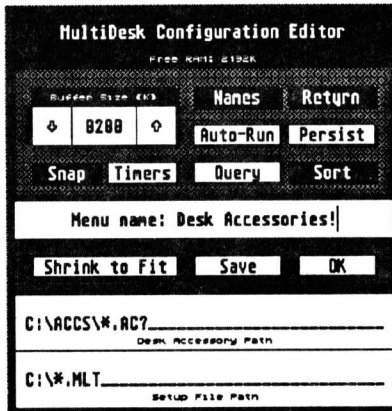
To load individual accessories, simply click on the "Load Acc" option and you will be presented with the familiar Item Selector. Select the accessory you wish to load and click on OK. Your selection will now appear in MultiDesk's accessory box. To access the accessory, simply click on its name.

If, for some reason, you need the memory being used by the accessories you've loaded, selecting the "Clear All" option will allow you to remove all the accessories loaded into MultiDesk. This frees up that memory for other uses, a handy feature if you own a standard 520ST.

MultiDesk also has the ability to automatically load up to 32 accessories at bootup. If you have a set of accessories that you always wish to install, simply load them in one by one. Then, select "Save Setup," which will allow you to save a listing of all accessories currently loaded into MultiDesk. At bootup, MultiDesk looks for a setup file with a particular name. If that file is found, MultiDesk will load in the accessories listed in this file.

The "Save Setup" feature also allows you to group accessories in a logical way. These setup files can later be loaded from the desktop at any time. For example, you can save a setup file of all your game accessories, such as Breakout, Othello and Minos. Then, when you want to take a break from wordprocessing or databasing, simply select the "Load Setup" feature of MultiDesk and let the games begin.

Selecting "Configure" while in MultiDesk takes you to the Configuration Editor shown on the next page. In this dialog box, you can influence the way MultiDesk treats accessories when loaded and executed. For example, the "Auto-Run" feature determines whether or not an accessory is automatically run when loaded. Each of the options is thoroughly explained in the 22 page manual accompanying the MultiDesk disk.




MultiDesk, the Program

For those of you out there who never use accessories, simply because they take up memory, MultiDesk is just what you need. "But wait a minute," you say. "You just told us MultiDesk IS an accessory." Well, it is...but, it's also a program! Simply by renam-

ing MULTDESK.ACC to MULTDESK.PRG, you can actually run MultiDesk from the desktop, load in and use accessories. Once you're done with the accessories, clicking on "Exit" in MultiDesk will take you back to the ST Desktop, freeing up the memory used by the accessories and by MultiDesk. Using MultiDesk as a program, you can have your accessories and your memory, too! This works great with accessories for setting your screen colors or for calculators and calendars. And it all works without the need to reboot your computer!

If you're a user who keeps multiple boot disks just for your accessories, then MultiDesk is for you. If you use only a few (or no) accessories but feel you're missing out on literally hundreds of top notch accessories, then MultiDesk is for you. If you never use accessories because of the six accessory limit or because you have "better" use for your ST's memory, then MultiDesk is for you. In other words, if you own an ST, then MultiDesk is for you!

MultiDesk (\$39.95)
CodeHead Software
PO Box 4336
N. Hollywood, CA 91607



Best Electronics
2021 The Alameda Suite 290
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408-243-6950

ST/MEGA

- Michtron Eprom Burner (up to 512K eproms) \$199
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- P.C. Ditto cable kit (3 ft cable with installed 14 connector one side and bare wires the other side and 34 edge connector + pin outs) \$10 ea.
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(Use these 14 pin Female connectors with a standard printer switch box and make a drive switch box for P.C. Ditto drives)
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- Mouse Cleaning Kit by Tacklind \$12.95
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400/800/XL/XE

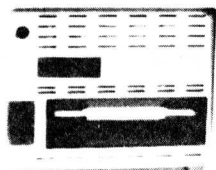
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- Hardware upgrade kits and P.C. boards that require the 41256K ram chips have been put on hold because of the high price of ram chips. We hope to ship again once ram chip prices start to drop down!**

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No we are not going out of business...
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The demise of many Atari dealers, and the reluctance of many more to carry much inventory forces us to announce:

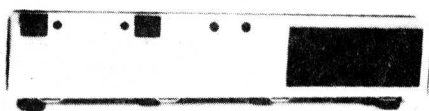
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Our original offering for the ST computers is now available in 20, 30, and 40 megabyte capacities. With precision double sided 3 1/2" microfloppy and its tough construction it ranks as the one to beat.

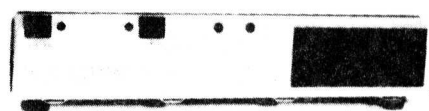
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SolaPak

The Accessory with It All!

by Patricia Snyder-Rayl

Do you use a print spooler accessory or a ramdisk accessory or clock accessory or a screen saver accessory or any combination of those?

Perhaps you're tired of all the trouble you have to go to, not to mention the memory these individual programs take. Then SolaPak v. 3.04 is for you!

SolaPak is a print spooler, a resettable ramdisk, a screen saver and a clock program all rolled into one. Each of these features has more to them than most of the other ramdisks, print spoolers, etc. available elsewhere, plus the program itself takes only 12K of your computer's memory with all its features installed, not including whatever size ramdisk you choose.

Additionally, SolaPak is constructed to make changing your set up as easy as one, two, three. On the SolaPak disk is a program called SPMOD.PRG. This slick little program displays a chart of the different functions of SolaPak and you only need to use the mouse pointer to click functions on and off. This program is also where you choose what printer you have from the extensive list, or you can easily create your own printer driver.

SolaPak's Documentation

If you're a new ST owner, the detailed documentation will help you figure out what you need to do, step by step, and even includes the "basic training" information on how to copy files, disks, etc. for the very novice user. The documentation is on disk and needs to be printed

out for future reference, but contains in its 30 pages everything you need to know to get SolaPak up and running in any manner of configuration.

The author, Tim Hunkler, even suggests changing the name of SolaPak in your auto folder to help you remember what the function of the configuration is, for example, SolaPak may be named Ram300h.prg to remind you the program is set up for a ramdisk of 300K called Drive H. It is these helpful tips and the depth to which the program's function are explained that really make the documentation shine.

SolaPak's Features

SolaPak's ramdisk and printer spooler work together so you don't need to set aside space for each feature. The print spooler borrows space from the ramdisk you've set up (if you're using the print spooler alone, then some memory would be set aside), allowing you to put up to 8 files into the queue (line) to be printed. Each of those files can have different attributes, plus SolaPak can be set up to automatically double or triple space your text and create margins, etc.

The printer spooler also comes with a feature called the Printerceptor which makes it possible to "flush" out the buffer if you decide not to print something you have already queued up (among other things). The printer spooler itself allows you to pause, stop printing and delete files from the queue.

The ramdisk takes up as much memory as you tell it to...ie, there is no waste. If you want a 300K ramdisk and you do a "Show Info" on the drive, you'll see you have 300K available to use. Others give you as little as 289K to work with.

The screen saver and corner clock are very useful in and of themselves. The screen saver even has a "check modem" feature. If you have a modem connected to your computer, it will turn the screen on when a change in status is detected.

This means BBS SysOps can put SolaPak in their auto folder and run their BBS program. The screen saver will turn off the screen when noone is online and turn it on again when someone calls. If you don't have a BBS running on your ST, you may be interested in the more common feature of the screen saver -- the screen is turned off after a period of inactivity and a touch of the keys or mouse will reactivate it, avoiding image burn-in.

The corner clock is resettable each time you boot the computer, or if you have a clock chip, the clock will read the time and date from it. The clock sits in the upper right corner of the screen, and only takes up about half an inch of screen space. In high resolution, the clock can have two fonts -- digital or regular -- but the clock will work in all resolutions and even works in TOS programs!

This is the feature I like best of all the features in SolaPak. It helps me keep track of the time I'm on the computer so I don't miss something important I've got planned. It's too easy to lose track of time when you're concentrating on killing those last aliens or writing that last paragraph that's got to be worded just so!

I highly recommend getting SolaPak, since it contains the most commonly used desk accessories all rolled into one program, and it does everything so well. SolaPak sells for \$30, and is well worth the money, especially if you've got a tight memory budget or use accessories often.

NEW FEATURES, SAME OLD PRICE: \$30

SOLAPAK



For all 520/1040 ST's and MEGA ST's

V3.0

AN INTEGRATED DESK ACCESSORY OFFERING THE FOLLOWING FEATURES:

- PRINT SPOOLER PRINTS WHILE YOU RUN OTHER PROGRAMS
- RESET TOLERANT RAMDISK SURVIVES PROGRAM CRASHES
- SCREEN SAVER, ACTIVATED BY KEYBOARD, MOUSE, OR MODEM
- SCREEN CLOCK, ULTRA SMALL, WORKS IN ALL RESOLUTIONS

UNLIKE MOST OTHER MULTI-FUNCTION DESK ACCESSORIES, SOLAPAK V3.0 FEATURES A NEW DYNAMIC LOADING TECHNIQUE THAT ALLOWS YOU TO LOAD ONLY THE FUNCTIONS THAT YOU DESIRE.

PRINT SPOOLER: Up to 8 files queued for printing, each can have different print attributes. 32 user defined print option buttons lets SOLAPAK support nearly every parallel printer. Setups for dozens of printers are provided along with a utility for making your own custom printer control buttons. Built-in features exist for producing top, bottom, and left margins as well as printing double or triple spaced text. Queue controls let you pause and continue printing or delete individual files from the queue.

New **PRINTERCEPTOR** feature intercepts printer output from most programs and redirects it through the spooler. Unlike most spoolers, SOLAPAK does not require a separate spooler buffer. It "borrows" space from the integrated ramdisk.

RAMDISK: Low overhead, ultra fast, reset tolerant, autoloads user specified files on boot up. User selected ramdisk size, drive ID, number of files. No size limit. Hard disk compatible.

SCREEN SAVER: Turns your monitor off during periods of keyboard and mouse inactivity. Restores screen instantly at the touch of a key or mouse movement. New modem activity sensor makes it great for BBS's.

+ MORE: SOLAPAK is not copy protected; will automatically install at boot; works in all screen resolutions; sets time/date; disables disk write verify; sets printer width; includes new screen clock; 30+ page manual on disk; 4 month warranty. An installation utility makes nearly every feature optional. SOLAPAK is written entirely in assembly language for the fastest speed and smallest code: Only 12Kb + ramdisk size with all options installed. As little as 1Kb overhead for a ramdisk and screen saver.

Ordering: Send \$30 cash, check, or money order made payable to Tim Hunkler. AZ residents add sales tax. Previous SOLAPAK owners may update by sending original disk by standard mail along with \$3 update fee. Write for more info or leave your name and address with our phone machine: (602) 899-6992.

Solar Powered Software 1807 N. EVERGREEN, CHANDLER AZ 85224

The Atari ST Book

Tips for Beginner and Advanced ST Users

by Bill Rayl

Here is a book that all ST owners should have on their shelves. The Atari ST Book by Ralph Turner provides a wealth of hints, tips and little known "secrets" concerning the Atari ST line of computers. Whether you own a 520ST, 1040ST or Mega, and whether you're a beginner or advanced user, you should own a copy of this book.

For the new ST owner who feels lost and bewildered, the Atari ST Book provides step by step instructions on copying files, setting the Control Panel and using the Item Selector.

Individual chapters deal with such often confusing topics such as RAM-disks, the AUTO folder and desk accessories. Each topic is presented in easy-to-understand terms. In the case of the AUTO folder chapter, for example, the chapter begins by defining what an AUTO folder is and what it can do for you. Next, step by step instructions help you create an AUTO folder. Then, the chapter details what kinds of programs will run in your AUTO folder at bootup and gives you some troubleshooting tips.

For the more advanced users, The Atari ST Book covers topics such as Installing an Application, Modems and Telecommunications, Word Processors (with a section detailing the features of the most popular word processors available for the ST), and even a section on Chess and the ST.

Other topics covered in the book include Printers, Files and Their Management, Cold and Warm Boots, Public

Domain Software and a Miscellaneous section that contains some very useful hints and suggestions for all ST owners.

Included in the book is a list of magazines from around the world that contain ST coverage. The list includes addresses, phone numbers, and information concerning the type of coverage and number of issues printed per year. A few of the magazines on this list have come and gone already, mostly U.S. magazines like ST Applications, but the list should be helpful to anyone wishing to obtain information on the European magazines.

The 160 page book includes Table of Contents, Introduction, 17 informative chapters, two Appendices, and a very thorough four page Index that makes using the Atari ST Book even easier. Also included with the book is a "Free Consultation Coupon" from the author. Simply send in the coupon, along with a self-addressed, stamped envelope and letter containing a question you'd like answered or problem you're having with your ST. Mr. Turner will then try to answer your question or solve your problem...free of charge.

Over all, The

Atari ST Book made for very pleasurable reading. Mr. Turner's easy-to-understand yet thorough discussion of each subject presented is a blessing to all novice ST owners. Having owned an ST since early 1986 and using that ST on a daily basis, I consider myself an advanced ST owner. Even so, I found a number of tips and pieces of information that I never knew about the ST. I highly recommend this book to all Atari ST owners. Furthermore, all user groups supporting the ST should purchase at least one copy of The Atari ST Book as the information in this book can easily be adapted to New User classes.



BEFORE

"I used to feel like a dummy. But with The Atari ST Book, I've learned to embed printer codes in text and use a word processor to alter my DESKTOP.INF file."

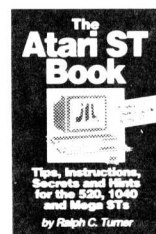


AFTER

In the past, many of the ST's features and capabilities hadn't been adequately explained in language that the average user could understand. But now the 159-page Atari ST Book provides step-by-step instructions that help both beginning and experienced users get the most out of their STs. And no knowledge of programming is required!

"Very useful on every level, from rank beginner to the most advanced ST owner." (ST Business Magazine) **"Hard copy of a year's worth of user group meetings run by a master teacher." (ST Informer)** **"Genuinely helpful...multitude of tips...pure pleasure." (Current Notes)**

\$16.95 + \$2.00 shipping. Check, money order, VISA/MasterCard.
Index Legalis, P. O. Box 1822-41,
Fairfield, IA 52556 (515) 472-2293



The Collector

by Gordon Totty (MACE)

The truth of the matter has finally dawned on me. At last, I know what I am. I have "found myself." I can look at my image in the mirror now without the lost, anxious expression on my face. How often did I used to wonder: what, why, who? Now, I enjoy the power that comes with knowledge. Like Popeye, I am what I am. Beyond that silly sailor, I am a collector!

Why else would there be three computer systems operating in my home? Why else would I own almost a dozen word processing programs? (My only regret about my word processing collection is that I never purchased the magnificent program that O.S.S. used to publish, The Writer's Tool. This one has become scarce now. The other day I was surprised to come across Letter Perfect, and was pleased to see that this "oldie" is still on a shelf, even though it was in the closeout sale area.)

The only explanation for the piles of books, magazines, and disks that clutter my study is that I am a collector. I could not possibly use all of this stuff in one lifetime. There is far more software than I need. But I *want* it. And after I fiddle with it for a while, I *want to try something different*. But, hallmark of the collector, I do not want to dispose of the stuff that I do not fiddle with anymore. "You never know, might need this some day. Might come in handy." Sure, pal, your house might be exposed to a massive dose of radiation, and only one word processor survive. You'd be glad you still had that one to use to write to dear old Mom

and tell her that you are turning green and glowing in the dark!

A collector. No question about it. Many of you, too, I suspect. I see that acquisitive look in your eyes at the meetings.

Another clue to the breed is the "need" to buy the latest, improved program. "But, honey, *this* word processor has a new, automatic,, comma,, feature,,,,. The ad says,,, you'll never be at a loss,,, for a comma,,,,again. I *NEED*it!"

That's me. Heaven help me, what fun it is!

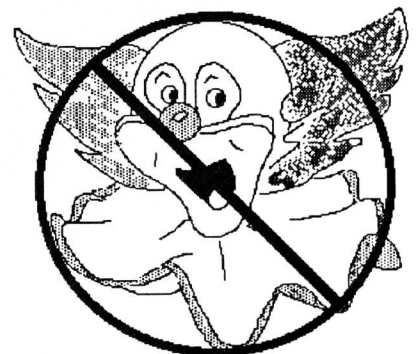
That is the only explanation for my recent purchase of *Timeworks Desktop Publisher ST*. I need a desktop publisher like I need another hole in my head. But, this is the latest rage. Gotta get in on it and quickly, before it is too late. Everywhere I turn I see another article about DTP. So, I had to buy one to fiddle with. Fortunately, the Timeworks program is reasonably priced, depending on how hard you shop around. I paid \$79, and consider it cheap because it comes with a fancy manual and six disks. The disks alone are worth about \$7.20 blank, but these have stuff on them! A good three-ring binder costs three or four dollars empty, but this one comes with paper.

This article is not intended to be a review of Desktop Publisher ST. I do not yet know enough about the package, or indeed the whole concept, to write an informed review. I will tell you, however, that I am very pleased so far. The program is reasonably priced; you get a lot for your money (kidding about collector mentality aside). It is fun to use.

Also, it is very easy to use. Timeworks has a chapter in the documen-

tation titled, Quick Start Mini-Manual. That is about all I have read so far, and in short order this chapter has you creating documents. Elsewhere in this month's issue is a two-page sample of my first effort, a gag newspaper called Checkout Chatter. A gag newspaper is designed either to tickle you into a smile or gag you into a desire to retch. My little effort will tickle you, right in the back of the throat.

[*Editor's Note:* Gordon's first edition of Checkout Chatter, destined to become a collector's item, has been included as an insert to this month's issue. Unless the postperson has discovered the premier issue of Checkout Chatter and recognized the potential collector value of this fine rag...er...ah...piece of literature, you should find your copy enclosed. Enjoy.]



NO BOZOS



Some Spellers are Better than Others.

Before she won her regional spelling bee, Margaret Hollingsworth pored over seven different dictionaries for more than three hundred hours.

And while we'd all like to be champion spellers, most of us just don't have that kind of time.

So may we suggest putting the WordPerfect® Speller in your corner.

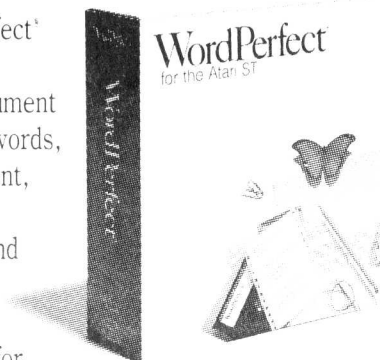
Not only will the Speller check your document (or any section of it) for errors and double words, it will instantly count the words in a document, page, or block of text.

You can look a word up phonetically to find the correct spelling, and the Speller will give you a list of replacement words with similar sound patterns. Or if you're looking for

just the right word, and you know it begins with "s" and ends in "-ology," use a wild-card character to replace the unspecified letters. The Speller will show you a comprehensive list of your options.

With the WordPerfect Speller (included in your WordPerfect software for the Atari), more than 115,000 words are at your fingertips. No other speller can match that kind of power.

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Falcon

by Ed Wehrenberg

When Spectrum Holobyte first released Falcon, an F-16 flight simulator, it was for the IBM and Macintosh. Being an ST owner, I was filled with resentment and disenchantment. I almost (secretly) wished I had an IBM just to play that game. I had seen the IBM version and thought it was awfully good.

That's great if you have a spouse or a friend that plays so you can keep close tabs on how the "other guy" is doing.

After choosing a pilot, you move to the mission screen, where you choose your rank, which is directly related to degree of difficulty, and the mission.

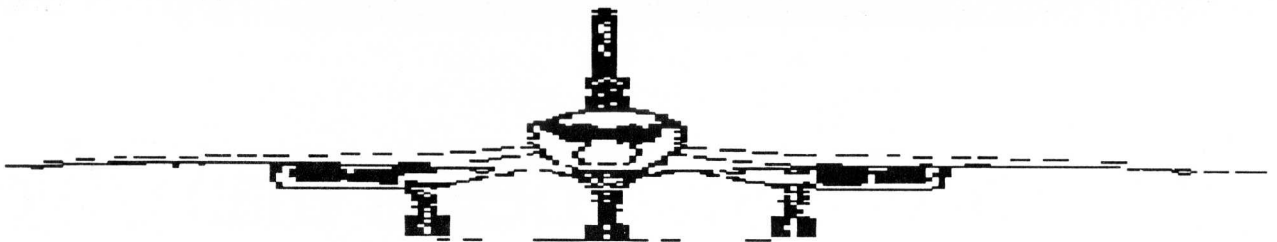
Missions range from the "Milk Run," in which you blow up three towers with no enemies around, to flying against the best air threats the enemy can offer in the final scenario. After that, it's on to the

mation is great, it doesn't bog down at all.

I can't say the same for the two-player modem dogfighting action however. It was just too slow to enjoy, but no-doubt would be enjoyable at 9600-baud through a null-modem cable.

There is way too much flight detail to cover in one article, but suffice it to say that it is the most realistic and enjoyable combat simulators ever for a computer.

It takes a few missions to learn the aircraft and how to fly it, and even more



Now that the game is made for the ST, I am glad I don't have an IBM because the ST version is so much better!

I haven't seen Falcon AT however, and that is supposed to be great. I can only speak for the ST version and in a word, it's incredible! From the graphics to the scenarios, everything in the game is top notch. It even includes a way to dog-fight your friends miles away through the phone lines, if you have a modem.

The simulation begins with selecting a pilot from the roster. The roster is blank at first, but as you play it, the pilots' names stay on the roster, assuming they don't get killed in action. Merits build up for each pilot on the roster so you can keep track of how each pilot is doing.

armament screen, where you choose your ordnance that you'll take with you.

At the lieutenant (easiest) level, there is unlimited armament. You must be choosy, because taking too much can weigh down the aircraft. On the other hand, you never want to be caught behind enemy lines without enough firepower. If it sounds complicated, it's not. A bit lengthy maybe, but it's all very self-explanatory.

Finally, it's onto the runway, in the cockpit of the F-16 Fighting Falcon, one of the most lethal aircraft in the world. When flying, you'll marvel at the detail in both the ground targets, and the enemy MiGs (Russian fighter jets) that harass you. The speed of the graphics and ani-

missions to learn how to successfully employ the vast amount of missiles and bombs you have at your disposal. No matter how much you practice, the Colonel level is a challenge for anybody.

I thank the folks at Spectrum Holobyte for providing an in-depth and detailed manual. It alone is worth the price of the game. Merits are awarded for each successful mission, with more merits being awarded for higher ranks.

Spectrum Holobyte thought of just about everything in the ST version of Falcon, I just wish there was enough room in this article to tell you all about it!

Computer Abuse

How to Detect it and Avoid it

by Ted Beauchamp (TAG)

NOTE: The following is a true story, dealing with harsh realities. Discretion is advised.

A co-worker of mine was driving down a rural highway in an adjacent county when he saw a computer set out with the trash in front of a house. Being a curious person, he turned his car around and stopped to examine the computer.

He found that it was a Blue Chip IBM XT clone. The entire computer, including two 5-1/4" floppy drives, the monitor, and the keyboard, was all there.

He placed everything in his car and drove away. The next day he brought the computer into work to show our resident computer expert.

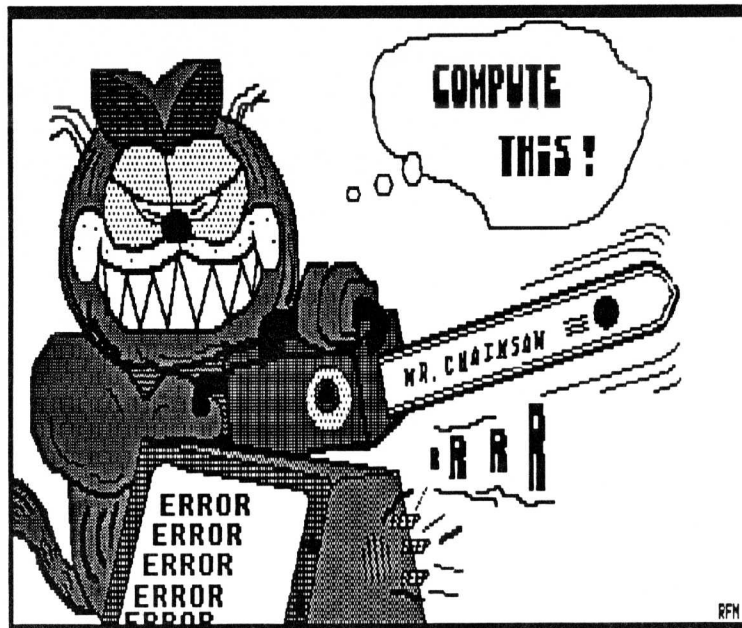
The main CPU case was bent and showed repeated stomps from a muddy boot. The front of the housing was broken around the drives but the drive door latches were ok. The monitor rattled badly when shaken and had obviously been dropped and/or kicked repeatedly until major components were broken loose inside.

Probably the most glaring example of the abuse this computer suffered was the condition of the keyboard. It appears that the keyboard was placed against the assailant's knee and bent like you would break sticks to make kindling wood. The

keyboard was bent such that most of the keys in the middle third of the keyboard popped off.

If you think that this was just a case of someone taking out their frustrations on a totally useless piece of equipment that was unreparable read on.

After prying the cover off the main CPU he found that most everything seemed to be intact. He removed the drives, hooked them to a temporary power supply and connected them to one of our company computers, both drives read and wrote perfectly.



The next step was to check the function of the main mother board and graphics card. The computer was hooked to a different monitor and keyboard and a diagnostic utility run on the computer. No problems were found.

The CPU cover was sent down to the shop floor to be straightened and the

computer was put back together. Several people were interested in speculating on how or why this happened.

My first theory before seeing the computer was that perhaps the computer was being transported in a car that was involved in a bad accident.

However, after seeing the muddy boot prints on the case and the way the keyboard was bent, it was obvious that this was intentional.

The most popular theory by those asked, seems to be that the computer was a target of abuse in some sort of domestic dispute.

Perhaps the non-computing spouse of the computer's owner became jealous of the computer and decided to gain back lost attention. Perhaps the dispute had nothing to do with the computer itself, but this was the simplest way to get even.

One other possibility is that the computer suffered because of a poor software application that frustrated the owner to the point of violence.

In closing, remember that your spouse or lover needs some attention sometimes and that if you do have a disagreement make

sure to lock up more than just your keyboard.

If you are a programmer, remember that the users might not always use your program as you intended them to, that would make you a personprogrammer. Also remember that ALL software needs documentation!

An Impromptu Review of Bill Williams' Necromancer

by Dick Brudzynski (CIS)

Necromancer is now available on cartridge for all XE/XL computers and game machines by Atari.

Necromancer author Bill Williams always found new ways to use a joystick. In an early APX game, Salmon Run, one had to pilot a fish upstream by a combination of jumping and swimming movements that was quite unlike anything ever seen before (or since).

In a later work for Synapse, Bill had an Alley Cat which the user had to keep madly jumping on a clothesline trying to hit a target some distance away. Unlike most "jumping" games there was an element of randomness, unpredictability and gravity in the joystick control. The player could never be quite sure of hitting the target.

Necromancer was Bill's most notable achievement in new forms of joystick control — the action was "spongy." The user would move the joystick and it would take a fraction of a second for the corresponding action to take place on the screen, the action always lagged behind the joystick movement, and you could return the stick to neutral and watch the action complete itself on-screen.

With a Bill Williams game, you knew you'd always have to learn to use the joystick in a way that you hadn't used it before — always interesting, always challenging.

A second notable feature of a Williams game was the emphasis on romance as the object of the game. In Salmon Run, the player piloted his salmon upstream and, if successful, was rewarded by a big

wet sloppy kiss from his lady fair (complete with smoochy sound effects). His Alley Cat was prompted in his adventures by his desire to impress his girlfriend. Both the Salmon and the Cat got the girl at the end of each level and were rewarded by increasing levels of on-screen bliss. I imagine that the successful completion of all the levels of a Williams game would probably result in a degree of ecstasy known only to the Finnish Commission on Eroticism and Public Health.

All of Bill's works projected a sense of joy and good humor — they were true "feel good" games.

Necromancer was a distinct departure from Bill's usually light-hearted style and the closest he's ever come to a traditional blow-the-enemy-away game. Our necromancer protagonist is charged with the responsibility of restoring light to a world from which the light has been stolen. Actually there are three games which are part of the game in Necromancer.

In the first game, we have to arm our Necromancer with the tools he'll need to successfully complete the second game. Our Necromancer must grow an entire forest to use in the second game. In the course of this process, he and his forest are under attack by trolls and venomous spiders which grow ever stronger.

Here is a really brilliant twist — a gamer who tries to counter the opposition by becoming increasingly stronger will lose badly. The correct strategy in this section of the game is to maintain and gradually diminish the Necromancer's strength so as to finally expire at precisely the "right moment" when the forest is at its most powerful. A gamer who tries to "stand against the wind" will lose his entire forest; a gamer who knows

when to bend and eventually break will pass on to the second game well-armed.

In the second game, our Necromancer has an opportunity to prevent his adversary (an evil mage) from arming himself (with more venomous spiders). The goal is to use the trees to prevent the adversary from hatching spiders from five levels of crypts. Each spider prevented from hatching denies a tool to the adversary in the third game.

All five levels are basically the same game but as the gamer progresses through the levels, he has to learn precisely when to change strategies in order to preserve his forest and diminish the evil mage's minions to the max.

In the third game, our necromancer faces a duel to the death with the evil mage. In this game, Williams presents the gamer with a difficult problem to solve. The necromancer is under constant strength-diminishing attacks by the mage's minions. He can reduce the attacks by attacking the minions. He can regain strength by attacking the mage. He can progress to the next level by attacking the mage's hiding places.

The trick in the third game is to find the right combination of attack-the-minions, attack-the-mage, and attack-the-hiding-places so as to pass onto the next level with the maximum remaining strength. This is a problem I've been unable to solve despite years of play. Knowing Williams' style, I keep playing because a real graphic treat awaits the player who successfully completes the third game.

A Bill Williams game is always distinctly different from anything else. Describing it is like trying to give a narrative description of a Beethoven symphony, the Mona Lisa or a first kiss. Atari deserves to be commended for bringing Necromancer back from the grave.

From time to time I wonder whatever became of Bill Williams. I like to think that Bill is still hacking away out there somewhere. By all means, pick up Necromancer. It's truly a unique creation that will stimulate brain cells near death from too many mazes, shoot-em-ups, jumping games, etc. By the way, the graphics, music and sound are impressive.

Batman, The Caped Crusader

by Bill Boles (MACE)

With the long-awaited Batman movie slated to hit the theaters in June of this year, it seems that people are going bat-crazy and various companies are jumping on the bandwagon, producing T-shirts, posters, games and other promotional items, not to mention a rise in sales of Batman comic books (finding a back issue with the Joker in it is almost impossible). One would imagine that the folks at DC Comics are very happy.

Now Data East has joined the race for bat-bucks with the release of Batman, The Caped Crusader. However, this game is no cheap attempt to make a quick dollar or two; this is a nicely done program that features excellent graphics and playability. The game comes on two disks (actually, each disk is a separate adventure).

In disk one, "The Penguin: A Bird in

the Hand," the Penguin has set up a seemingly honest business as an umbrella merchant, but his real plan is to take over the world with an army of robot penguins. Your job: stop him. The game begins in the batcave where you must collect items to repair the Bat-Computer. Once this is done and you find your way out of the cave, you find yourself outside of some buildings. As you walk along collecting various items that are needed to complete your quest, you will be attacked by the Penguins thugs who, when beaten off, will drop a packet of food which you can eat to replenish your energy level (represented by a picture of Batman's face which slowly changes to a skull).

By pulling down on the joystick and pressing the fire button at the same time, a status/activity screen will appear. This screen is used to keep track of items found and to use those items by selecting one of them and then placing them in the "use object" icon. This screen also contains the energy level indicator mentioned earlier.

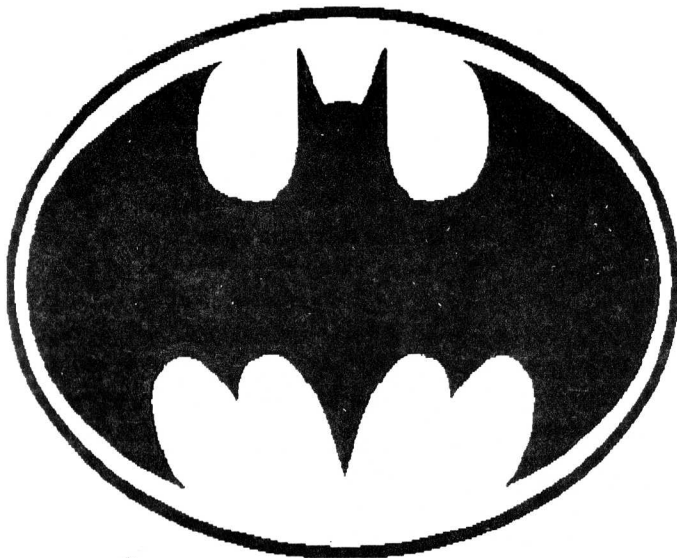
Soon, you will find the Penguin's warehouse. This is where the game gets tough. Not only do you have to deal with the thugs, but now you are under attack by toy airplanes that bump into you and robot penguins which open up,

revealing a gun that shoots at you. The penguins are easy enough to destroy, but as of yet, I have not figured out what to do about the airplanes. This sort of thing continues until you have captured the Penguin (something I have not yet accomplished), and brought him in.

In disk two, "The Joker: A Fete Worse Than Death," the Joker has captured Robin and is (Holy Hostage!) holding him for ransom. This second adventure begins in Gotham City Park where you must find your way into the city sewer system and eventually to the fairgrounds where the Boy Wonder is being held. Basically, this adventure plays the same way as the other except the thugs of the first game have been replaced by fat killer clowns, and the sewers are populated by vicious rats. Some parts of the sewers require that Batman wear a gas mask or suffer a sharp drop in his energy. If your energy runs out, you die, and so does Robin.

I wish I could tell you more about this adventure, but I have not played it much due to the fact that I have become obsessed with beating the Penguin first. This is a very enjoyable program. The graphics and animation are excellent, and the playability of the game keeps you coming back to try it one more time.

The only complaint I have is that when the game is loaded in, the drive keeps running and has to be shut off before the noise drives you buggo (you'd think they could have put a command in the program to tell the drive to shut itself off). Other than this slight problem, I would not hesitate to recommend this game to any ST'er. "Robin...to the Bat-mobile!"



For 520ST, 1040ST, 520STfm and MEGA MEMORY: EXPANDABLE Hard Drive Kits:

Expand your ST's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only \$269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.

Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

520A: Socketed, no RAM	\$ 129
520B: 1 MB, socketed	\$ 249
520C: 2.5 MB, socketed	\$ 495
520D: 4 MB	\$ 795
520-1: 1 MB, non-expandable	\$ 199
1040A: 1 Bank sockets, no RAM	\$ 110
1040B: Fully socketed, no RAM	\$ 149
1040C: 2.5 MB + 1 bank sockets	\$ 495
1040D: 4 MB	\$ 795
1040K: Kit w/all parts, no RAM	\$ 68

Clock Option on Memory Board	\$ 30
Clock, stand-alone for 520/1040	\$ 38

We ship COD (\$3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit \$5, add. u. \$2
hard drive kits/CPU cases without drive \$10/20, h. d. kits with
drive need special shock resistant packaging \$20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards
subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of
ATARI Corp.

All kits come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now four different case styles available:

1. 10" wide x 6.8" high x 15" deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

No Drive--Install your own	- \$385
10 MB	- \$485 30 MB RLL - \$695
20MB 48 ms	- \$595 40 MB ST251 \$795
30 MB f. ht. 45 ms autop. CDC	- \$745

2. 13.25" wide (same as MEGA) x 15" deep x 3.8" high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

No Drives--Install your own	\$295
10 MB	- \$395 30 MB CDC - \$565
20 MB 48 ms	- \$525 40 MB ST251 \$745
65 MB 22 ms autopark RLL drive	\$845

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add \$18)
No Drives--Install your own \$249

10 MB	- \$349 30 MB RLL 48ms	- \$570
20 MB	- \$485 40 MB ST251	- \$645
63 MB h. ht. 22 ms auto parking		- \$795

4. CPU CASE, 18" wide x 12" deep x 8" high.

Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.

* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.

* a reset button on the keyboard makes a warm reset easy.

* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootstrap.

* Your monitor can be switched on or off automatically, using an optional cable - complete One switch operation for the whole system is possible

* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.

Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - \$295
Hard Drive kits for CPU case:

10 MB	- \$295	20 MB 48ms	- \$398
30 MB full ht. CDC 45 ms			- \$465

Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.

Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available!

Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.

Prices after the "/" are for host adapters with cas/cable..

\$79/119 with clock - \$119/159

Space limitations don't allow a more detailed description. For complete catalog contact:

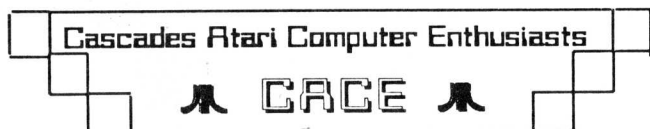
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Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The current membership dues are \$10 per year, or \$14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

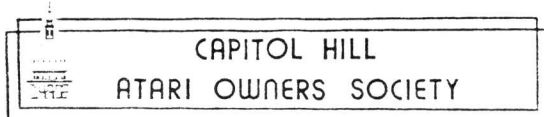
Fishin' Around by Brent Fisher

Greetings and Salutations to all of you out there in Atariland. This month's newsletter offering is going to look a bit like January's I am afraid, since it seems all of the writers for this end of the publication have taken leave of their keyboards and gone out to party for ST. Patrick's Day (whoever heard of putting a deadline on the biggest partying day for green beer anyway). Though I was able to drag Jim Boyce away from his bar stool for a few sectors of AW+. Speaking of Jimmie's AtariWriter+ column, hopefully we will be getting it all set up so that Unicorn Publications can finally start reprinting it for their larger audience.

Well, on to the news for this month. MACE has sent out their information packs and we, as a lucky user group that is know to them, have received one. In it they describe the show that they will be putting on in Romulus, and also what sort of discounts that group members who show that they are part of a user group will be allowed to have. If you group members reading this are interested in going to what I think will be a great Atari show, please contact me or Craig for more and better details, especially about the discount tickets and the gold card plan. By the by, the show is to be held on the first weekend of May or in other words, Saturday and Sunday May 6th and 7th.

Now for some news on the other Detroit Atari show. If any of you have been reading Zmagazine (what do you mean you haven't been downloading it from the C.A.C.E. BBS, the number is 787-4011, add a 1-517 for those of you who are reading this in other than the Jackson area) you will have heard of the World of Atari shows that will be touring the country. The first stop will be in California in April and the next stop will be in Detroit in June, said to be on the weekend of the 24th and 25th. So if you are an Atari fan this looks to be your summer to enjoy some local Atari support from the big company itself.

Since you all have been so kind to read this column to this point let me inform you our next meeting date on April 9th at 1pm sharp so don't be late, we will probably run it to 4pm or so as we have to last couple of months. We will be converging upon the East Side Lounge in beautiful, lovely Jackson.



CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are \$15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to: CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. Interest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

Things have been pretty exciting here in Mid-Michigan. We're pleased with the reception our new Great Lakes Atari Digest has received. By incorporating the Z-Net Atari newsletter supplement, we're able to offer some of the most up to date news available. The Z-Net portion looks great. If you're an Atari club and you're not on our exchange list and would like to be, drop me a line. We're in the midst of preparations for a plethora of computer shows. MAXIT is taking place at the Clarion Hotel here in Lansing on April 9. The MACE show is at the Airport Hilton on May 6 and 7. And the World of Atari show comes to the Dearborn Hyatt Regency on June 24 and 25.



The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is \$15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy, Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

Jerry Cross	President	736-4544
Dave Pettit	Vice Pres.	232-0508
Ed Kalush	Librarian	517-288-4531
Gil Merciez	Librarian	
FACTS BBS		736-3920

ST Librarian murmurings Gil Merciez

Available in April will be a catalog disk of the entire ST library. I ran across a program from the Milatari Group which catalogs a disk library by both disks and individual files. This disk will be available for the normal \$3 charge. This disk will be updated monthly, however, and you can receive the latest update by simply returning your original disk at a GAG meeting. There will be no additional charges after the initial \$3 charge. Thanks go to Jack Keene, our assistant librarian, for preparing this disk.

In an effort to bring a better value to GAG members you will notice that more new disks that appear in the library will be on double sided disks. In the immediate future most of the games disks and utilities disks will remain on a single sided format. The single sided disk drive is no longer being sold with the 520 ST and the 1040 and Mega's have always been sold with double sided disks. If you are one of the few ST owners who own only a single sided drive, the handwriting is on the wall. Arrangements can be made, however, to purchase many of the double sided disks in a single sided format. See either Jack or myself for details. There will be a \$1 charge to cover the cost of the extra disk.

In April look for an additional couple of clipart disks as well as an astounding digitized sound demo (38 seconds worth) of an extracted guitar solo from Pink Floyd's "The Wall" album. With the gradual conversion to double sided disks you may find that there will not be as many new disks per month, but the volume of programs will not change.

President's Report

As many of you know by now, there will be a huge Atari show held in Dearborn, put on by ST-World. Both GAG and CHAOS are involved with the show, and have promised to do whatever we can to support it. So...

You may also have attended one of the past AtariFest shows held in 1987/88. If so, you recall that there were computers everywhere in the convention hall! There were one or two in each booth, plus a whole bunch that were being used for the MIDI-MAZE game. Where did they come from?

Well, back then a few were brought from the individual companies, but the vast majority were supplied by Atari. Sadly, they are all gone, sold to the famous "highest bidder". So, those folks attending any of the future AtariFest's or World of Atari shows must now fend for themselves and supply their own computers. Well, the clubs are being asked to lend some of the vendors their own personal computer equipment to use during the show. Yes, I know how much that computer means to you, and how reluctant you are to part with it. But this is our chance to show the vendors that user groups are willing to help out.

Call Jerry Cross at 736-4544 and let him know what equipment you can let the vendors use. The day before the show arrangements will be made to pick up your equipment and check it to be sure it works properly. After the show it will again be picked up and inspected. If anything should turn up missing or damaged, ST World has guaranteed to repair/replace it. That's it! So please think about it.



GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are \$25/yr and include a subscription to Atari Interface Magazine.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Librarian	Dale Vincent	
Archiver	Dave Oldenburg	
SysOp	Alex Stevens	
GKAUG BBS		(616) 657-2665

Next meeting of GKAUG will be Saturday, 08 April 89 for those of you who may have noticed that I did not get an article in the AIM magazine last month. Sorry... I was on vacation in DisneyWorld, enjoying the sun.

Our monthly meeting was a pretty good one. We tried to demo "No Frills" Print Shop Utility Disk, and the converter. We only had one monitor that we could use this time so it was somewhat cumbersome to show since I really couldn't see what I was doing most of the time...nothing new I suppose.

We also demoed "Text Pro" an excellent word processor and available to our membership.

Bob George brought his ST in along with his 64Meg hard drive. He built this baby on his own, and its a real beauty. We got some real insight on the importance of a mouse in computing when we tried to load an 8bit emulator into the ST and run a couple of programs...what really happens when a computer "locks up"???

Dave Bryant is retiring from his treasurer position and we are currently looking for someone to take over his duties. Not a hard job really... call me, we have "Perks". Bill Berner will be taking over the librarian position from Dale Vincent when Dale decides to move to Florida. We have enjoyed his participation in the Club. Thanks Dale.

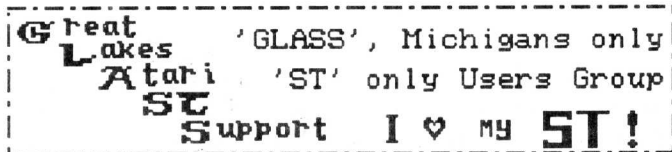
Alex Stevens is still making various modifications to the BBS and is doing a fine job. He is adding a couple of on-line games, so this should give you something else to occupy your time. We will also be adding another drive to the system so there should be more room to up/down load programs.

Next month:

1. ANALOG #71
2. PS UTILITY DISK
3. CONVERTER COMPANION
4. CONVERTER UPGRADE

There has been some discussion of changing the time of our meeting (AGAIN??). We can do what we want with this... give me some INPUT!

Frank Fellheimer



Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - \$1.00 per month, ie:join in April - pay \$9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.



Next Meeting: 6:30 P.M. Wednesday, 3 May 1989. Wyoming Public Library, 3350 Michael S.W.

- | | | |
|--------------------|--------------------|---------------|
| Tim Feenstra | President | (616)784-6230 |
| 5625 Buthview N.E. | Comstock Park, Mi. | 49321 |
| Greg Williams | Vice President | (616)698-7319 |
| George Nosky | Treasurer | (616)942-1527 |
| Bob Bulliment | Secretary | (616)457-1766 |
| Chuck Baughman | Librarian | (616)795-7373 |
| Terry Reine | Membership | (616)698-7244 |
| Gary Heitz | Director | (616)676-0112 |
| Gerry Borysiak | Director | (616)896-9358 |
| Charlene Bird | Director | (616)795-3593 |

President's Monthly: 17 March 1989

Those great folks at ICD have done it again. This time they are giving us a great deal on US Doublers, a modification that will give the 1050 disk drive true double density, and ultra high speed I/O when used with Sparta-Dos. If you missed the meeting, and you want to get in on this order, call me today. I'll be ordering them in time to give them out at the May meeting.

Speaking of May, at the May meeting the use of local BBSes will be demoed using the VCR method that worked so well for Genie. There will be a Modem up for raffle at that meeting, so you won't want to miss it.

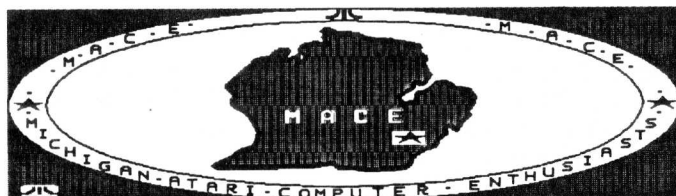
By now you should know about the Atari Fair in Detroit in May. I plan on attending, and hope we can find a couple members who own vans or station wagons that would like to take other interested members to the fair. If you would like to attend the fair, and have not signed up, let us know as soon as possible so we can line up enough transportation.

Greg Williams and I have had a couple conversations about the formation of little sub-groups with mutual interests, or perhaps a second, informal meeting to do the things there is not time to do at the regular meetings. If you have a comment or suggestion about this just pass it along and we'll see what we can do.

Lastly, I would like to pass along a few opinions about public domain and shareware software. The past few weeks I have been trying to get switched over to SpartaDOS and have been very hesitant about changing the DOS that comes on commercial software. I would rather put these disks in the closet then take the chance of hosing them up beyond repair. So now I am looking for public domain and shareware programs to fill the gaps left by the commercial products. The search was not long, as I found almost everything I needed right in our own club library. I now have a disk with all the programs I need to keep up with the clubs work. Textpro is a very good word processor (I am writing this on it now), and I even found a spell checker (which I have not tried yet) that should work with it. I have used Express for communications for a couple years now, and it works fine with SpartaDOS. There are lots of different databases, appointment calendars, and notepads to be found.

I do not intend talking anyone out of purchasing a good program (the few companies that support 8bits should be favored) if the program is what you want, but for many of those obscure needs, there are usually several public domain programs that fit the bill. Check out your library catalog for the programs you need, I think you will be just as suprized as I was at the wealth of quality useful programs that are there for the taking.

Come to the May Meeting!! Good Computing! Tim



Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are \$3 each and ST disks are \$4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send \$2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

- | | | |
|-------------------|---------------|-------------|
| MACE WeST | (313)582-0657 | (3/12/2400) |
| MACE East | (313)978-1685 | (3/1200) |
| The College Board | (313)478-9647 | (3/12/2400) |
| DownRiver Outpost | (313)675-4660 | (3/12/2400) |
| Molin's Den | (313)420-0407 | (3/1200) |

The February general meeting was a bit of a snafu... Somehow the management of the Southfield Civic Center relocated us to another, smaller room without notice. Amidst the din and confusion, members who had arrived with boxes of goodies for the Swap Night started setting up and displaying their flotsam. By the time any sense of organization took hold, many people had already left and so a "General Meeting" was never convened.

The next meeting will be held on 3/21. The feature topic will be Spread Sheets and Taxes.

Michael Olin, MACE Rec. Sec'y

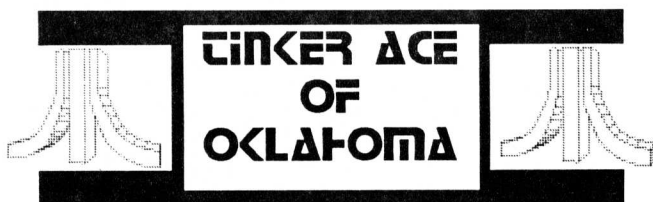
Miscellaneous Tidbits

MACE needs your help with the Michigan Atari Computer Expo. If you can donate four hours of your time to MACE for the show, you are eligible for a Gold Card, which gets you lots of discounts on merchandise at participating exhibitors. MACE needs people to take and sell tickets, hand out brochures and generally be helpful to exhibitors. Please call Pattie Rayl at (313) 973-8825 if you can help.

MACE will be raffling off SoftLogik's PageStream at the April 18th meeting, whose feature topic is discussion of final arrangements for the Expo. The May 16th meeting is MACE's Birthday Party. There will be lots of goodies to be had at this meeting, so be sure your membership is current and join us there!

MACE has received a letter from a Mrs. M. Hamlyn in England wishing to correspond with fellow 8bit Atarians. If you'd like to write to her, she can be contacted at 37 Sedgely Grove, Elson Gosport, Hampshire, England PO12 4NL.

March General Meeting minutes were not available at deadline for printing in this issue and will appear in the May issue.



TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at PO Box 7697, Moore, OK 73153 or at the TACE BBS (405) 793-7980, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - \$20.00, Correspondence - \$15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Michael Beard	(405) 793-7978
Technical Advisor	Ron Hamilton	(405) 387-5649

The View from HQ by Michael Beard

Welcome to our new monthly newsletter. Due to circumstances beyond our control, TACE is not able to financially afford to continue receiving the Puget Sound Atari Newsletter

magazine, that we have been for the past year or so. At our last meeting, the members present voted to switch to the Atari Interface Magazine, AIM, which you are now reading. Anyone wishing to continue receiving PSAN in addition to their AIM please contact myself or any of the listed Officers for information.

The TACE BBS is now running a Beta-test version of Oasis 4.3. It features full ANSI/ST VT-52/ATascii/Ascii/Commodore color/graphics! That's right, color menus/prompts for IBM users, ST users and Commodore users, as well as ATascii graphics for 8bit Atari users, in addition to ascii for Apple and other "plain" ascii computers. New Teen and Adult SIGs on the BBS. Give it a call at the listed number!

Many thanks to the Rayls for the help in getting this change-over set up as smoothly as possible. I also want to take this time to express my deep felt gratitude to Jim Chapman of PSAN for his superb work on the PSAN magazine and his support in the past. I sincerely hope that he understands our reason for changing to AIM and that we can continue to work together to support Atari in any and all ways possible. THANKS Mr. Chapman!

Secretary/Treasurer Report — March

In case you have not noticed, the club has decided to switch over to Atari Interface Magazine, which used to be the Michigan Atari Magazine. The reasons for this are many. PSAN, which is a very good magazine, had upped their price to \$1.10 an issue per person. This would make it necessary for the club to have 36 members to break even (because of the BBS and other expenses). With AIM (the magazine you should be reading now) we had to pay only \$.85 an issue per person, needing only 25 members to break even. We have, at present, only 35 members in the club. We were not even breaking even with the current magazine.

The magazine you should be holding in your hands right now is a high quality magazine published by an independent publisher called Unicorn Publications. It has a BBS specifically for receiving submissions. All in all, it was felt it was a prudent move. If, however, you wish to still receive PSAN, you may subscribe to it through the club for \$1.10 an issue (you may also subscribe to Current Notes through the club, please contact Michael Beard for further information).

It should be noted that all submissions should be in by the 17th of the month in order to make it into the next month's magazine, and the decision to go with AIM magazine was not unanimous, but was a majority decision. Remember, this magazine is included with your club dues, also the BBS is included.

It has been noted that South Western Bell has advanced the notion of charging BBSes in the area a business line charge. As a result of this, TACE will no longer be offering a "BBS membership," as charging for the use of the BBS in any way would cause us to be a "business" and therefore have to pay business rates.

The following librarian positions have been deleted: PC-Ditto, Macintosh, and CP/M. The ST librarian position is currently open.

We received a cassette in the mail recently from Poland (with

an offer to sell us the publishing rights...

Also, an offer. If you pay \$10 now, you may receive a free disk of the month at every meeting for a year. That reminds me. The disks of the month list is quite extensive, so here goes:

From Patnor Enterprises, P.O. Box 370782, El Paso, TX 79937: "Disk 33-Side I(Games/Recreational)"

Panic-combines typing practice with a fun game. Antiship-sink as many ships as you can. Roundup-gets those cattle into the corral. Targets-target shooting. Hangman-a good version. Lunar Lander-descriptive title. Pac Invaders-version of the game. Bee-animated flight. Reverse-get the numbers in proper order. Castlehex-rescue the Book of Known. Santap-how well can you rule the Kingdom of Paravia.

"Disk 33-Side II(Games/Recreational)"

Jackpot-slot machine. Tiger-get the doctor to the boat past the man-eating tiger. Arty-artillery practice. Lander-on Mars, Earth, the moon, or Vesta.

Wordguess-just that. Puff-puff-the magic dragon. Filerup-Qix like. Grubs-get 'em before they escape. Pokersquares-a different way to play poker. Yahtzee-a dice/card game.

"Disk 57-Side I(Games/Recreational)"

Ionpower-pinball game with great graphics, requires 2 joysticks. Eggsnatch-from the ants. Caves of Ice-can you escape fast enough? Motie-strategy capture game. Big Boggler-a word game. Music Flash-flash card to teach you to read music.

"Disk 57-Side II(Games/Entertainment)"

Jellyfish-eat the organisms without the pink jelly fish getting you. Paratroop-shoot 'em. Requires paddles. Slots.002-slot machine. Lumarmis.002-lunar landing simulation. Space Cavern-zap creatures to get to the next room. Speed Demon-get around the track and avoid the pot holes. Tricky Track-a not so easy racing game.

"Disk 59-(Games/Recreation)"

Includes a special load menu. Speedski-salom, watch the trees. Cosmic Defender-avoid spaces debris and alien ships while maneuvering through space portals. Avalanche-Q-Bert like. Space Race-2 players, many options. Popcorn-catch them-get promoted or fired. Bombers-score points against the computer, or a second player on bombing runs. Mazewar-zombies and wizards at war in a maze. Up to 4 players can compete.

"Disk 60-(Games/Recreational)"

Two Gun-shootout between you and the computer, or between you and another. Bonk-(binary load file) collect diamonds while avoiding alien attackers and wall. Incoming-defeat incoming space ships and helicopters. Roto-collect gold in space caverns while not allowing power pack to run down. Money Hungry-Pac man flavor. Firebug-get the fire bugs before they get you. Is fast. Good graphics. Elevator Repair-get to the top and repair the elevator. Good color usage.

"Disk 93-Side I(Applications)"

Index-user friendly disk cataloging system. Well documented. Eztype-redefinable keys to type pre-designated strings of characters. Documentation. Fonts-14 of them.

"Disk 93-Side II(Applications)"

Board-prints graphics 7,8 & 9 sideways, or upright(printers not stated). Orbits-compute various orbits for the different planets. Instructions. Disklib2-disk indexing system. Gas-gas piping system for various requirements.

"Disk 96-Side I(Games/Recreational)"

Football-a basic football game. You against the computer. AdventureX5-text adventure in space. Can you safely leave planet Klybex-7? Santa-great game. Help Santa deliver the goodies down the chimneys, or land on the rooftops to get down the chimneys. Various threats.

"Disk 96-Side II(Games/Recreational)"

NFL Football-all team statistics. Most plays available. Very good simulation(most likely no graphics).

"Disk 8(Educational)"

Word Builder-for 2nd through 8th grades. Designed to build word skills.

"Disk 92(Educational)"

Various files.

"Disk 106-Side I(Games/Recreational)"

Blue Thunder-fly helicopter through various defenses to rescue prisoners and return them to safety. Letter Quest-decipher the words. Mouse Trap-a runt-time Action game. A superb game. Startrek-can you conquer the galaxy for the Federation?

"Disk 106-Side II(Games/Recreational)"

Empire-you are the emperor of an empire. How will you run it? And so on.

Pachinko-Japanese parlor game.

"Disk 139-Side I & II(A Potpourri)"

Dragonquest 3.14-graphics adventure. A maze of spooky caverns in search of treasure. Infiltrator-text adventure. Limited number of moves to infiltrate and destroy energy center. Isle of Bonita & Mary's Prayer-2 AMS songs. Black Hole-pinball game. 1 to 4 players.

And from C & T ComputerActive, P.O. Box 893, Clinton,OK 73601: "PD006-Game Disk #6"

Number Battle, Showdown, Tank Battle, Dog Fight, and more. A routine to create a game menu.

"PD007-Game Disk #7"

Gauntlet-M/L 48k planetary attack game. 50 screens, 17 types of enemy ships with 10 types of weapons. Snowball-2 player M/L snow fight. Norad-simulates breakin into NORAD. Xevious-another M/L game.

"PD077-C.U.B.S. EdPack #1"

Math programs plus World Geography and 2 USA states and Capitals lessons.

"PD085-Astromony & Meterology"

Various files.

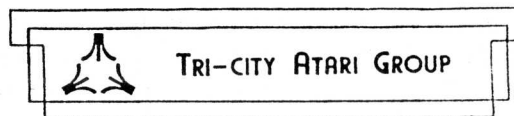
"PD203-Game Disk #23"

Squirm.OBJ-create a path for the shuttlebug. Mushroom.OBJ-centipede-like. Clown.BAS-make sure the clown does not fall. Baloons.BAS-shoot the baloons. Tightrope.BAS-walk the rope. Quester.BAS-text adventure. Proccess.OBJ-a chess game for pros.

"PD204-Game Disk #24"

Mosiacpz.BAS-a puzzle to solve. Tag2.BAS-2 player game of tag. Tank.BAS, Dungeon.BAS-second one is a text adventure. Spyplane.BAS-stop the production of enemy killer satelites. Spyplane.DOC, Dragon.BAS, Prison.OCT, Spacera.y.BAS.

That is finally that. 'Til next time. Stephen C. Moffit



The Tri-City Atari Users Group meets the second Saturday of every month at 2 p.m. at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: April 15, May 13, 1989.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Secretary	792-6029
Al Jennings	ST Disk Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872

Club dues are \$20.00 per year. For this fee you get the Atari Interface Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost \$1 each, and ST disks cost \$2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

STill to Come!

The month of May will find TAG in HOLLYWOOD!! Er, that is, TAG will see a program that allows you make your own movie — just like in Hollywood. Steve Volker will be demoing Art & Film Director by Epyx. This program offers new and unique features for creating art masterpieces! It even has extensive animating features! Show up and see this exciting new program! (P.S., Steve is EXCELLENT at manipulating graphic programs, so this demo should be exciting.)

The eightbitters will be demonstrating how to transfer files between a Radio Shack laptop computer and the Atari 8bit computer. Gerry Reno will be showing users what type of cable is needed, and also the software that is required for the transfer!

RelicST to Relish!

The ST meeting was filled with new goodies and software! LeRoy started by showing us his Tech Specialities 80 MB hard drive. This beauty has two Seagate ST-251's packed into a case only slightly larger than the Supra 20 MB hard drive! The kit (from Tech Specialities) comes complete with the case, power supply, ICD host adaptor, SCSI card, and hard drive. A 40 MB hard drive is only \$750! And you can add a second hard drive at any time!

LeRoy then demoed his new Mitsubishi multisync monitor. This monitor lets you display all three of the ST's resolutions on ONE monitor. Color looks as good as (or better than) the original JVC monitor from Atari, and Monochrome looks excellent! Plus, this is a 14 inch monitor. Compare this to the standard 12 inch monitors! The goodie that LeRoy used to connect this GEM (pun intended) to the ST is called the Synapse and is made by Void Productions.

After LeRoy finished making us drool over all this new (and impressive) equipment, we moved on to the demo of the Spectre 128. This neat little goodie from Gadgets by Small lets you run Mac software on your ST! Not only that, but it runs it 20% faster than a real Mac! If you've ever seen a real Mac with that pitifully small screen, then you can really appreciate what a 14 inch screen would look like. Everything that LeRoy ran worked smoothly and was QUICK!

The Spectre 128 can be had for \$140 (from LeRoy), and the Mac ROM's (required!) cost \$75-\$100. The best comment from the club was "Boy, it sure is spooky seeing that MacIntosh welcome screen on an ST!".

Pieces of Eight By Ted Beauchamp (TAG)

The review for this month was a program published in Computer in 1985, called The Home Financial Calculator.

The program will calculate future worth of investments with different deposit and interest conditions. The program will also calculate loan schedules for long or short term loans. While I have seen several programs that do this, this one has more options available than most of the other ones. There are five separate investment options available such as Future Value with Periodic Interest or Future Value With Cash Flow, etc. Under the loan menu you will find five options from Regular Loan Payments to Single Payment Loan.

Not only can you find the payment amount of a loan, or the final net worth of an investment but the program allows you to solve for other factors such as the interest rate required to reach a certain amount in a certain time with your initial investment.

Another feature that is useful is the ability to rerun the calculation after changing one variable. The program will redo the calculations so you can compare the different in the results.

The program also has a built in calculator with one memory. You can store the results of any manual calculations in any of the variables that the program uses or recall any of the variables and use the calculator functions on them, such as dividing a

monthly payment into weekly amounts to fit your budget.

The program to be reviewed next month is the Syncalc spreadsheet program. We would like to have someone with some actual experience with this or another spreadsheet program there to show the practical advantages of using a spreadsheet.

Equipment volunteers for March:

Neil Demo 520 ST and drive

Steve Volker Color Monitor

Ted Beauchamp 8bit Computer and disk drive

Hank Kaufmann Monitor

Remember, if you're bringing equipment, please bring all of the necessary cables (such as power cords, monitor cords, mouses, etc.).



The March '89 general meeting of the Washtenaw Atari Users Group was held on Tuesday, 3/14, at State Street Computer in Ann Arbor. The meeting was called to order at 7:50pm by President Jon Brode who announced the feature topic would be DATABASES.

There were several new faces at this meeting, and several "old" faces which haven't been seen in awhile. A WAUG welcome to Mark Chaffee of Farmington Hills, Cletus Haines of Tecumseh, and Lisa and Doug Burns of Ann Arbor who joined our happy "family" of Atari aficionados; and to Harry Price who, on remembering that WAUG is still the best place to be on the second Tuesday of every month, renewed his long-standing membership.

ST Librarian Russ Crum announced that his Disk of the Month included no less than three public domain database programs and related support files.

Member Bill Rayl, officially representing MACE, spent several minutes discussing plans for the upcoming Atari show MACE is co-sponsoring with Atari Corp. Bill announced the show dates and location, and described some of the discounts that have been arranged for user group members, with additional discounts available to those persons who take part in performing some of the labors of putting on a show of this type. Bill noted the show is being "geared as a User Group Show, and not just a vendor-oriented show."

Anton Malje demonstrated a database program for the 8bits that maintains circuit diagrams for electronic "home-brew" projects, and was followed by Mike Millage's demonstration of Software Inventory Organizer which Mike uses to maintain information about his 8bit disk library.

Russ demonstrated Regent Base on the Mega, and also some quick samples of the programs on the Disk of the Month.

The meeting lasted until about 9:45. The next meeting of WAUG will be held on April 11, the topic will be printers, May 9: Education, June 13: Elections and Flea Market.

Stopping Computer Piracy

by Sledge Hammer (Michigan Atari Group Not Usually Mentioned)

Hello, I'm Sledge Hammer, the President of Sledge Hammer Hardware & Software. I was appalled when I saw Tim Sharpe's article in my copy of Atari Interface Magazine on the volume of computer piracy. Computers are being stolen. People are being slapped in the face with fish. It's disgusting. I decided it is time to fight back.

I started my quest by dedicating all our resources towards solving this epidemic problem. First, we started by studying the most commonly used anti-piracy techniques. Testing soon showed these simple low cost methods (exotic disk formats, add-on hardware devices and such) are too easily foiled by ingenious pirates. Research stopped, waiting for new concepts to develop.

The answer came to me one day while I was target practicing by I-94. Violence is the solution. Trust me, I know what I'm doing. My new concept: Inflict severe pain with extreme prejudice whenever one of these sleezeballs tries to pirate or plunder again. After I posted bail, I called a meeting with the people in R&D to explain our new tactics against piracy.

In just days, our R&D department was turning out prototype solutions which could stop these scumsucking pirates dead in their tracks. I personally enjoyed the monitor with the top mounted revolving machine gun. When activated, it would mow down anything within 30 feet. These new anti-pirating tools had one flaw. If they were accidentally tripped, the innocent operator would be killed. This was unacceptable. I issued an executive order to R&D. If there is a chance innocent people would be injured by one of our products then I want to be darn sure that same product has the capability of taking out enough people to insure one of them had to be a pirate.

After a tremendous decline in the number of employees working in R&D, they found the solution. Here's how it works. All our hardware now comes with special software which asks your name, age, height, weight, favorite color, and shoe size when you boot up your system. After the information is entered, the computers checks to see if it is correct. If the information is not 100% correct, our software tells our hardware a pirate is probably using your system. The reactors are set to the "uncontrollable runaway mode," (If you read the April 1988 issue of MAM you know we power all our hardware products with tiny nuclear reactors.) which results in a catastrophic nuclear explosion. The result: You've just stopped a pirate dead in his tracks.

Now you can help fight piracy by using our hardware. It's simple. Just use our products as you normally would. Within the year, with your help, we will have removed every computer pirate from existence.

Just a couple warnings:

1. It's not wise to let friends or family use your computer with our hardware. They may make a mistake answering the questions.

2. Be very careful when entering your data into our system. We've learned from studies pirates don't make the same mistake twice, so we don't give them a chance by disallowing any changes in answering the questions.

Even, by chance, if you make a mistake signing on, the area of complete destruction is so large you're likely to take out at least a dozen or so pirates within a hundred mile radius.

So watch for the signs. If your computer gets fried by an electromagnetic pulse, you see a mushroom cloud in the distance, or you witness an eerie glow beyond the horizon that won't go away, then you know one of our products has just eliminated a pirate from the face of the Earth.

Here at Sledge Hammer H&S, we know what we're doing.



Our Capable R&D Director Demonstrates the Painstaking Lengths We Go To in Order To Produce Our Hardware Products

April 1989

Events Calendar

AIM Advertisers

SUN	MON	TUE	WED	THU	FRI	SAT
						TACE 1
CIS 8bit CO 10PM 2	3	Delphi CO 10PM 4	GRASS GEnie ST CO 10PM 5	GLASS CIS ST & GEnie 8bit CO 10PM 6	7	CHAOS ST SIG GKAUG 8
CACE CIS 8bit CO 10PM 9	10	WAUG Delphi CO 10PM 11	GEnie ST CO 10PM 12	CIS ST & GEnie 8bit CO 10PM 13	14	CHAOS 8bit SIG TAG 15
CIS 8bit CO 10PM 16	17	MACE Delphi CO 10PM 18	GEnie ST CO 10PM 19	CIS ST & GEnie 8bit CO 10PM 20	21	22
CIS 8bit CO 10PM 23 30	24	Delphi CO 10PM 25	GEnie ST CO 10PM 26	CIS ST & GEnie8bit CO 10PM 27	28	29

Mars Merchandising (312) 627-7462	5
Unicorn Publications (313) 973-8825	5
MACE Expo (313) 973-8825	7
SofTrek (407) 657-4611	11
D&P Computer (216) 926-3842	11
Alpha Systems (216) 374-7469	13
ProCo Products (401) 568-8459	15
South Shore Atari	15
BEST Electronics (408) 243-6950	17
Astra Systems (714) 549-2141	18
Solar Powered Software (602) 899-6992	20
Index Legalis (515) 472-2293	21
Word Perfect (801) 225-5000	23
Tech-Specialities (713) 691-4527	28

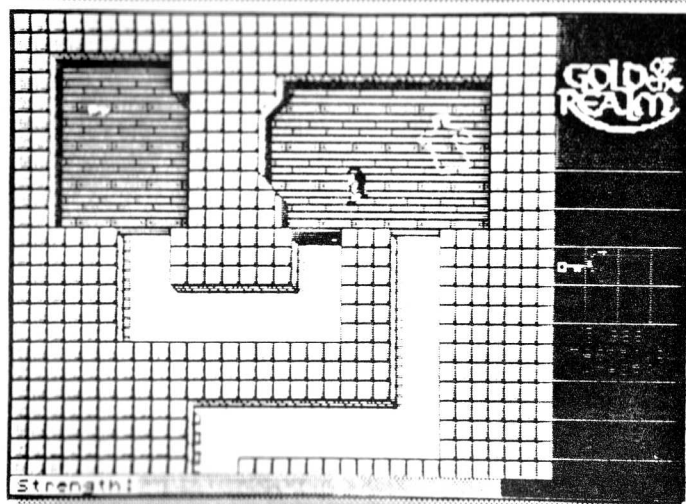
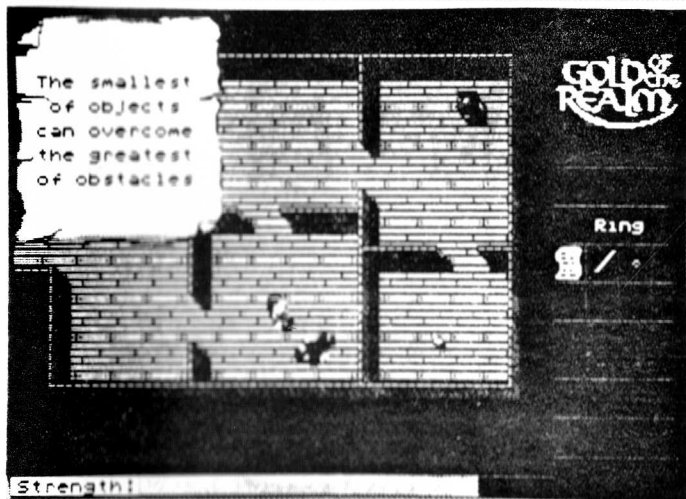
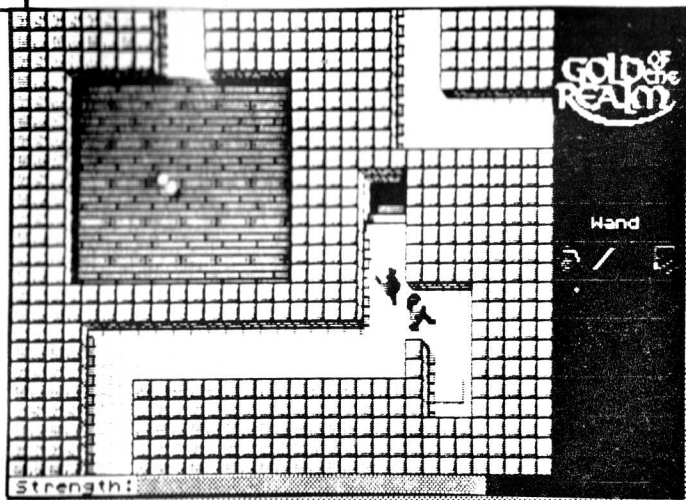
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