

ATARI

INTERFACE

VOLUME 2
NUMBER 6
June/July '90

\$2.95 US
\$3.50 Canadian

**Midwest Atari
SwapFest**

Atari Stockholder Meeting

Troubles in Pittsburgh

What is Shareware?

**The Impossible Just Takes
a Little Longer**

Monthly Features:

Atari Bulletin Board

Basics of BASIC

AtariWriter + Tutorial

Is There a Tactician in
You?

Reviews of

Kidpublish Professional

PageStream 1.8

Operation: Clean Streets

ARCIT and ARCIT Shell

MegaClick Keyboard

Upgrade

and MORE...



ATARI INTERFACE MAG. - JUN/JUL



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Peripherals - Accessories**

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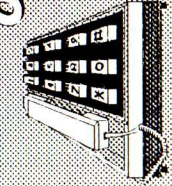
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ON-SOFTWARE

Prices subject to change without notice. VISA/MC/DISCOVER minimum of \$15.00, but no surcharge. NO AMEXCO. NO COD's. Allow two weeks for checks to clear. Minimum shipping fee is \$3.50. Maryland residents add 5% sales tax. Returns require Return Authorization and are subject to a 20% restocking fee... Call the HELP/INFO line to get RA. Products replaced with same item only. Manufacturer's warrantee apply.



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P.O. Box 811
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Ordering Info: Visa, MasterCard or COD. No personal Checks
 No surcharge for credit cards. COD add \$3.50
 Ohio residents add 5.5% state tax
Shipping Info: Free shipping on Orders over \$100, in the
 continental USA. We ship UPS..
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Modems

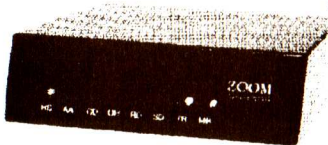
1 year
Warranty



Supra 2400
\$114.95

6Ft cable
\$7.00

7 year
Warranty

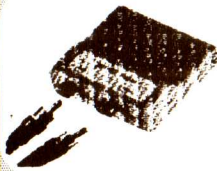


Zoom 2400
109.95

Floppy Drives



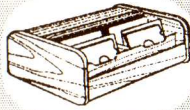
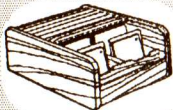
Master 3S 3.5" double sided- \$139
 MFD1080 Switchable 3.5" & 5.25"-
 \$315



**DVT-VCR HD
 Backup System**
 Use your VCR to
 back up HD.
\$185

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The only enclosures we know of that has the on/off
 switch up front, where it belongs, and a removable
 power cord, the others don't! To make a good thing
 better we even made the front switch illuminated.

HD & SQ555 Removable 44

50meg 40msec & SQ555 - \$1199
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 150megs 28msec (tri 50megs) - \$1250
 222megs 15msec (dual 111megs) - \$1811
 284megs 15msec (dual 142megs) - \$2267
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other combinations available
 call for more informations!

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\$115

Z-Ram/2.5- For use with 520 ST, Up to
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Z-Ram/Mega II- Upgrades Mega II to 4Megs
 Board w/chips- \$273
\$129

256K120ns Chips
\$2.50 ea

1Meg 80ns Chips
\$9. ea call price change

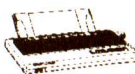
BOARDS

ICD Host Advantage Plus - \$94.77
 ICD Host Advantage (no clock) - \$84.77
 50pin SCSI drive cable 6"- \$8 18"- \$10
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 Turbo16 Accelerator - \$269
 Spectre GCR(cart)- \$215 Roms- \$125
 PC Speed (Michtron Version)- \$339
 ST-Time (under rom clock) - \$43
 Vidi ST (cart) - \$139
 Supercharger 1Meg (IBM emulator)
 \$439 pending FCC approval
 Digisound Professional - \$139



Migraph Hand Scanner
 W/ Touchup- \$419

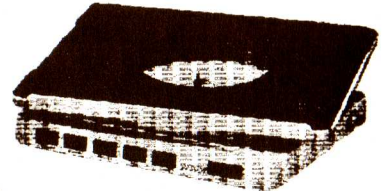
STAR NX1000II- 9 PIN PRINTER -
 \$169.60
 STAR NX2410- 24 PIN PRINTER-
 \$290
 HEWLETT PACKARD DESKJET-
 \$639
 HEWLETT PACKARD DESKJET II-
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**Monitor Stand &
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5 Switched outlets with EMI/RFI
 surge protection. Tilt monitor stand
 base.

\$45.95



Practical Solutions



Monitor Master
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Drive Master
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Mouse
 Master \$26

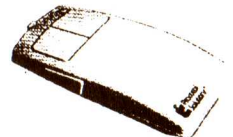


Video Key
 \$65

Tweety Board- \$37



Cordless
 Mouse
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Misc

IMG scan- \$58
 Drive Extension Cable 6 Ft- \$16.50
 Printer or Modem Cable 6 Ft- \$7
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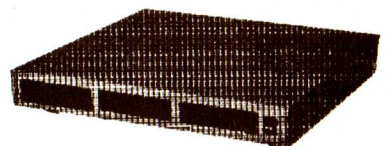
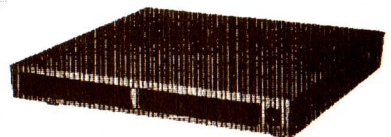
D & P HARD DRIVES

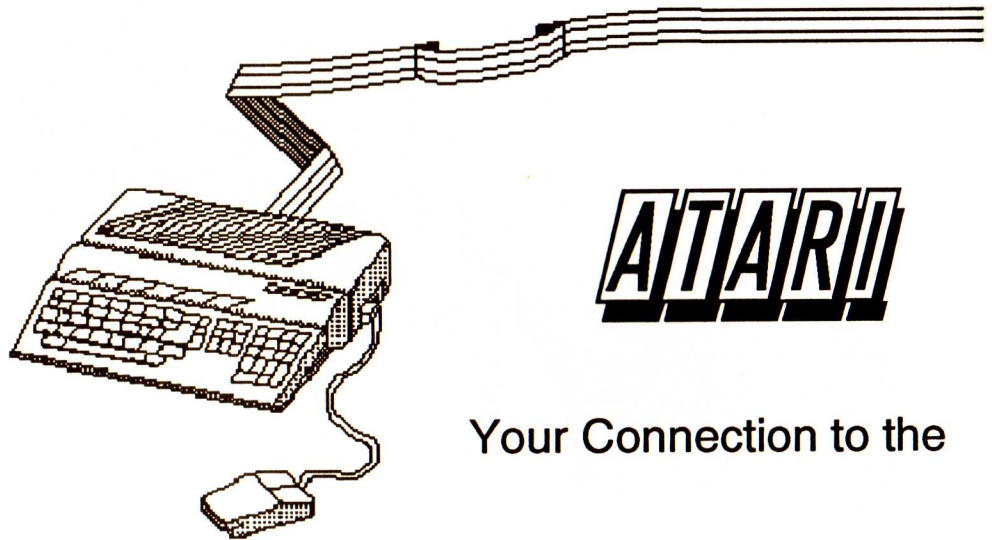
Complete hard drive systems, using seagate
 SCSI drives, ICD host adaptor & software.

20 MEG 40MS- \$489
 20 MEG 28MS- \$513
 30 MEG 40MS- \$532
 30 MEG 28MS- \$546
 50 MEG 40MS- \$556
 50 MEG 28MS- \$584
 65 MEG 28MS- \$655
 85 MEG 28MS- \$694

SYQUEST 44MEG Removable System - \$835
 SQ555 Drive & 1 cart \$625 carts \$85

HD enclosures sold separately!
 Dual monitor hold dual 5.25" or 3.5"
 Tri monitor holds 3 - 3.5"
 all cases \$119.95





Volume 2

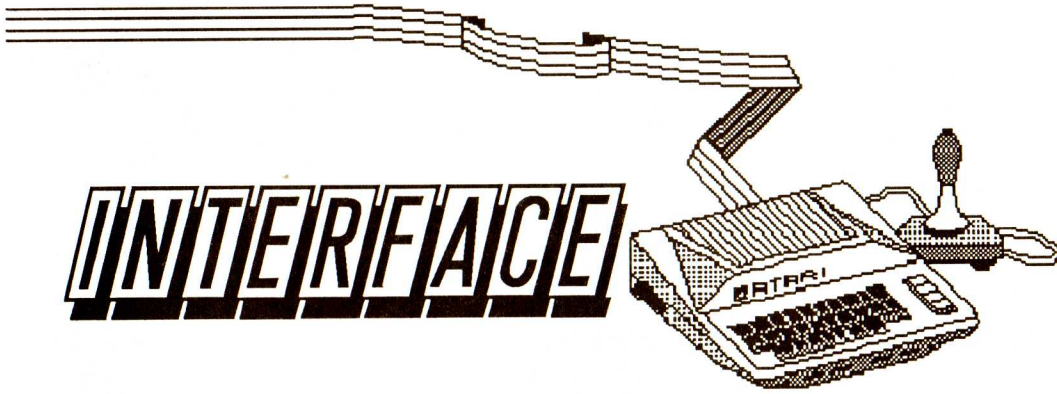
Your Connection to the

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MegaClick Supercharge your Mega ST keyboard with this kit from Best Electronics. Review by Timothy Barr (SEVAC).	16	dbMAN Tips for the STer Peter Killian (O-ACES) gives some dbMAN programming tips.	27	Atari Bulletin Board	4
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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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Atari Users Community

Number 6

PARTICIPATING ATARI USER GROUPS

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Winter Park, FL

ACCD
Denver, CO

ACCT
Toledo, OH

Atari Federation
Vandenburg AFB, CA

BACE
Birmingham, AL

BRACE
Lexington, KY

BRAG ST
Buffalo, NY

CACE
Jackson, MI

CCCC
Bristol, CT

CDACC
Camden-Wyoming, DE

CDACE
Albany, NY

COAC
Bend, OR

CUSTUG
Champaign-Urbana, IL

FACCS
Spokane, WA

GKAUG
Kalamazoo, MI

GRASS
Grand Rapids, MI

GTAUG
Beaumont, TX

HACE
Houston, TX

JACS
Clementon, NJ

LACE
Roy, UT

LBACE
Long Beach, CA

MACE
Southfield, MI

MAUG
Ontario, OH

MGAUG
Warner Robins, GA

NAUG
Nashville, TN

O-ACES
Omaha, NE

PACE
Duluth, MN

PHAST
Phoenix, AZ

P3ACE
Colorado Springs, CO

RACC
Rockford, IL

RACE
Rapid City, SD

SAGE
Erie, PA

SEVAC
Chandler, AZ

SPACE
Harrisburgh, PA

ST Club of El Paso
El Paso, TX

STAG
Saginaw, MI

STANCE
Lyndhurst, OH

StarFleet
Denver, CO

STig
Denver, CO

SVACE
Salinas, CA

SWAG
Vancouver, WA

TACE
Midwest City, OK

UNYACE
Vestal, NY

WACO
North Huntingdon, PA

WAUG
Ann Arbor, MI

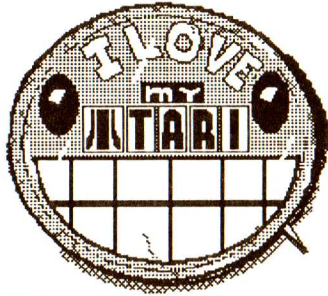
WNYAUG
Buffalo, NY

On the Cover

The new Stacy laptop from Atari, now shipping in the US and Canada.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographer: Bob Retelle
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP LaserJet II with PacificPage Postscript cartridge and PageStream



ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari Corp. News

Atari's 68030-based TT is currently at FCC. Although no firm release dates are expected until after the machine passes FCC, Atari President Sam Tramiel stated at the recent Stockholders Meeting that the TT would ship by the fall of this year. Recent reports have also indicated Atari Canada may hold a press conference in June to announce shipment of the TT in July.

The Stacy laptop has been shipping in the US and Canada for a number of weeks, with most of the US shipments going to MIDI professionals and dealers.

A number of the 4 Meg/40 MB hard drive models have appeared on the shelves of "normal" Atari dealers, with a price tag of around \$2500 US.

In Canada, dealers have Stacy 1—1 Meg/ 20 MB hard drive units—in stock, selling for around \$2500 Canadian. These models are expected to sell in the US for around \$1800 when they become available.

Atari Financial Report

In mid-May, Atari released its first quarter financials, reporting a net income of \$1.5 million or \$.03 per share on sales of \$85.5 million. These figures, according to Atari, reflect continued demand for the ST line, including the new STe, and strong sales of the Portfolio and Lynx.

The Spring issue of Atari Explorer, which was pulled from distribution when Atari fired the old

Explorer staff, has been shipped to subscribers. The "infamous" editorial written by ex-editor Betsy Staples was replaced by one written by John Jainshigg, the magazine's new editor. Jainshigg was formerly a technical editor for Atari Explorer.

Developer News

Innovative Concepts has announced the commercial release of ARCIT and ARCIT Shell for the ST. These programs, which give user-friendly interfaces to the standard file compression programs, originated in the Shareware market.

Now a commercial product, the software has been upgraded to support new compression programs like ZIP and ZOO, as well as the ability to save your configuration. The package retails for only \$14.95 (plus S/H) and comes with a disk containing all the various compression programs and their docs.

For more information on the ArcIt programs, there a review appearing this month. Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730.

For Mega ST owners looking to add a longer cable to their keyboard, Data Base Computer Systems is selling "high quality spring coiled" replacement cables that aren't as prone to tangling and kinking as other "flat" cables. Cables with a 12-foot stretch length retail for \$15, while 25-foot versions sell for \$20.

Data Base also offers a 5-inch flat cable "extension" for cartridge users for only \$5, allowing the keyboard cable to be more easily routed around the cartridge. Add

\$2 S/H. CODs are available for an extra \$5. Data Base Computer Systems, Box 20, Manti, UT 84642, (801) 835-8441.

Diamond Back II

Data Innovations has released a significant upgrade to their popular ST hard drive backup program, Diamond Back II. Diamond Back now supports backup of Spectre hard drive partitions, expanded wildcard masks, ability to append incremental backups to the last disk in a previous saveset, estimate of how many disks your backup will take and lots more.

Diamond Back II is also packaged with Diamond Cache, a user-configurable disk cache program. Current owners of Diamond Back can upgrade by sending in their original disks and \$10 (\$15 if new manual wanted). Retail price for the package is \$59.95. Data Innovations, 127 N. Front Street, Rising Sun, IN 47040, (812) 438-3733.

New BobTerm

BobTerm, the Shareware 8-bit terminal program from Bob Puff, has been upgraded to version 1.21. BobTerm has full XEP-80 and DOS support and a "fast CIS Xmodem" protocol for speedy downloading on CompuServe. This program is available for download from the online services or for purchase from local user groups. Support Shareware!

Micro Solutions has introduced Transkey. Transkey allows you to add an IBM style detachable keyboard to your XL/XE computer. This small board fits under the shielding on the Atari 8bit and attaches to the IBM type keyboard with a 5-pin DIN jack and a small

ribbon cable to the Trankey board. You are still able to use the regular, built-in, Atari keyboard. Transkey sells for \$48 for the solder-in version for all 8bits, and \$58 non-solder version for 400/800/XLs only. Micro Solutions, Box 750396, Petaluma, CA 94975 ph: (707) 763-9103.

Help Wanted

LEXICOR Software, a new company started by a group of former Antic developers, is looking for programmers. LEXICOR was "set up to support authors and programmers on a royalty basis so that there would be at least one software publisher for the ATARI that cared more about the author than corporate profits."

The company is interested in any projects and is also specifically looking for authors interested in programming for the new ParSec graphics board, ISAC board and learning P.I.X.R.'s Renderman. For more information, contact LEXICOR Software, 58 Redwood Road, Fairfax, CA 94930.

Online News

The ST Roundtable on GENie has recently added a Trivia Quiz selection to the roundtable's main menu. Users who take the quiz can win free online time—the more you "play," the better your chances of winning.

From May 15th to July 15th, 1990, the Atari Portfolio Forum on CompuServe is sponsoring a programming contest for the palmtop IBM compatible. For more information on the contest and prizes to be awarded, stop in by typing GO APORTFO.

AIM Category On GENie

GENie has been doing a little housecleaning in the ST Roundtable bulletin board, removing old Categories and adding some new ones. Atari Interface now has its own category on GENie...stop by in Category 22 and chat with us!

Other recent categories have been set up for Double-Click Software (DC Desktop, DC Utilities, etc.) and Talon Technology (makers of the popular Super-Charger IBM emulator).

SOME LIKE IT... 

* The CodeHeads announce:


+


- "When the START editorial staff first saw HotWire, our collective reaction was "Wow!"
- By far the **fastest, easiest way to run programs** on the Atari ST... from a floppy disk or from a hard drive!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
- New **Ledger** function records time spent in programs of your choice.
- **Passwords** may be used to restrict unauthorized access to certain programs.
- New **on-screen clock**, appears in the programs that you choose.
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop.
- A **seamless interface** offers direct access to MultiDesk and MaxiFile.
- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/hide** any combination of files and/or folders.
- Runs as a desk accessory or as a program in any resolution.
- Incorporates **every** file/disk feature of the GEM desktop plus much more.
- Intelligent **disk copying** routines.
- **Rename folders** - Print directory listings.
- Store **comments** about any file/folder.
- Unique and intuitive user interface designed for easy, speedy operation.
- **Customizable** for your style of use.
- **Keyboard equivalents** for all operations.
- Quickly select from up to 20 of your most-used paths.
- Even runs programs and loads documents.

Here's what our users are saying about HotWire and MaxiFile:

"The HotWire/MaxiFile combo has **changed the way I use my ST.**"

"I haven't used the standard GEM desktop in weeks."

"Without HotWire and MaxiFile I'd be totally lost on the ST."

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Annual Atari Stockholders Meeting

by John Pilge

The Annual Atari stockholders meeting is where shareholders vote for the board of directors and approve any changes in the company charter.

Action by the Stockholders

This year the change was to appoint Deloitte & Touche as independent auditors for the company. The motion to appoint Deloitte & Touche was approved 47,512,391 to 4,365.

Jack Tramail was elected Chairman of the Board by 47,510,376 shares. Of that number 25,300,156 are Jack Tramiel's own shares (43.8 percent of all stock).

The voting is a formality. The directors hold 51 percent of the stock and Warner Communications owns another 24 percent. There are about 57,138,000 shares of stock. Not everyone sends in the voting statement, so not all the shares are represented.

After the quick voting, the board answered questions and showed the latest line of Atari goods.

Questions for the Board

The questions got the official Atari statements. Atari Explorer magazine has been moved to the West Coast so it can be better supported and the new editor is chosen to maintain closer contact with Atari. [Ed. Note: John Jainshigg has been online for Atari Explorer as the new editor. But, when Sam Tramiel was asked, Sam said Jim Fischer is the new editor. Perhaps Sam meant publisher?]

News on the TT

The TT030 will not be released to any magazines or reviewers until it is ready for distribution. It is expected to be available in the fall. The TT is planned to be released in two configurations, with Unix available in the high end machines.

Atari did not buy Epyx, Atari bought the Lynx from Epyx. Atari will be advertising more in the United States in 1990 as the year progresses. Most of the ads will be for the Lynx and the Portfolio.

Some Atari Figures

Usually, Atari is quiet about numbers but some information did surface.

There were only 30,000 Lynx machines available last Christmas with 15,000 available in the New York area. This year there will be 400,000 Lynx machines available.

The production is limited to the number of Lynx Video screens they can get. Atari hopes to have 30 titles for the Lynx by the end of the year. One game, Slime World, will allow up to eight players/machines to connect.

Worldwide Figures

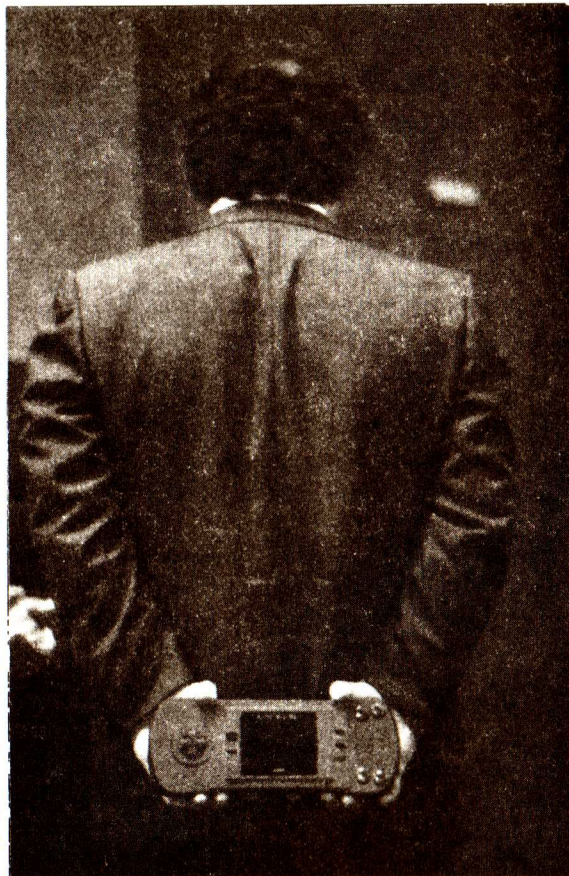
There are about 1,500,000 ST computers in use. This number includes the Stacy which has been available since January. Last year, 250,000 XE computers were sold. In Poland, the XE sold 70,000 units,

making it the most popular computer in Poland. Europe accounts for 60 percent of Atari sales.

The rest of the meeting focused on the abilities of the Portfolio, new software (there is one game planned for the Portfolio, but no one will say what) and showing some demonstrations on the STe and the TT030.

None of the 8-bit products were displayed and neither was the Stacy. From talking with members of the board, Atari still has one Federated store left.

Refreshments were cookies and soft drinks.



Atari's Sam Tramiel

NEW

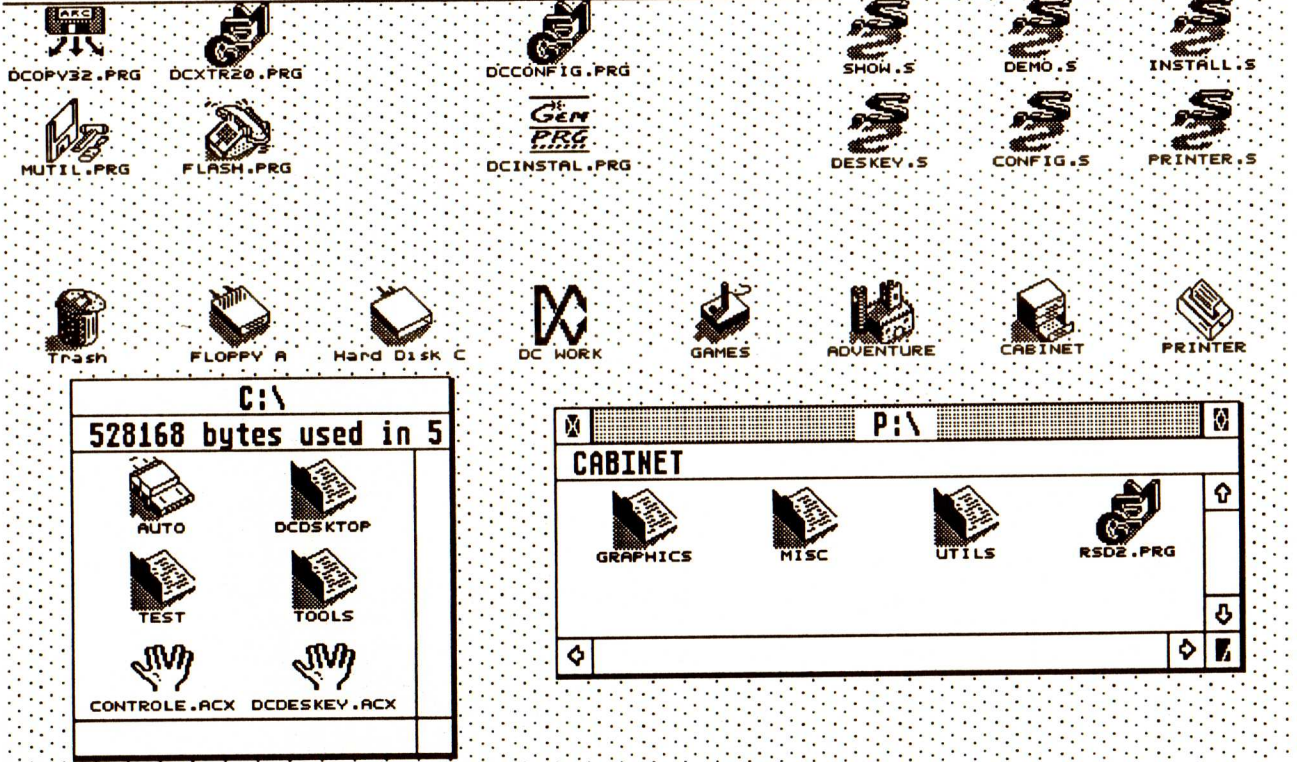
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Midwest Atari SwapFest

D.A. Brumleve (CUSTUG)

A few years back, there was a major effort by a coalition of Chicago-area users groups to present a large-scale Atari show. That effort failed, members lost money, the show did not take place and participants were very discouraged.

How it Started

It took a while to build up the courage to try it again. One group has taken the lead by putting on a multi-group "swap meet," a small-scale show which might serve as a test-case to indicate whether or not they might be capable of putting on a larger World-of-Atari-type event in 1991.

The plan was to host a small show to generate enthusiasm and develop intergroup spirit, and to provide some visibility to the many Chicago-area Atari dealers and lots of bargains to the show-goers.

From 10am to 4pm on Sunday, April 22, the efforts of the Lake County Atari Computer Enthusiasts (LCACE), and especially of club officers Larry Grauzas, Mike Brown, John Schultz and JJ Johnson, paid off in the form of the Midwest Atari SwapFest.

Where Was the Show?

The SwapFest was held in the banquet room of the Diplomat, a restaurant associated with a Days Inn hotel in Gurnee, northwest of Chicago. A room at the Days Inn was made available for seminars.

Exhibition tables were arranged in a pattern of concentric squares

in the banquet room. ST and 8-bit user groups brought their used software and group library disks to sell.

Among the groups participating were LCACE, MilAtari Ltd. (Milwaukee), SCAT (Southern Chicago and suburbs), RACC (Rockford) and GCACE (Chicago). Members of CRAG (Calumet IN Region Atari Group) distributed copies of their newsletter. The Rockford group passed out pocket protectors emblazoned with their logo.

Who Was There

Other exhibition booths included my own (D.A. Brumleve), Kolputer Systems, Computer Cellular, CSA, Apple Annie, No Frills Software, Paper Express and Mars Merchandising.

Not all of Chicago's Atari dealers were represented; I was surprised at the absence of Digital World, Coz Computers and Software Plus.

Some of the booths focused on one or another aspect of computing; particularly noticeable was the MIDI area, which entertained show-goers with music and other noises throughout the day.

All Atari products were represented in the booths. Most of the groups supported both the ST and 8-bit user, and dealers also had products related to the Portfolio, Lynx and game machines.

Atari had a booth manned by Bob Brodie, Jeff Williams, who is a sysop on GENie, and Mike Groh, Atari's Chicago-area dealer representative. Bob brought along the Lynx, Portfolio, STe and Stacy for the enjoyment of attendees.

The STe's sound capabilities

were demonstrated through the use of stereo speakers and a special demo program designed for the STe. Bob presented two seminars to packed audiences.

Did I say "packed?" The seminar room was not the only area that was packed. Organizers had anticipated only a few hundred attendees, but wound up selling over 1000 tickets!

The concern was expressed that the Fire Marshall might close the place down, it was so well-attended. The aisles were crowded with enthusiastic bargain-hunters throughout most of the day.

Around 3pm, the crowd began to dwindle, but this was fortuitous and appropriate in a way, as several vendors had sold out of their wares and were packing up to go home!

Where People Came From

Attendees came from as far away as Downstate Illinois, Indiana, Iowa and Michigan. CUSTUG was represented among the show-goers too: Menno Rapson, Harlow Bower and Sid Smart caravanned to Gurnee to catch the opening of the show.

As a vendor, I found my demonstration computer was in almost constant use. Many children attended the show with their parents. Several children came back to use one program or another again and again.

My hopping disks, as usual, "sold" like hotcakes, with some greedy little ones taking several apiece. (Maybe they knew they'd be losing at least some of them in short order.)

I made few sales, but those who did buy in every case took advan-

tage of the "show special" (\$65 for Kidpainter, Kid-publisher Professional, and Super Kidgrid), so for once I actually made a profit (!) at an Atari show.

Next to my display sat a box of flyers from M-S Designs. This is a company that Henry Murphy and Carl Stanford of CUSTUG have established for the marketing of their Calamus fonts. Mike Groh, who had participated in CUSTUG's own "Evening with Atari" at Leal School last February, was demonstrating Calamus in the Atari booth, so he disseminated many of these flyers from the Atari booth also.

Door prizes were presented to winners of a ticket drawing at intervals throughout the day. At the end of the day, Bob Brodie of Atari offered a MegaFile 44 as a gala door prize.

Vendors and users agreed that this show was a terrific success. In spite of its limited intentions, attendance was substantial and enthusiastic. I hope the organizers have sufficient momentum to pursue a major Chicago-area Atari show in the very near future!

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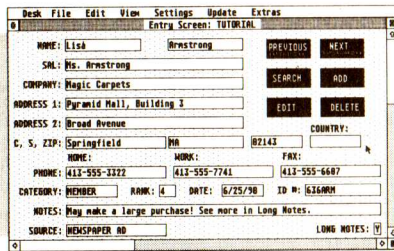


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Troubles in Pittsburgh

Fallout from the PACE Show

Patricia Snyder-Rayl

[Ed. Note: We'd like to thank both STReport and Z*Net online publications for contributing to this article.]

"I kind of sensed trouble when we entered the school to get in line for tickets," wrote Robert Ford for Z*Net. "There weren't more than 40-50 people there. Total attendance for Saturday was only about 350 and Sunday was even worse with about half that."

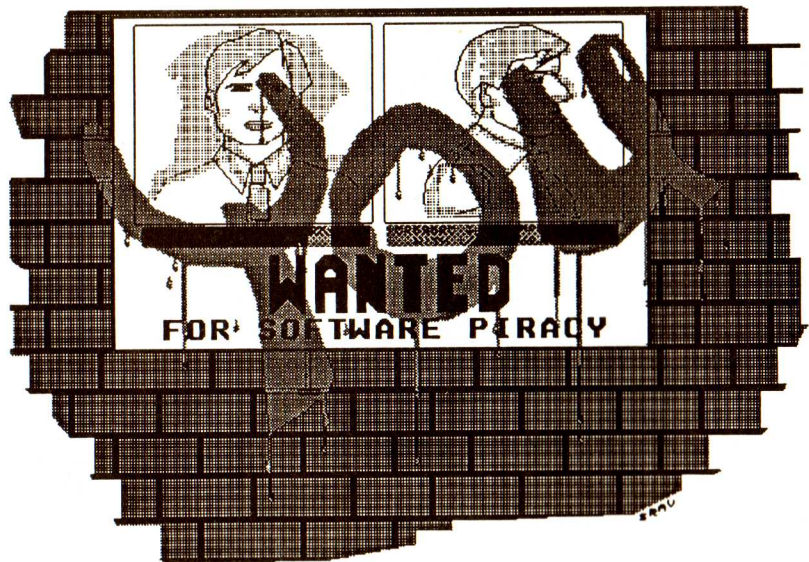
Exhibitors were disappointed with the low turnout, but more upset about the open and free discussion of piracy practices. Developers heard show-goers say uncounted times, "I'll get a copy of that from a friend." Many people who attended the Pittsburgh show on April 28 and 29 summed the show up later by saying, "Pittsburgh was the pits."

Examples

Unicorn Publications (Bill and I) exhibited at the PACE show. We were demonstrating and selling AIM disks of the month as well as copies of Atari Interface magazine. We were asked many times "Is this commercial or public domain?"

When we explained all the programs on the AIM disks were either PD or Shareware, we were shocked to hear "Good. I don't buy commercial software."

Double Click Software had a booth opposite ours, and they were exhibiting DC Desktop. But people weren't interested in buying their new, and hot, package. I helped them out by watching their booth for a short time, and was



trying very hard to get a fellow interested in DC Utilities to buy it for the show price of \$20. He was convinced it was a good package, but he wouldn't buy it...he'd "Get a copy from the club."

This unabashed display of software theft reached a crescendo when George Miller of Michtron was asked to refund a show-goer's money on Canvas because "a friend" told the show-goer he could get the program for free. Canvas, a paint program, debuted at the PACE show.

Meeting of Minds

The low attendance and attitude at the show caused exhibitors to call a meeting Sunday with PACE officers. During that meeting, the mention of a club called Atari Elite with a commercial software lending library sparked even more anger from the unhappy exhibitors. Nathan Potechin of ISD indicated he would look into what action, if any, could be taken against lending libraries sponsored by Atari clubs.

Atari Users Association's Derek Signorini was at the meeting and was a member of the Atari Elite.

He was strongly encouraged by the exhibitors to drop his affiliation with Atari Elite, which he subsequently did.

This action seems to have gained the AUA greater respect from developers, if I'm judging the online responses accurately. However, according to STReport's Ralph Mariano, representatives of the Atari Elite did not greet the news with calm, but became abusive and threatening.

Atari User Group Manager Bob Brodie was at the show on Sunday. "When I got off the plane and was greeted by Rick Flashman (Gribnif) with the stories he had to tell, I started getting upset. By the time I got to the show and talked to other developers, I was very upset."

Some Reaction

Bob was definitely not his usual cheerful, open self. He had just flown in from Rochester, NY where he had a meeting Saturday with the New York clubs. "It may have been a mistake to go and do all that much that weekend. Being tired made it bad; being upset made it worse. One thing I've learned is to cut back on my schedule."

When Bob heard tales of open, and apparently accepted, discussion of piracy in front of the developers, he decided to not donate the door prizes to the show. These included sets of TOS 1.4, A MegaFile 60, Gauntlet for the Lynx and several software packages for the 8bit.

"It is a shame, as perhaps some legitimate user might have won a nice door price, but from what I saw, we just would have helped the wrong people out. Maybe I was rough on them, but was it unwarranted is the question?" asked Bob Brodie.

Bob went on to say he's talked to the president of the Atari Elite club, and the president denies all piracy allegations, and says their lending library is mostly full of games—there are few applications in it. Lending libraries are in a "grey" area of copyright laws, but most developers are very positive in their viewpoint that the only purpose of such libraries is to illegally spread commercial software.

Developers like ISD, Michtron, Double Click and Branch Always Software have produced demos of their commercial programs so potential buyers have a chance to check out the software before they spend their money. Many feel this defeats the argument for "try before you buy" lending libraries either in clubs or stores.

Atari recently developed their SoftSource program available on GENie, which will allow users and dealers access to all sorts of Atari commercial software demos. Atari has plans to put all the demos they receive on CD ROM so stores will have the demos right at their fingertips.

To my knowledge, no one has leveled any serious accusations of piracy at the Pittsburgh clubs, but the greater Pittsburgh area, and possibly Pennsylvania, is now under a heavy cloud of suspicion. A couple members of PACE admitted to us they pirate software. They told us they stole software because they had tried for years to fight the Atari Elite to no avail.

We feel sure there are upstanding members in each club. They will be hurt by this software theft, but not nearly as much as the developers. The software thieves are effectively stealing money directly from the developers' pockets.

Developers such as CodeHead and Gribnif can't afford an Atari market that won't even pay their expenses to travel to Atari shows. And the Atari market can't afford to be without such excellent companies.

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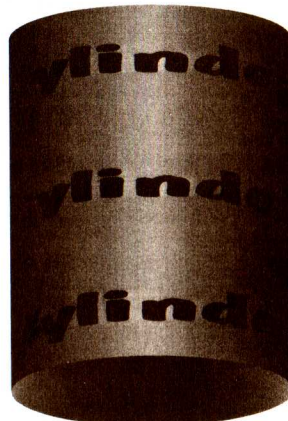
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PageStream

The DTP'er's Dream!

Mike Harbison (RACE)

Who needs another article about PageStream? Why is someone writing an article about a program that's been around a while? I decided I'd not seen an article that did it justice.

For those of you new to the Atari ST or desktop publishing scene, PageStream (PGS) by Soft-Logik is the answer to the high price of desktop publishing. It is as powerful as any of its competition (on any computer) and it's a snap to learn. You must have at least an Atari ST with 1Meg of memory and a double sided drive.

Prior to upgrading to PGS, I'd used Soft-Logik's Publishing Partner (PP) since May 1987. It was the first true desktop publishing program for the ST and it was a standard.

Soon, new programs began to surpass PP's capabilities and Soft-Logik itself decided to introduce a new professional version. Unfortunately, they advertised and took orders for the program about 12 months before it was delivered.

Originally intended to be an upgrade of PP, it was built from the ground up in assembly language because they felt that simply adding features to PP wouldn't work the way they wanted it to.

After many letters, they released version 1.0 (Nov 88) with a list of "known" bugs (it crashed a lot). It probably harmed their reputation more than no release at all.

I didn't worry much; I'd been using PP for a long time with excellent results. Three months later, I received version 1.5 (free). I

promptly screwed it up by copying over the *new* disk (rats). I called Soft-Logik, explained my problem, and they said to mail back the 1.5 disk. About two weeks later, I received my new disk labeled v. 1.51. They'd updated PGS since I got the first upgrade!

Two months later, a friend of mine bought PGS v. 1.53! Soft-Logik said I could wait for the next major upgrade or copy v. 1.53 from my friend. You know what I did. Well the major upgrade (v. 1.8) hit the streets in late 1989. It wasn't free but well worth \$25 for new manual and program. I don't see how they could afford to give free upgrades in the first place!?!?

Now, what can PGS do? If you want something on a page, PGS can do it! The only limit is your own imagination. I've seen some better promoted programs (Calamus, Pagemaker, etc.) but none that can do any more than PGS. Sure there are a few features that it doesn't have, but it has a few that the others don't have as well.

Now let's talk about PGS version 1.8. The manual (downfall of most programs) is fantastic. It's very professional-looking, very well organized, and of course, it

was created entirely with PageStream. The table of contents is extremely detailed and will help you find any topic you desire.

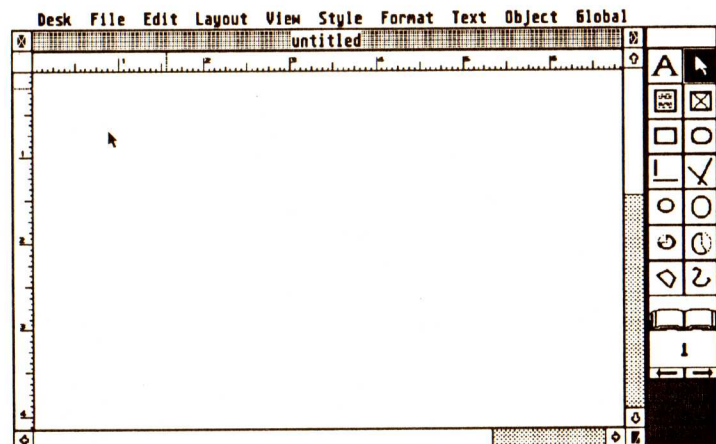
PageStream Quickstart

Chapter 1 is for people (like me) who don't like to read a lot before getting at it. You'll start running through the program in just a few minutes. The remaining chapters, thirteen in all, cover each function in detail.

One of the most interesting features is the "Spotlight." This is where they give you tips on visual effects, leading you through the process step by step. They've got these little "Spotlights" spread throughout the manual. My favorite is "Spotlight - Zooming."

And now...the program. Getting started was pretty easy. Click on the PGSTREAM.PRG icon and you'll start the loading process...it does take a long time to load. The more fonts, the longer it takes to load. I'd recommend a hard disk because of the sheer size of the program and its support files.

Once it's loaded, you'll see the PageStream desktop. It displays the traditional GEM menu bar and the TOOLBOX.



Creating a Document

Now you'll need to go to the FILE menu to open a new document. It'll ask you about page size and orientation (landscape or portrait). I almost always use the same type of document, so I've set up a macro (F1) to do it. When you first open or create a document, it doesn't fill the width of the screen. This is so it won't cover the TOOLBOX. You can size the document to take the full screen width if you'd like. In this case, the TOOLBOX is hidden by the document; display it by clicking on the upper right button.

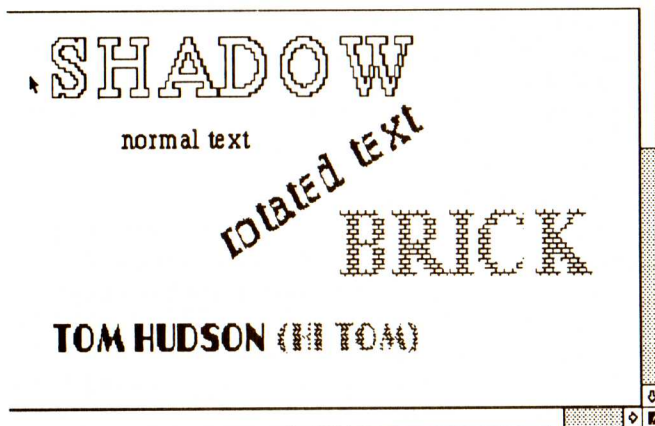
Now you've got a document right? Well, what do you do next? Text is important, let's start there. You can place text on the page as an object or within a text column. There are advantages to each depending on your purpose. A text column usually contains a fairly long string of text and can support some text functions that a text object can't. If you resize the column, the text remains the same size.

A text object is typed directly onto the page without support of a column. Just select the text mode on the TOOLBOX (large letter A) and click on the page. Avoid clicking near columns if you want a text object; clicking near a column will automatically put you in the column. If you're not in a column, you'll see a vertical line representing the start of text. Just type away. You can treat them just like any other graphic object. They work great for making charts, graphs, and titles.

Getting Text into Your Document

There are two ways to enter text into your PGS document; typing it in directly or importing text from another text editor. I've done both but most of the time I've typed it in directly. As far as I know (by the manual), you can import ASCII, Word Perfect 4.0, 1ST Word (WordWriter ST and 1ST Word Plus), and REDIGER files. PGS will import these files with the original formatting. All other text must be imported as ASCII. New import modules may have been added since I wrote this, so be on the lookout if your word processor isn't supported.

Font selection and management is now much easier. Ten fonts (type styles) are included with PGS.



Now you can separate your fonts and load them as needed. This is handy since I've got 33 fonts but only load my favorite nine fonts on startup. Font selection and sizing is a snap. Although there are several preset sizes, you can choose almost any size you want by just typing in the height and width or for text objects just grab the sizing squares and drag. You can assign colors and patterns to any font just like any other object. In addition, text can have several style attributes, such as: normal, backslant, bold, italics, shadow, etc. Although the fonts appear blocky on the screen, never fear, they print out great—even on a 9-pin dot matrix printer!

Some of the Other Features

The Toolbox is one of the most used features. It's shown here in the figure on the previous page on the right side of the screen. You'll use it most often to select text or object mode. The large letter "A" represents text mode. When in this mode you can enter text in the document—either column or text object. The arrow is object mode. Once you're in object mode you can select objects to move, resize, group, rotate, etc.

The next two boxes on the Toolbox represent text columns and reshape. The icon that looks like a box with text inside is used to "draw" text columns on the page. It works like drawing a box but it disappears once you've finished unless you're displaying column outlines (more on display options later). What you're left with is a text column.

What's so special about this? Well, there are times when you need a column but don't want to use the standard create columns option. You can put any size column anywhere you want! Even overlaying another text column for a special effect. The icon on the right (envelope shape) starts the reshape mode. This is only used to reshape polygons drawn within PGS. I've used it a great deal, because I do a lot of artwork with PGS.

When selected and you click on a polygon (the multi-sided objects I create I wouldn't call polygons...) you get sizing squares at the end of each side instead of the standard sizing squares at four corners and sides. By selecting and dragging a sizing square you'll change the shape of the polygon (a very handy feature).

The remainder of the Toolbox options are mostly drawing tools: Box, Round Corner Box, Vertical/Horizontal Lines, All Other Lines, Circle, Oval, Circular Arc, Oval Arc, Polygon, and Freehand Drawing. At the bottom of the Toolbox is the book icon, number, and arrows. Click on the left or right page and you'll move to the left or right master page. Here you can set up any object(s) or text that you want to appear on every page or alternate pages throughout the document. The number displayed on the Toolbox is the current page. Click on the right arrow to advance to the next page; left for the previous page.

One of the most useful features is the view options menu. With this feature you can display: facing pages, full page, 50%, actual size, 200%, full width, user set scale and variable zoom.

Facing pages: When you select facing pages you'll see two pages side by side. The pages don't have to be adjacent pages either. The page displayed on the left is the only one that can be edited in this mode. The one on the right is for comparison only.

Full page: Same size page as facing pages but only one page.

User set scale, 50% and 200%: Your possible magnifications (two common presets and one user defined).

Full width and actual size: Both show the page's actual height but the full width option compresses the width to fit the viewing window.

Variable zoom: One of my favorite features. I can't look at the page and say what percentage of zoom I need. This feature lets me box around an area and the features within the box are expanded to fit the viewing window.

View magnifications are only part of the options. You can display rulers, guides, a grid, tabs, text routing and column outline. In addition, once you place a bit-mapped picture where you want it, you can turn off the picture display to speed up screen redraws. You'll see a frame representing the picture's location.

The last part of the view menu has page layout tools: show rulers, guides, grids, tabs, text routing, column outline and pictures. Each of the features is helpful in aligning and designing the page.

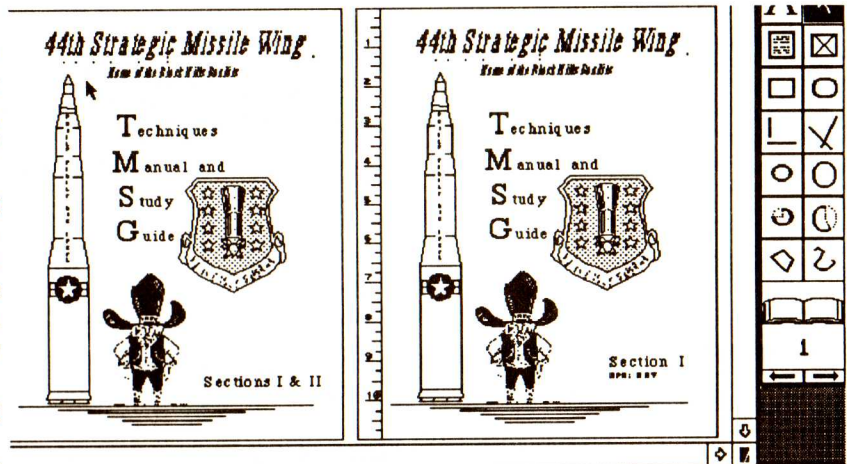
This is disgusting. I can't cover all the features in one article. There's just too much.

PageStream Update

Oh well, some exciting news. A few days ago there was a conference on GENIE with Deron Kazmaier, president of Soft-Logik Publishing Corporation. Being new to GENIE and modems, I could only figure out how to observe the conference. I wish I could've asked a question or two...but anyway here are some excerpts.

Soft-Logik is pleased to announce PageStream 2.0! PageStream 2.0 is fully integrated with Agfa Compugraphic's hinted outline fonts, as well as Adobe Type 1 IBM format (without hints). PageStream displays these outline fonts on the screen plus prints them to dot matrix, laser, and PostScript printers with exquisite quality. PageStream draws polygons with Bezier cubic curves as well as the usual straight lines.

PageStream 2.0 will load and save tags separate from a document. In addition, 2.0 will save a document as a template for future works of similar design. Version 2.0 allows for specifications of beginning and ending angles of arcs in 1/100 degree increments and



allows for rotation in 1/100 degree increments. 2.0 allows the specification of font sizes in 1/100th point increments, and positions and sizes an object to the same 1/100th of a point. PageStream 2.0 allows larger maximum page dimensions (billboard size & beyond) plus the ability to easily "bleed" objects off the page.

The most important thing about the CG fonts is that it brings PostScript quality text to those who don't own a PS printer! The good news about the Adobe Type 1 is that for those who want to reach into the large Adobe font collection, you just need to drop them into your fonts directory, and viola, you can see the outlines on screen and proof them to non-PS printers!

Separate from the CG and Adobe Type 1, all fonts can be used for both screen and printer. This means that large type will look as good as possible, but if you still use a lot of 10pt type and have a bitmap for it, you can get the speed and quality of a bitmap. Rotated type looks great!

The only thing that will change with today's fonts is that they will be used more. Outlines (.DMF) will now show on screen, and get auto-converted into downloadable PostScript if the true font is not available, and bitmaps (.12h, 14h, 14i, etc) can be used for onscreen as before, but also dot matrix and PostScript!

The upgrade fee will be \$75, and PGS 2.0 will retail for \$299.95. If you buy/own an Adobe IBM font, all you need to do is copy the .PFB and .AFM files to a directory via Dos-2-Dos on the amiga, or just normal on an ST, and add the directory via the font manager. It's there ready to show the unhinted outline to screen and dot matrix, and print with the downloadable Adobe via PostScript. The AFM file will give the correct kerning and spacing!

Some Final Thoughts

Soft-Logik stuck with the Atari ST user and provided a very fine program. You know I'm going to get version 2.0 (probably need another memory upgrade too...ha, ha). Soft-Logik has donated PGS version 1.8 to many of the user groups for newsletter editors and raffles. I don't think they could support us any more than they have already.

MegaClick

Supercharge Your Mega Keyboard!!

Timothy Barr (SEVAC)

Have you lost confidence in your touch-typing ability when you use your Atari Mega ST? Do your fingers get confused when you switch from that IBM at work to your Atari at home? Or are you just getting tired of the incessant THOCK, THOCK, THOCK you get every time you hit a key?

If so, have I got good news for you!! Best Electronics has come to the rescue, with their MegaClick Atari Mega keyboard upgrades. And at a price comparable to a high quality IBM style keyboard.

Why the Need?

From Day 1, most Atari users have complained about how difficult the ST keyboards are for touch-typing. The original ST keyboard was made using the cheapest technology available at the time, and they felt cheap. Little pieces of rubber were used as "springs" for these keyboards. Atari partially solved this problem when they released the Mega 2 and 4.

The keys used in the Mega computers were real keyswitches, usually ones made by Cherry Electric. This was a major improvement over the original ST keyboard, and brought the Mega keyboard to the same level as most IBM clones.

Best Electronics has taken this one step further by offering the raw materials that will bring your Mega keyboard to the level of usability it should have been at from the beginning.

Raw materials, you say? That

is one of the drawbacks to this upgrade.

Installing the Upgrade

MegaClick is basically a package of replacement keyswitches for a Mega keyboard. The MegaClick packages are available in quantities of either 10 or 30 keyswitches.

You must unsolder and remove the old keyswitches, then pop in and resolder the new switches. Best Electronics recommends that the installation be done by an experienced service technician or computer service center. Actually, if you are reasonably competent with a soldering iron, and have the right tools, this upgrade is really quite easy.

Radio Shack sells a very good desoldering iron for \$8.49 that worked quite well for my upgrade. This is well worth the price, and is much easier to use than solder wick or a separate desoldering tool. A 60-key upgrade took me only a couple of hours, from removal of the case to testing the finished product.

Observe Caution!

The most difficult part of the upgrade is removing the keytops without damaging them. The easiest way I have found is to start at the top right side, at the Backspace key. This key is larger than a standard key, which makes it easier to grasp.

Also, you should be *very* careful when you remove the following keys: the left Shift key, Return key, Space Bar, the Zero key on the keypad and the Enter key on the keypad. These keytops all have special linkages that evenly distribute the key pressure. This linkage

is also easy to break. In fact, I had to epoxy one of links on my space bar when I broke the locking tab.

Also, there is an easier way to remove the old switches, once they have been desoldered, than the one in the instructions. If you use two small screwdrivers to defeat both locking tabs, the keyswitches will practically fall out, if they have been desoldered correctly.

Mapping the Keyboard

It is also a good idea to map out the key layout on a piece of paper before you start. This makes it easier to remember where each keytop goes back to when you are done and want to put the keyboard back together.

One other item that bears mentioning. It seems Atari must wave solder the keyboard when they put it together, because I found a couple of (big!!) loose clumps of solder between the keyswitches and the circuit board, when I took my unit apart. So, gently tap the edges of your keyboard on a table, before you put the new keyswitches back in, to make sure that there are no loose "solder balls" floating around.

As for the operation of the new keys, I am *very* happy with my keyboard now!! The keyboard is more comfortable to type on now. And though I am not a "touch typist," I have noticed a reduction in the number of errors while typing. Being able to turn off the key-click at the control panel is, in itself, reason enough to buy this upgrade.

The price for an upgrade is really not that bad, once you consider that a Northgate keyboard for an IBM computer is \$120. A pack-

age of 30 keyswitches sells for \$64.95 and a 10 key add-on package is \$21.95. There are 58 keys in the main part of the keyboard, which requires two 30 switch packages, for a total of \$129.90.

You should also check your keyboard to make sure you can use the upgrade. Look closely at the top of one of the keyswitches, after you have removed the keytop. If it says Cherry, you are home free. If not, this does not mean that you cannot upgrade, but you should call Best Electronics first, before you order any upgrade kits.

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THE BASICS OF BASIC

Rick Burton (RACE)

You may have noticed that I was AWOL from Basics for a month. Well, I'm back for more and trusting you are too.

As I had been doing Basics for nearly a year in our local newsletter before AIM, I thought we would backtrack and cover some territory that has not been seen in AIM. Let's begin with loops this month—and let's begin with something that's just plain fun to experiment with to boot.

Sound!

The SOUND command must be followed by four numbers in the format: SOUND x,x,x,x with each number performing a different function in the making of electronic sound.

First number: (0-3) will select one of four "voices" or "channels." Four sounds can be made at the same time.

Second number: (0-255) determines pitch, with 256 pitches to choose from.

Third number: (0-14) is a distortion value. Only even numbers can be used with 10 making the "cleanest" sound.

Fourth number: (0-15) is the volume knob. Off is 0 and loudest is 15.

Now we are ready to compose Atari style.

Example: SOUND 0,100,10,10 uses voice 0, has a pitch of 100, has a distortion value of 10, and is "turned up" to 10. Type the example then press RETURN. Beautiful electronic sound! Type SOUND 0,0,0,0 then press RETURN to turn

the sound off (voice 0 set to 0) or just press RESET. No, I didn't forget loops!

Looping

We will begin with the tried and true FOR-NEXT loop. The FOR-NEXT loop can be used to count. For example:

```
10 FOR X=1 TO 3
20 PRINT 'THIS IS A TEST'
30 NEXT X
40 END
```

RUN this program and you will have *THIS IS A TEST* printed on the screen three times.

Now hold the Control key down while using the "arrow" keys to position the cursor over the 3 in line 10, type 9, and press Return. Move the cursor down and away from the program lines. Use the RUN command again and *THIS IS A TEST* is now printed nine times on the screen. Let's combine the SOUND command and the FOR-NEXT loop by typing:

```
10 FOR X=0 TO 255
20 SOUND 0,X,10,10
```

Lines 10 & 20 will automatically replace the old lines in memory. The X in line 20 will be substituted by FOR-NEXT value X (0-255) when the program is running.

Now use the RUN command again and the fun begins! Variable pitch! Next we count backwards by adding a STEP command.

```
40 FOR X=255 TO 0 STEP -1
50 SOUND 0,X,10,10
60 NEXT X
70 END
```

Line 40 allows us to count from 255 to 0 (backwards) by ones when

using -1 as the STEP value. RUN the program to hear falling and rising pitch. One more addition:

```
70 GOTO 10
80 END
```

Replacement line 70 creates a continuous loop back to line 10. Why the END statement in the examples? Tidy programming! This statement is also needed in certain applications. Run this program & press RESET when you tire of the "sine wave effect."

Our journey of exploration into FOR-NEXT, GOTO, loops and branches has begun...

Join me again as we take a look at more loops and with strings attached.

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"Daddy, I can DO IT!"

A Review of KidPublish Professional

Steve Volker (STAG)

[For this article, Steve enlisted the aid of his eight-year-old daughter, Teresa.]

This month we are going to take a look at a surprising bit of fun called KidPublish Professional by D.A. Brumleve.

Dorothy Brumleve is the author of a number of pd programs written for kids, (i.e. KidMixup, KidGraph, KidPublish, etc.), and has worked with children and computers in a number of ways. She is also the mother of five little computer hobbyists herself.

Dorothy calls her word processor/publisher "A Desktop Publishing Program for Young Writers," so I invited my daughter Teresa to give us her impressions of what

she liked or disliked about the program, after using it to produce her class project: Today I Was a Paleontologist.

A Kid's Veiw of KidPubish

Author: Teresa, let's talk about the KidPublish program you used for your report.

Teresa: OK.

Author: What did you like most about it?

Teresa: I liked the patterns things.

Author: What do you mean by patterns?

Teresa: The boxes you "click" on.

Author: Why?

Teresa: It was easy.

Author: How was it easy?

Teresa: It was easy to um... write and make dinosaurs!

Author: Why?

Teresa: Because you can use the

"patterns" to draw things easy!

Author: You mean the icons... the "picture boxes?"

Teresa: Yep.

Author: What about the typing? Was that easy too?

Teresa: uh huh.

Author: Why?

Teresa:

Author: Do you remember Dad's word processor? When you used it to write letters to Jamie?

Teresa: Yes..?

Author: Was it easier than that?

Teresa: Oh yea!!

Author: OK. Teresa, one more question. What didn't you like about it?

Teresa: There was nothing I didn't like about it!

Author: Thanks Trese'...you can go play now.

Teresa: Dad? (hmmm...) Are you going to write this?

Author: Yep.

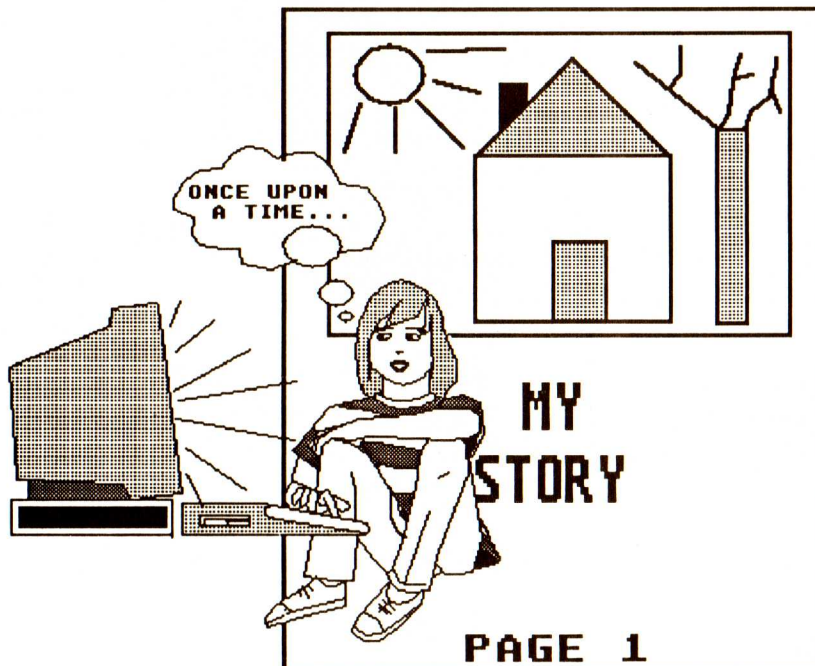
Teresa: OK.

On to the Program!

KidPublish Professional has a number of additions that make it easier to use for both kids and parents. It comes with a nice, little, 24-page Parent manual, that has just about everything in it you need, and a single sheet Kids manual, that has simple explanations and illustrations for easy reference.

There is a chapter called Getting the Most Out of KidPublish Professional which is full of ideas parents can pretend were their own, and a lively intro screen after the program loads that is sure to give young writers their first spark of imagination.

There are four fonts available to the child, (i.e. Sans serif, D'Nealian, Outline and Small), though



only one can be used at a time, and a means of creating your own fonts with a Degas-compatible paint program and YOUR_FNT.PI1 provided on the single-sided master disk.

There are also chapters on Printing, Damage Control and information on Support options, which I found to be of unlimited usefulness. (See below)

Using KidPublish

The screens—drawing, title, and typing—are all colorful, easy to use and understand and very functional. I found the freehand drawing cursor to be very smooth and free, though I admit to missing a paintbrush that comes in different sizes, and I would have liked more configurable fills. I guess there is something to be said for the simplicity of the drawing controls.

The typing speed bugged me a bit, though I soon got used to it, and the deletes are slow, but I guess my only trouble with the text is the limit of one font per application. KidPublish Professional is written completely in GFA 3.0, runs in low rez only, is not copy-protected and uses every bit of RAM on a 520ST.

The Importance of Support

Though KidPublish Professional works great with most 9-pin, Epson compatible printers, I had a bit of trouble with my new, 24-pin NX-2400. This is where the support information really proved useful.

My daughter's project was coming due very quickly but the printouts I was getting from my test applications were spread out in a landscape format, over a page and a half, and much too light. I called Dorothy using the phone number provided and explained my problems. She was sympathetic and immediately began looking for a solution to my problem. Over the next few days, Dorothy sent me a number of different printer drivers which she had found on-line or elsewhere, and another version of the program altered to work with a 24-pin printer, ..no luck.

After a lot of searching and looking for help from her different connections, Dorothy sent me the PD driver package NX_2400.ARC, written by Tom Hudson (of course), and containing an install accessory, an Epson LQ driver and an NX2400 hex dump. It was *All better!!* My daughter's project was finished in time. I am very appreciative of the way, and of the speed, in which Dorothy solved my dilemma. That's what I call support.

So, as a desktop publisher for my children, or as a quick and very easy way of producing simple documents for everyday uses, I think KidPublish Professional fits the bill just right!

Update to KidPublish

Dorothy left me some e-mail as I was finishing this review, saying that an upgrade for Kidpublish Professional will be out by the time you read this, containing several new additions. Such as:

A way for parents to configure each child's disk to allow for the number of pages available (up to 10 on a 1040), or to allow or disallow the LOAD option.

To allow or disallow the TITLE function.

To allow or not allow exiting to desktop.

Is user-friendlier and more icon-oriented, and includes backward scrolling now.

The cost of the upgrade will be \$5 for registered users.

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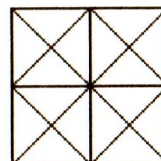


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The Impossible Just Takes a Little Longer

Jake Olbrich (RACC)

Andy (RACC President) called to say a fellow had requested some help converting Data Perfect files to an IBM database. Being 8bit VP, could I give him a hand?

Getting Started

I started thinking about a file called Context in an old Analog magazine. And I knew Antic had a program to convert about anything to Atari DOS 2.0 called Transfusion. I wasn't the least concerned about cabling or transferring once I got it into Atari format. I had already gone through all that just recently getting one Atari to "talk" to another. Sure enough, the fellow called.

Well, this just wasn't one file, and it wasn't just one disk. It was one file on 400 disks, double density.

The Depth of the Problem

For those unfamiliar with Data Perfect, let me explain that DP was and is a very good database. It is, however, incompatible with Atari files. It isn't really all that compatible with Letter Perfect, which is the corresponding word processor. Files from DP can be printed out into LP but not exactly loaded in and processed. So, a program to convert LP files to Atari will not convert DP files to Atari. At least not without a lot of modification.

I read my documentation on DP, and it said they had a conversion utility. I called. A very, nice helpful fellow named "Leo" (Is this the 'L' of LJK?) explained no, they never did get it to work. I made a

few changes, as he suggested, but I simply did not get anywhere.

Both Context and Transfusion are for single density. This means they may transfer 128 byte sectors of data but never 256. I tried a few other programs. They all used the famous "page 6." This is location 1536. Anytime Atari imports over 128 bytes of data, it uses page 6 for the overflow. In Bill Wilkinson's famous words "Blooley."

I called Leo again and he made up a short program for me to try. He wrote in Assembly, assembled it and gave it to me over the phone in hex. Now all I had to do was transfer it to decimal and I=1573 to whatever, Poke I characters I—you've seen the routine a few times I'm sure. Well, that didn't work either.

Grasping at Straws

I tried calling Antic. I wanted to talk to Charles Jackson about his utility Transfusion. Could it be changed to work on double density files? Well, Mr. Jackson is no longer at Antic, but there is a Mr. Wolfe. Mr. Wolfe is out to lunch.

I wait and call back. Mr. Wolfe can't help and sends me back to Carolyn. No. There is this policy about giving out personal phone numbers. She cannot help me get in touch with Mr. Jackson. OK?

No, I explain that I do not want anyone to violate any policy. If there is indeed this policy then someone has the authority to override this policy. Can she put me in touch with him please? Yes, but now he is out to lunch. Anyone else? Out to lunch. I think. "How come she is there? She would be eating lunch, but the phone rang." I try to be polite. She does also, al-

though by now our frustration is beginning to show. Carolyn is a professional. She explains she has some phone numbers for Atari that she can give me in an emergency. I take them.

More Straws

I try Omnimon. This, for the uninitiated, is a very neat hardware chip that allows sector by sector read and write and a whole lot more. I try it. Yes, it reads a 256 byte sector of DP. Yes, I display it in memory. Yes, I write it to a different disk.

No, DOS doesn't know it is there. (Actually at this point I was very, very close to having what I needed, but I didn't know it.) I knew what was needed—some way to construct a VTOC and file directory to let DOS know what was on the disk. I have the customer call ICD. They suggest that he contact some "hacker."

I vent some frustration. If I have to, I can construct a Dos VTOC and file directory. But I never have, and I don't want to. ICD has, and all I need is a couple of numbers to get started.

Thanks for nothing fellows. You could have looked real good in this column. I tried to let you be a hero. I really tried. I got more support from a company that hasn't been in business in years, hasn't sold anything in years and doesn't expect to. And, their incompatible programs are not as incompatible as SpartaDOS. The latest version of DP runs on my 800. SpartaDOS doesn't.

After more coffee I go through every magazine, ROM, Atari Interface, Compute, Antic, Analog, Byte, Computer Shopper and Crea-



tive Computing—to December 1981. This takes me until 4:30 am.

I decide to reread the documentation on Omnimon. Red eyes see the phrase "use the K function of DOS to make a Binary file." (Now, I really haven't used DOS since January of 1985 issue of Antic magazine published the first version of Diskio. When I've had to I used MyDOS to set up my RAMdisks, and a few such things, but I never did use function K.) "This will construct a VTOC and File Directory." And that is all I need. I do it. It works. the commands:

```
<SELECT RESET> go to Omnimon
R 14 4000 10
```

This means read sector 14 HEX (20 decimal) starting at location 4000 hex memory and continue reading for 10 hex (16 decimal) sectors. At 256 bytes to the sector this means I now have in memory at location 4000 hex to 4FFF hex, the 10 hex, 16 decimal, sectors of the file on DP.

```
T get in text mode so that I can
read it.
D 4000 5000 I want to see what this file looks
like on disk
Toggle the CONTROL and 1
key to to see what I have.
<System Reset> I want to go to DOS because
I like what I see.
K I want to save this memory.
DOS asks me for a filename,
starting and ending memory
TEST,4000,4FFF <return>
C I want to see what this DOS DP
file "TEST" looks like
TEST,S: so I copy it to the screen.
```

It looks neat, just what I want. I call my customer. He's asleep; I wake him up. It's 6:30 in the morning. I'm not sure he is happy to hear the good news.

Getting Close

I sleep or try to (I haven't for 52 hours) until Charles Cherry calls me back from Atari. I explain the situation has been tentatively resolved. He suggests a couple of alternatives. I've already tried them. He continues to try to be helpful. We talk for some time on Atari's 25 cents. Who says Atari is not supportive? He asks who gave me his number. I tell him think about it. Everybody but Carolyn Cushman was out to lunch when I called Antic. He agrees. He says Atari should have put the Omnimon in every computer. We agree. We talk some more. He asks for this article. Here it is Charles.

The story continues: The customer does not realize that this is the way to do it. (If you have done this a better way let me know. I don't say it is the best way. It is the best way I can figure out. If you have an idea first do it. Then tell me about it.) Other people try to get in on the act. Somebody is going to build a box to do it. What are the rs232 signals coming from the Atari? That is a good question. Unless the rs232 was booted with DP, how do you get it out? A few tried.

Problems with the Database Fields

Then, somebody said the customer was going to have to use a modem. He called me, all upset about it. Try to explain what a null modem is and what a modem is and the difference on no sleep and only gallons of coffee. I needed more coffee.

Then somebody was going to try to intercept the signals coming out the printer interface and send them to the IBM. Then the customer came back. Everybody had a better idea, but nobody's idea got the job done. Besides there was this other problem.

Other problem: The DP database was 6 fields. The new IBM database was six fields. They were different fields. The DP had a key field and a name field. The IBM had a first name and last name field. Even if any of the "better" ideas could be made to work; the key field would be the first name and the last name would be the whole name. Now what?

I wrote a program to separate out the last name. Then came a name with Jr. I allowed for Jr. and Sr. with and without trailing periods. Then came a name without any first name. Another Wilkinson "BLOOEY." I corrected for that. We determined that Omnimon could reliably transfer 60 hex (90 decimal) sectors—double density using an old 3.012 version of MyDOS—at a shot. To get a complete disk and avoid the VTOC and file directory of DP we did it in 8 shots:

```
Command R 14 4000 60 : K A1,4000,9000
R 75 4000 60 : K a2,4000,9000
R 4000 2D : K A3,4000,6DFF ; we have to stop at
Sector FF
R 11c 4000 60 : K A4,4000,9000 ; to miss the File
directory
R 4000 60 : K A5,4000,9000; like this to the end
which is
R 4000 60 : K A6,4000,9000
R 4000 60 : K A7,4000,9000
R 4000 36 : K A8,4000,76FF ; here
```

Now all that remained was to strip the six header bytes from each file and put it all back together again. So my program could swap fields, rearrange the name field and write it all back again.

There was another problem that we used to our advantage. DP pads each field that is not the total length with the Control B character, and it pads it after the delimiter. Now when my program reads in this key field, fine, strip it. Then the next field, may or may not have a number of Control B characters at the beginning, which is actually the left over from the DP database padded out characters. This will make a program all properly DIMmed go absolutely nuts. More coffee, less sleep. I said we used it to our advantage.

As long as I was going to have to strip out all the Control B characters anyway, why not change these six (useless to us) header bytes into Control B characters? How to do it? I tried a word processor first. The only one that could take in a file that long was Omniview.

Then the PRINT To Disk command, in order to keep from getting more header bytes added back in,

really slowed things down. And it was messy. I simply did:

```
Open #3,12,0,"D:A1"
?#3;"six control b's";
Close #3
```

Then I scrolled up on the screen and changed the A1 to A2. Three returns and I scrolled up and changed the A2 to A3 and three returns and so forth through A8. Sweet, neat, petite, and quick as the brown fox over the lazy dog's back.

Now MyDOS and the ICD 1Meg MIO really got put to use. I append all eight files with:

```
C
A*.*;TEMPA/A
```

Now I run the program I wrote and write a 682 sector double density file, TEMPA to TEMPA.JKE. This becomes a 395 sector double density file. With DOS, Dup, BobTerm and my program, it leaves 50 sectors in RAMdisk 8. The first version to work took 24 minutes and 30 seconds. I tried rewriting a few of the algorithms to speed things up. That trimmed it to 17 minutes and change. I turned off the screen with a POKE 559,0 and back on with Poke 559,34 (for the 800 use 22). Down to 14 minutes.

Casualties

During all of this, we smoked one computer, one disk drive and a bunch of disks. One of the disks had a file called TURBOBAS.SYS. I tried copying it to another disk. Luck be a lady, it was the only file I could copy.

I figured if it only took a major rewrite of my program to save time, with 400+ disks to go, I had better do it. I tried it first with the screen turned on, no rewrite—nine minutes and change. This baby wants to fly. It not only works without a rewrite, it saves time. I feel the need for speed. I turn the screen back off. I rewind the stopwatch. I type run and press the Return key and the stopwatch. After only six minutes and 27 seconds my printer springs to life. 2003 records have been transferred.

I load in BobTerm and set up my Tandy laptop to do the null modem transfer—Three minutes and change at 9600 baud. 19200 baud is just a little faster but my Tandy Disk drive can't keep up. I don't find any errors in the completed transfer, but the program lists 25. I think I will stick to 9600 baud. Over 70,000 bytes removed from a 177,000 byte file (six plus minutes) and no errors is perfectly fine and so is three minutes for the null modem transfer.

The Project is Completed!

Although this is a long story, I have purposely been brief with what went wrong. Maybe we learn from our mistakes or others. But, if we do learn that way, what do we learn? Just another way of doing something wrong. Better we discuss what goes right. And what is right is that the customer is saving over \$125 per disk transfer, and he is happy, and, also important, thinks Atari people are great. "Fabulous," his wife said.


The Project is Completed!

If you want to know about a lot of similar problems that we had in programming, read the April issue of Computer Shopper. Page 664 discusses the carriage return, line feed phenomena. Or you can read Steve Scott's article on porting to an IBM from Macintosh in the March/April issue of Midnight Engineering. And if I have time, I might talk about it sometime. Hopefully somebody has an easier, better way to handle big files, DP double density, and they will tell me how they did it and how I did everything wrong. Then they'll probably ask who is LJK.

And I hope somebody tells ICD about the K function of DOS 2.0. I didn't know, but they did and they for some reason chose not to tell a customer. But their MIO surely did work great with MyDOS. And thank God for David Young and Omnimon. A special thanks to Wes Newell of Newell Industries for all of his support. I'm sure I interrupted his important business too many times. A very great appreciation to Charles Cherry at Atari for calling back and being helpful. And to my wife and others that simply overlooked this old man talking all night and day to his computer and himself in language unpleasant, unkind, yet cajoling, pleading, demanding and then asking Why?

Yes, six minutes and change. Impossible, but I had help and I thank you for it. And Turbobase; I love it.

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What is Shareware Anyway???

Craig Harvey (WAUG)

As a note of background, I am not a lawyer and have taken no courses in the legal issues connected with software distribution. I am merely a computer user (Atari 8-bit, ST, IBM and Mac) and an ST enthusiast who happens to have been bitten by the programming bug (those things always show up together!).

If any of the following comes across as a sales pitch for my software, I apologize since that is not the intent of the article (merely an acceptable side-effect).

At the Toronto Atari Convention on April 1, 1990, I was enjoying manning my first booth showing off my desk accessory called Diary and selling it for \$10 to those who wanted it. In general, the response was very good from those who actually had any use for a good text editor as a desk accessory.

Then there was one person who already had the shareware version who actually came up and told me what a good program he thought it was and that he used it all the time. So I said he ought to register it. And he replied that maybe when I added some more features he'd consider registering. After he walked away, I think I just stood there a while with my mouth hanging open trying to understand what I had just heard.

Here was a shareware user who had found a program that he liked and used regularly, but he thought nothing of continuing to use it without registering. And I figured from the fact that he happily told

me all this that he didn't think there was anything inconsistent in his actions. It was right about that time that I started wondering what people thought shareware really was. And thus we have this article.

Fair Exchange

As more food for thought on all this, here is a message I left on a local BBS followed by a reply to it:

Molin's Den
| Msg 1/01959
| Post: Sat 14-Apr-90
11:34:25am
From: CRAIG HARVEY
To: FRED LEACH
Subj: Fair Exchange

It appears to me we're running into a spectrum of the 'Free lunch' concept. At one far end of it, you have things like QUIKCASH chain letters and simple piracy—in which you get something of value but give nothing in return for it.

At the other end would be some sort of ultimate philanthropist, who gladly gives away all his/her money and valuables.

Either of these ends is irrational, since it contributes to its own demise (you can't keep giving everything away, because eventually you run out and starve, and you can't keep getting everything for free, because those you get it from starve).

In the middle of this spectrum is the most rational/long-lasting concept: one exchanges something of equal value for things one obtains. Note that "value" does not *have* to mean dollars. Other things can be just as valuable—such as a nice letter of thanks or writing and getting published a review of a piece of software. Fair exchange,

Balance, Harmony, etc. To the degree one upsets this balance, one is asking for trouble in life. (These are the views of a shareware author who also sends in the \$ for all the shareware he uses.)

Molin's Den
| Msg 1/01973
| Post: Sun 15-Apr-90
11:44:46am
From: CITY SLICKER
To: CRAIG HARVEY
Subj: Fair Exchange

If your statement is true Craig, I applaud you. I believe that there is, to some degree, a bit of a larcenist in all of us. The "risk-factor" vs. "reward" is probably what keeps that latent tendency from manifesting itself.

Yet, there seems to be such an extremely small "risk-factor" when one receives a decent piece of shareware. It is during these personal, private moral judgement times, in a person's life, that they will "take-the-program-and-run" and perhaps soothe their own self image with a weak promise to "someday" send in their shareware fee and register. Is the figure of return on shareware a fraction of 1 percent? A highly risky venture, indeed!

Freeware vs. Shareware

I have to admit that shareware authors like me have probably helped to muddle the concept of shareware in the eyes of the users.

I have labeled some things as "shareware" and then provided instructions like: "Hey, if this ends up being useful to you, how about sending me a few bucks?" which, in a strict sense is not what shareware means. The actual definition of shareware is something more

like: "This is a commercial copyrighted piece of software. I am making it available to you and anyone you care to give it to so you can try it out for 30 days to see if you consider it worth the \$30 selling price. If after 30 days, you decide you want to keep it, send your check to ..., otherwise you must destroy your copy."

I believe that statement is basically what the first successful Mac shareware piece (Red Ryder) had. So, when a software author puts out a piece of software with a statement like the first one (suggesting a donation if the user feels like it), then I propose that it should *not* be labeled as shareware.

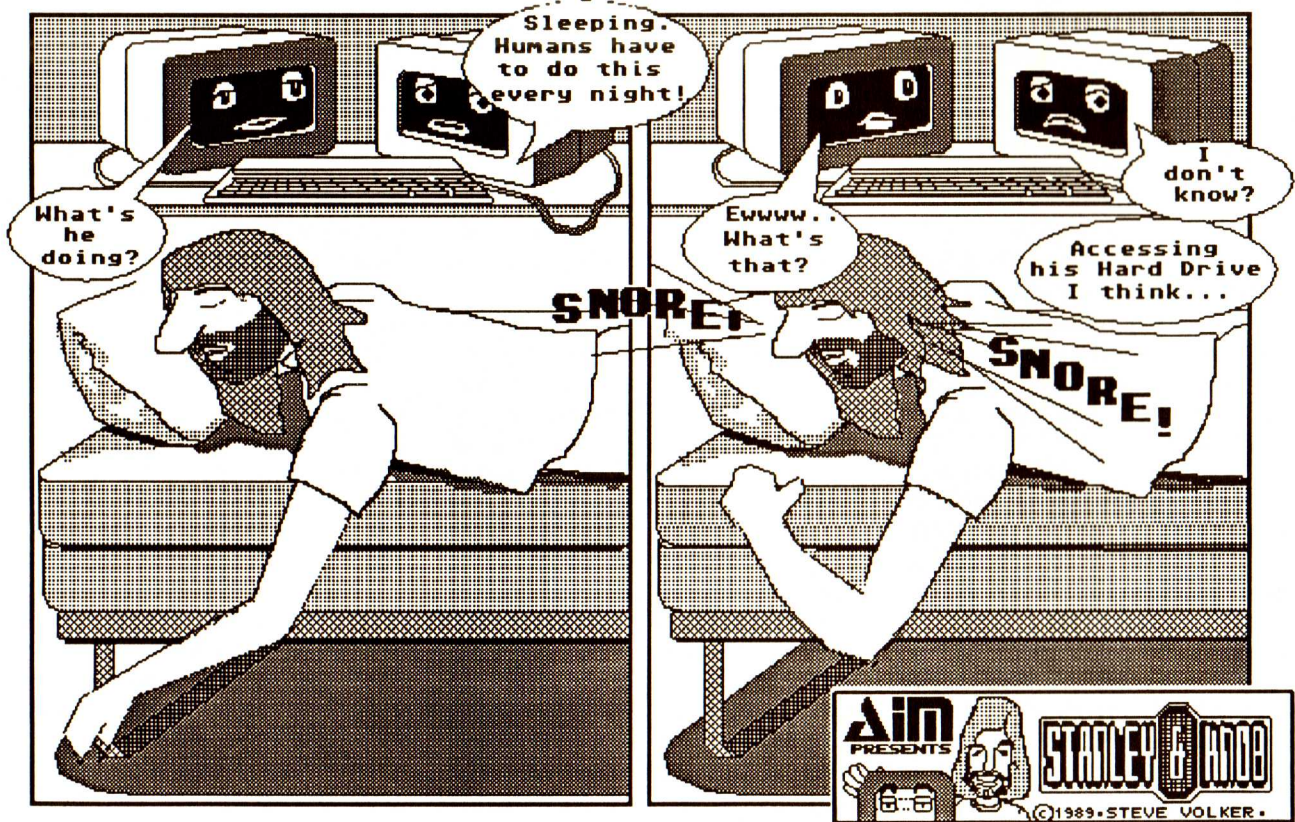
There is also a term being used these days of "Freeware." I am not sure if this is exactly the same thing as "Public Domain" or if there is some difference in who retains ownership (as I said, I'm not a lawyer). But from the user's viewpoint, the bottom line is the same for both—the user is not expected to send any payment.

So, there appears to be a wide range in how "public" a piece of software is. At one end would be something that is utterly free, including the source code, for anyone to do with whatever they please, including calling it their own and selling it as theirs. At the other end is an expensive commercial product with its glitzy packaging and voluminous documentation that is only (legally) available by purchasing it before

using it. Shareware exists as a way to provide users and software developers with a compromise that CAN be better for both of them. Following is how I explain this all in my current documentation:

"This program is shareware, not freeware. This means that you get to try it out for free. If you find that you want to keep using it, then you are supposed to pay for it so you can legally own it. I have been considering distributing this commercially, but that would require much fancier (more expensive) packaging and printed documentation, as well as giving the distributor 60% of the retail price. The end result would be to force the price up to at least \$15 or \$20 just for me to keep from losing money. Personally, I much prefer the idea of making software available to as many people as possible for as little money as possible, and letting everyone get to really try it out before having to buy it. *That* is what shareware is all about. Therefore, you are welcome to use Diary & EdHak for a month as much as you like. If you decide it's not for you, that's fine. But if you decide it's a piece of software you'd like to own, then just send me the \$10 registration and you will be rewarded with a more full-featured version."

In summary, support Shareware! But I may be a little biased and I'd be interested in other people's opinions on all this.



DBMAN TIPS FOR THE ST-ER

Peter R. Killian (O-ACES)

One of the programs I find most useful on my ST is the dBASE III look and work alike, dBMAN from VersaSoft. I have used the program since version 2.0 and now have version 5.2, which includes a pseudo-compiler (it still needs either the interpreter or a run-time package, which is NOT included).

I find dBMAN useful for two reasons—it is programmable and it is compatible with what I use at work. But, since I don't want to just review dBMAN itself, let's get on with some tips on using dBMAN.

I brought up the advantages because they are what I want to talk about this time. Programming is both the biggest advantage of the package and the hardest thing about it at the same time—it provides the power that allows dBMAN to do so much more than most other data managers.

Compatibility with dBASE II, III, and III+ gives you a ready base of learning tools, since bookstores often stock several books on using and programming dBASE and, if your office uses dBASE, you can also get help there.

Before I get to specific tips, I want to make a couple points about the compatibility issue, since there is a lot of room for confusion here. First, compatibility does *not* mean you can run dBMAN on an IBM compatible, nor that you can run dBASE on your ST (unless you also use PC-Ditto, PC-Speed, Supercharger or another IBM emulator).

What it does mean is that you

can read and write stuff created with either package (provided you have the same type disk drive on both machines—or another way to move the files from one to the other, such as a modem).

Knowing the Differences

There are some limitations to this compatibility, however. Each system has commands the other does not and some things can do work differently. For instance, none of the dBASE family has mouse commands, while dBMAN (since version 3.0) does.

Although both programs create and use reports, they do *not* work the same and you cannot use one with the other. Just to take another example, dBASE requires you to use an ampersand (&) when you search using the FIND command, since it does *not* require quotation marks around the expression you want to find.

If you use the ampersand with dBMAN, however, it will think you want to substitute another variable for the first one and the same command will *not* work. On the other hand, data files, format files, program files, indexes, memo files, etc. *do* work with either system, providing you watch out for places where the two are different.

One other place where they differ in programming (this is an article about programming, remember?) comes when you have to deal with starting a new data file that doesn't already exist.

When I first started working with dBASE (I started with dBASE II, back in the dark ages before either IBM or ST computers), I always made sure the file already

existed before running my dBASE program. This wasn't too difficult since I was normally the only one who had to use what I did.

If the program stopped because the data file it expected did not exist, it was no big problem. I simply created the file at that time or temporarily figured out a way to get the information I wanted by some other means.

Later on, I had to show others how to use my work and I could not always be there to explain or fix things when they did not work. Letting others use the programs also meant they might want to start from scratch and one of the easiest ways to do that often involved erasing old file(s) and starting over. It also meant there was a greater chance for accidentally erasing or damaging an old file.

As I learned more and more about using dBASE (and later dBMAN), I first started by copying from an existing file. This was not very satisfactory, however, since it still meant having one good file for each type, since I only knew how to copy files with the same data fields and then delete all the records to start from scratch.

Later (actually not much later), I learned how to copy just the structure, which gave me the blank file I wanted without having to remove old data from the copy. Finally, I learned how to create any new file from an existing one, even if the file was entirely different!

This method involved a variation of the COPY command, usable with both dBASE and dBMAN. The variation can be found under Copy Structure Extended and creates a new data file with four fields and a record for each field in

the file it was copied FROM. Once you have such a field, you can delete records and substitute ones with the fields you want. After that you can create a new data file using the modified field data.

The four fields, appropriately named, are FIELD_NAME, FIELD_TYPE, FIELD_LEN, and FIELD_DEC. FIELD_NAME in each record, of course, contains the name of the field while FIELD_TYPE contains a single letter for the type of data that field would be able to use (N for numbers, C for characters, D for dates, and L for logical). FIELD_LEN stands for field LENGTH, or how many characters can be stored in it. For number fields, the length includes any sign, the maximum number of digits in the number, and the decimal point, if any. The final field, FIELD_DEC, only has meaning for number fields—it is for the maximum number of digits the field could use to the right of the decimal point. Here is one method you could use with this technique (you can, of course, use your own names, types, lengths, etc.):

```
IF .NOT. FILE("2UU_STAT.DBF")
  CREATE STRUCTURE TO Temp
  USE TEMP
  APPEND BLANK
  REPLACE Field_Name with "FIX_BUNDLS"
  REPLACE Field_Type with "L"
  CLOSE
  CREATE 2UU_STAT FROM TEMP
  USE 2UU_STAT ALIAS Flag_data
  APPEND BLANK
  REPLACE FIX_BUNDLS with .F.
ELSE
  USE 2UU_STAT ALIAS Flag_data
ENDIF
RETURN
```

This example creates a file with only one field, FIX_BUNDLS, which can have only one of two different values—true or false (sometimes represented by either yes/no, .T./F., or .Y./N.). The simplicity of the resulting file made this method very usable. NOTE that this example is *not* compatible with dBASE, though, since only dBMAN has the CREATE STRUCTURE command used in the second line. To create the same file using dBASE, you would have to change that second line to something like the following:

```
USE Old_data
COPY STRUCTURE EXTENDED TO Temp
DELETE ALL
PACK
```

The rest of the program steps would be compatible, though dBASE would still have a problem if the data file called Old_data did not exist when the program ran. Also, the steps needed could get quite lengthy if you needed a lot of fields in the file you want to end

up with. Just to give you an example, the following makes a new file with only four fields (it also still uses the CREATE STRUCTURE not available with dBASE):

```
? "CREATING Bulk mailing index . . ."
CREATE STRUCTURE TO Temp
USE Temp
APPEND BLANK && Bulk Mailing Category (description)
Field_Name = "Category"
Field_Type = "C"
Field_Len = 20
APPEND BLANK && Bulk Key (reference for other dbfs)
Field_Name = "B_Key"
Field_Type = "C"
Field_Len = 4
APPEND BLANK && # of items in the current bundle
Field_Name = "Bndl_count"
Field_Type = "N"
Field_Len = 4
Field_Dec = 0
APPEND BLANK && STICKER for bulk-mailing bundle
Field_Name = "Sticker"
Field_Type = "C"
Field_Len = 20
CLOSE
CREATE UU_Bulk from Temp
RETURN
```

Now here is what I use today. It is compatible with both dBASE and dBMAN, uses several other concepts, and the basic method can be used to create any data file. The method uses two PROCEDURES, one of which takes information (PARAMETERS) from the other. Instead of using separate APPEND and REPLACE commands for each field, this method creates an intermediary file to add all the data at once.

The first PROCEDURE looks to see if the desired file already exists and, if it doesn't, it creates the intermediate file and then calls the general purpose PROCEDURE to create the desired file from that intermediate file. The resulting file has ten fields and would take far more programming using the older method above (assuming, of course, the other niceties, like looking for other source files and telling you if it could *not* find a suitable file to start with).

[Ed. Note: You can find the source code for these two procedures on the AIM Disk of the Month, or simply send a self-addressed, stamped envelope to AIM, 3487 Braeburn Circle, Ann Arbor, MI 48108.]

That should be more than enough for this, my first venture into writing about dBMAN for AIM. If you like what you see here or want to see more, please write to me care of O-ACES or AIM—or you can leave E-Mail on GENIE (my address is P.Killian). Send questions also, because you may not have the same experiences I have and may need to solve different problems with dBMAN (or dBASE—for those who have IBM emulators).

Operation: Cleanstreets

(Maybe this will make your day!)

Gordon Totty (MACE)

Dum da dum dum! Introducing Operation: Cleanstreets from Broderbund requires some heavy mood music. Dum da dum dum! (Hoo-boy, I hope you have a good imagination.)

It is night. The city is crawling with the fringe vermin, the parasites who suck the blood out of a vital community. You are Harry, a cop. Dum da dum dum dum!

You work nights. Drug thirsty, crazed sub-humans come out after dark. You have to go out after dark, too. You are underpaid to do it. You have to go where the bad people hang out. Your Mommy won't come with you. It's a dirty job, and somebody has got to do it, but do you ever wonder why you choose to do it? Dumb da dumb dumb!!! Good luck.

OK, OK, put your pens down. I have enormous respect for the police of our communities. Sincerely, I mean it. This game does not depict the policemen I know. This game is fantasy. Fantasy can be fun. Let's see what fun we can get out of Cleanstreets.

Cleaning the Streets

You will play the part of Inspector Harry. No, you cannot be Dirty Harry, but Broderbund did dub you "Cleanup Harry." This doesn't sound as exciting, but your exploits will make the real, fictional Dirty Harry look like a Sunday school cherub. He had a big gun. What a pussycat!

You will have four weapons: two fists and two feet. You are given four weapons to even up the

odds somewhat. Your opponents will only have whips, chains, baseball bats, power chainsaws, knives, swords, motorcycles, bricks, brass knuckles, Chinese stars, steel wrenches, other assorted objects that my weak eyes could not distinguish clearly enough to identify, and something that I think is called numb-chucks (two short sticks joined by a chain, an Oriental weapon).

Your opponents are hampered by not being allowed to have a gun, either. To make up for it, they are often allowed to gang up on you, two or three at a time.

A Word of Caution

By now, you can see that this game is not about a tea party. It is about violence. It lacks blood and gore, but it is not for the gentle in nature. Hark, tender spirits! If the sight of somebody being repeatedly smashed in the groin (i.e. the sensitive organs of the nether region) by a thug swinging a chain would offend you, look not here!

Actually, I laughed at the animation when I noticed what was going on with the chain, but did squirm a bit in my seat when my Harry-guy groaned in pain. Better him than me!

Your mission, as Harry, is to take drugs away from street pushers. When you burn the drugs, your life line increases. When you get all of the drugs from a level of play, you move to the next level.

There are five levels in all, each given a mission name. First is cleaning up the caffeine ring. Other levels include missions against other addictive substances. By level five, you will feel pretty

smug—then you are sent on a mission against people like you! I'll not spoil that little joke by telling you the fifth mission name.

Harry operates in various scenes: ordinary streets, underground rooms, playgrounds, the waterfront, Chinatown, a Chinatown interior, etc. These repeat in every level, with mostly the same characters. The added difficulty comes from a larger drug quantity, a greater number of opponents, and gang attacks on the higher levels.

Eliminating the Problems

Unfortunately, there is no challenge in finding the pushers. Harry's best modus operandi is to simply pound the pith out of anybody he meets. Hit first, search later. Hit them before they hit you. Pound them until they fall down; when they get up, punch and kick away until they fall again. Keep this up until they cannot stand up anymore. Show no mercy. These people are pushers, so push 'em. That is the Golden Rule of this little scenario.

What do pushers look like? Can we learn from Cleanstreets? In Cleanstreets the pushers are male and female, white, black and Oriental. Hmm. No clues there.

Harry is a white male. Bet you expected that, didn't you? I normally wouldn't focus on this, but the racial and sexual distinctions are very plain in this game. I don't think I saw anything offensive in it. Harry's boss is black. Harry fights with a woman. Sometimes, she wins.

The game might have been improved for some people if you could select whether Harry was

black or white, and whether "he" would be Harry or Harriet. I think Broderbund was just trying to inject more realism with these characters, but having called attention to race and sex I suppose somebody will find something in it to not like. Then again, maybe not, even though they left out three sexes and several races. Most folks are more mature than I am.

The Villians of the Piece

Harry's opponents include a jock, punks, "ordinary" citizens (who throw stuff out of windows at him), Santa Claus (the creep!), a fascist looking chap (insignia on his jacket sleeve, striped pants tucked into heavy boots, military style cap), and a lovely woman. The lovely is clad in high leather hose and short briefs. She has bare thighs and blonde hair. Lest any of you get all mushy over her, be advised that she has a look on her face that would stop a Mack truck on a dime.

La Lovely has a whip, and she knows how to use it. She intends to use it on you, Harry. The first time, I stopped her quickly because I didn't know if it would be for free and whether or not Harry had any spare change with him. It was free. Harry didn't like it.

This game could appeal to all sorts. Are you a sadist? Stay in level one and pound them to pulp. Masochist? Let them beat your Harry senseless while you watch (masochistic voyeur?). The really fun part is that you can do it over and over in one evening without messy trips to the hospital. Coward? See how long Harry can run around and not get in a fight. Please forgive these comments; I'm an unreconstructed Freudian. I go beyond the good doctor. To me, a cigar is never just a cigar!

Maybe you like to look at well-executed software. Cleanstreets has a lot going for it, technically. This includes excellent graphics for one thing, though not enough of them. After you have seen all of the scenes twice, noted all the details, and read all of the graffiti you will begin to notice that more variety might help your continued enjoyment.

The sound effects and music are exceptionally well done. The grunts and groans of pain, the sound of a chainsaw ripping garments and flesh, a garden of auditory delights! Sarcastic as this may seem to you, I am serious. The sound effects are first class. You'll feel bad every time you let poor Harry get hurt.

The background music is matched thematically to the screens, and is sometimes humorous, if you can take your mind off the action long enough to listen to what piece is being played. This brings up another point: unlike some games, the music in this one does not overwhelm you to the point that you feel the need for a "sound off" option, or reach for the volume control on your monitor.

There is more to commend this product. Instructions are clear and simple, and are also available on the disk should you lose your pamphlet. (For me,

filing and finding those things is harder than filing and finding my disks.) Further, the game has a generous demo mode, which I always appreciate. I like to see what it is all about before I play. Coming attractions almost always make me want to see the whole movie.

Another strong point is that you can select your level of play from a menu—a big advantage in any arcade-like game for me. There are many games that have never revealed their highest level to me. Either I can't make it, or I get bored going through level one over and over and over and over and ... you get the picture. Either in disgust or boredom, I put the game aside.

If you want to start Cleanstreets at the highest level, you can do it. Prefer to start in the middle with level three? You can do that, too.

So, what do you think? Is this one for you? You might like it; it has ZERO socially redeeming content! It does have a certain amount of black humor. I did manage to grin at many of the "wrong" places. It is technically very well done. Simple to learn and it won't tax your tired brain cells. Escapist, in that it is not realistic. Kind of like a comic book story.

You might not like it, either. It has zero socially redeeming content. It makes fun, in some ways, of horrible violence. Some of the sounds and sights might make a tender person want to upchuck, er ... disgorge dinner. It has a very "thin" plot. No puzzles to solve, no mystery about who the bad guys are, no challenge to your brain. Too simplistic. Too much of a comic book, but definitely not one for children.

Violent Reactions

I admire what I will call the presentation and packaging, but I did not like the story. I decided to not let my 11-year-old son, my assistant reviewer Gordie, play Cleanstreets anymore. (He's the one who told me those things were called numb-chucks, but he couldn't spell it.) He laughed his head off at it, and recent news reports say that some educators are worried that our various media present violence to children in a way that makes them think it is acceptable. It's not supposed to be funny, is it? Do kids really care? Does it really affect them? Don't ask me. I'm not an educator; I'm just a dumb parent.

Perhaps the reason I focused on this aspect, this question of violence, is that the characters are presented as people you might see on the street, with the exception of La Lovely unless you walk the wrong streets. Zapping aliens or things is one thing. Listening to a person get ripped by a chain saw is another ... a thing too close to home, too "real". At least, Karateka didn't use knives, whips, chainsaws, etc.

So, I think I'm going to sell my chainsaw. But, I guess I'll keep Cleanstreets. I might decide that I like it.

IS THERE A TACTICIAN IN YOU? PART 4

Tim Feenstra (GRASS)

The Air War In Europe

Have you ever watched the old TV series 12 O'clock High, and wondered why and how the targets were chosen. The show was about a B-17 bomber group stationed in England during WWII. This show sometimes gave the impression that knocking off one special target could win the war, but in reality it was a continued effort that lasted many years and sometimes cost the Allies far more than the damage done to the target.

Maybe you saw some movie where the air raid siren brought dozens of fighter pilots to their planes to intercept a bomber raid that was attempting to reach some target deep in Nazi Germany. The fighters would find the bombers and then the skies would be filled with falling planes as the Luftwaffe would take a heavy toll on the Allied aviators.

U.S.A.A.F.

A somewhat realistic account of the US 8th Air Forces daylight bombing offensive against the Third Reich, and the Axis defense through the use of fighter gruppe can be found in the SSI simulation U.S.A.A.F. (United States Army Air Force). There is much more to this than just bombing targets or intercepting raids, for the Allied player must develop some idea of what he wishes to accomplish.

Occupied Europe gave the Germans a vast area for the production of the materials needed for the continuation of the war, and this allowed them to scatter factories.

The allies had to pick certain types of targets and keep at them to reduce their production and hinder the Nazis.

As the Allied player, you must formulate some sort of plan as to which types of industry you feel will have the most effect and then assign these types of targets to raids and try to protect them as much as possible. Targets deep in Germany itself, far beyond fighter range, could spell the end for many of your valuable B-17 and B-24 bomber groups.

As the Axis player, you must assign your fighter groups to airfields, allocate replacements, and control the types and amounts of industry at many of the major cities in Europe. Anti-aircraft batteries must be placed around your most valuable areas of production to help the Luftwaffe deal with the incoming bombers.

Playing the Game

U.S.A.A.F. can be played from either side or by two players against each other. Included are weather and weather zones to simulate the different conditions across Europe, unit morale, serviceable aircraft, rockets, flight altitude, and active Axis airfields, group experience, proportional loss of production due to damage and flack that can be moved around to different targets. Turns are a day in length and the clock runs in 10 minute intervals during the action phase.

There are three scenarios included that start from early 1943 to late 1944, and they all end when the war ends.

Each turn sequence begins with a Luftwaffe morning briefing

where the Axis player can review the previous day's operations, check the weather forecast, inspect the fighter groups, check the status of industry and the production of aircraft, and check the numbers of aircraft in the replacement pool.

Next, the Allied morning briefing gives this player a review of the previous day, the weather forecast, inspection of the bomber and fighter groups at his bases, and the status of the German war industries.

Following the briefing, the Allied player assigns his raids using the bomber and fighter groups. Raids can be checked after forming with the option of canceling them; the weather can be checked as well as the map to help with target selection. This concluded, the Allied player is finished for the day except to watch the results as the action phase runs.

Before the action phase the Axis player first deploys his fighter groups and flak as he feels will help with that day's raids. Fighter tactics are assigned for the different types of fighters or for individual groups and unactive airfields can be activated, up to 48, or active fields can be moved to an inactive field.

Though this is a long game, it is one worth playing as it shows just how the daylight raids almost failed until long range fighters were developed. Control of German production levels can create new twists to the war, and it is possible to win as the Axis player.

For any Air Force buff this one is a must, not that hard to learn, but mastering this one will test the best tactician's mettle.

Good luck and good hunting.

ArcIt

A Program for File Compression

Earl Hill (SAGE)

Author's Note: Some of the material in this article is based on documentation Copyright 1989 by G.A. Szekely. ArcIt and ArcIt Shell are available from Innovative Concepts.

Part I

There is chaos in the Atari ST/Mega world! Not the kind in the latest game from FTL of that title, but chaos in the world of compression and uncompression of files.

Also known more familiarly as ARCing and UNARCing, which is the method used to reduce a disk; or files, folders, sub-folders, etc. to one file. This of course helps speed file transmission using a modem, economizes on disk space, helps to organize your files, allows a number of files to be consolidated into one file and other good uses.

For quite a while, all went smoothly. We had ARC.TTP and ARCX.TTP, and that was essentially it, except for some variations on the shell programs which some of us used to simplify command entry.

Most of us became familiar with the finer aspects of the Arc programs, but all at once a new force appeared in the land! Like so many new innovations, it began rather slowly and with very little portent of things to come.

Probably the first thing that happened was we began to notice that some of the ARCD programs we tried to uncompress wouldn't. Further investigation revealed that an updated ARC program, version 5.21, ported to the ST world by

Howard Chu (WAUG), was being used by some to compress their files. After all, we ST users didn't want to be lagging behind the IBM ARC world!

It was not terribly long after that we started seeing not only ARC521 but a raft of programs having the weird names of ZOO, ZIP, LZH (LHARC) and Turbo ARC.

As I love to quote from Laurel and Hardy, Stan says: "It's a fine mess you've gotten us into, Ollie!" What we've all needed is a saviour to help us make some order out of this chaos, which is where we come to the "New Kid on the Block."

A new program has been introduced called ArcIt and ArcIt Shell, and it's written by Gerald Szekely. These two programs are like the light at the end of the tunnel, and point the way to efficient handling of these new versions of ARC, ZOO, LZH, or whatever, for both compression or uncompression of "ARC" files.

An ArcIt Overview

The ArcIt disk comes with the special program ARCIT.TTP, and the shell program for it, ARCITSHL.PRG. There are also a number of compression programs such as Zoo and doc files in compressed

mode, which can be used to gain experience in using ArcIt.

The actual work of compressing or decompressing files is done by ArcIt and/or another program such as LHARC. ArcIt Shell, among other things, adds a GEM interface to the whole setup to avoid the labors of typing.

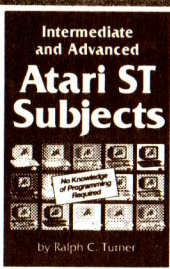
The ArcIt program does not do any kind of compression itself. ArcIt's main feature is keeping track of folder contents, so that you can easily compress an entire disk, even folders and their contents, into a single Arc file.

Like all Arc files, ArcIt by itself is somewhat cryptic to use, so ArcIt Shell was written to interface with ArcIt. ArcIt Shell then calls ArcIt, which repeatedly calls a compression program (e.g., Arc) until everything in the path that you specified is ARced.

Instead of calling ArcIt, ArcIt Shell can directly call any of the supported compression programs (Arc, DCopy, LHarc, Zip, Zoo, etc.). All you have to do is select "all programs below box," then select the program you want to call. This means that ArcIt Shell can then simply act as an Arc shell or LHarc shell.

[Ed. Note: Earl will continue discussion of ArcIt next month.]

New Book by Ralph Turner! Covers hard drive management & optimization, IBM emulators, connecting a 5 1/4-inch floppy drive, assembling a hard drive system from inexpensive components, disk structure and file recovery, SCSI ID numbers and LUN IDs, sector and file editing, binary, hexadecimal and decimal codes, ASCII file problems, escape codes, miscellaneous tips, and much more. No programming knowledge required. (Also available: *The Atari ST Book*) \$16.95 + \$2.00 shipping (Canada: \$2.50). Check, Money Order, VISA or MasterCard. Index Legalis, Post Office Box 1822-62, Fairfield, IA 52556. Phone: (515) 472-2293



AtariWriter+ IX

For Those Who Don't Want to Read The Book

Jimmy Boyce (CACE)

Well folks, I hope this makes it by deadline as I forgot to write this article until the last minute. Not procrastination, just plain forgot.

With all those great American novels we have written, edited and spell checked, we now need to send them to someone. What's more, we don't need all of those publisher's addresses lying about on scraps of paper that might get lost. Then, we would miss sending our manuscripts to the one publishing house that would have published our literary work of art.

So, let's think computer and not let our hours of seaching for those addresses go to waste. Let's save

them in a nice neat file that can be retrieved at any time. That is a database (that is "computerese" for a list) and using it to print labels is known as MAIL MERGE.

A database is just an organized list of anything—friend and relative addresses for holiday card sending, your favorite records, tapes, CDs or whatever. I have my library in a database. During this section of the AW+ tutorial, we will eventually cover all of AW+'s database features and you will discover that it is easy and fun. The part I like is creating the format for my database and the rest becomes ho hum tedium...all of that typing.

So, where is the logical place to start <pg 61>? Load AW+ and wait for the menu. The last item on the left hand side is MAIL MERGE, so

push the letter 'M'. Now, as your good old drive churns, grinds and makes other obscene noises, another menu comes up onscreen.

Across the top it reads "22292 BYTES FREE" or some such number. That is how big you can make a file. Next to this number is "255 RECORDS FREE." That is how many, as in my case, books I can list in a single file.

Now for the rest of the menu, rather than delve into a list with short explanation as is done on page 62 of the manual, I elect to take each section and go over it. What comes next is not going to make you happy but, because I screwed up and I am late with this, I am stopping here and we will take up in detail how to creat a database file next month.

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CHARTING FEATURES

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Up to four stocks can be plotted simultaneously, each in its own window. Time scales can be matched between windows (scrolling one window will cause all others to scroll synchronously).

ANALYSIS FEATURES

Cyclic analysis tools include moving averages, residuals analysis, derivatives, RSI curves, and Fourier analysis. Identified cyclic components can be saved for future reference and use.

Buy and sell indicators include Trend Line, Trailing Loss Level, and Moving Average breakthroughs.

Tools may be applied to historical data creating hypothetical "what if" transactions or may be used to identify real buy and sell signals.

All analysis features are generated and examined from interaction with the graphic displays.

A-T-A-R-I

Answers-Tips-and-Relevant Information

Paul Alhart (AFED)

This month I will tell you how to get the most out of AtariWriter+. This is an update of a column I did some time ago titled "Secrets for Successful Printing with AtariWriter+."

After using AtariWriter+ (48K version) to write papers for work, school and personal use nearly every day for four years, I have run into a few strange problems. For no apparent reason, what you get on paper is not at all what you expected. Well, here are some secrets that you can use to ensure this doesn't ever happen to you again. Note: Although these tips apply to the 48K version, most can be applied to the 130XE version as well.

Missing Headers or Text

If your header previews correctly but doesn't always print on each page, set the Top Margin to 10 or 14 instead of the default of 12. Also see Printer Drivers: Up 1/2 Line.

Have you ever found lines of text missing from your print out? When you chain files together, the values of the first file's Global Menu are carried over to all the chained files and their Global Menu values are disregarded. No problem, if they are there. But if you used the Save ASCII option to save the chained files, those Global Values won't be there, and two or three lines of text will be whacked off instead.

If you have a file (D:LONG-FILE) that is too long to Preview, try this trick. Create a file (NEW-FILE) that contains only the

CHAIN command (^VD:LONG-FILE). This will Chain LONGFILE to your NEWFILE. Now, use NEWFILE whenever you want to Preview or Print LONGFILE. Change the Global Menu Defaults of NEWFILE to reformat LONGFILE to your taste.

If LONGFILE had been Saved ASCII, the first few lines of text will be missing, as mentioned above. To correct this problem, create a BLANKFILE that contains only a <RETURN> character. SAVE BLANKFILE to disk. From DOS use the COPY with APPEND option to append LONGFILE to BLANKFILE (Copy LONGFILE/A,BLANKFILE). BLANKFILE will now contain LONGFILE with the Global Menu Values required for proper Chaining.

Right Justified Text

When several lines of text, such as a name and address, are to be right justified, you may have trouble getting the first character of each line to line up correctly. Follow the longest line with at least one blank space and then pad the shorter lines with spaces to make all lines equal in length. Use Print Preview to check the results.

Printer Drivers

For some time I have noticed letters magazines requesting various printer drivers for AtariWriter+. Could it be that the requesters have never read the manual? Page 38 describes the program on the AtariWriter+ disk that allows you to create your own custom printer drivers.

More likely they have tried building their own drivers and run into problems. For the most part,

the manual is a good guide, but it leaves out a few important facts. Here are some tips for creating your own printer drivers.

Line feed and carriage return: when asked for the code for line feed and carriage return, use the decimal code 155 no matter what your printer manual says.

Underline off & on: the codes you put here don't seem to matter much. If your printer can backspace, AtariWriter+ will default to the slow process of printing a character, backspacing one character, printing a "_" character, then going to the next character and repeating the process. Spaces won't be underlined and the underline will not always be smooth. To get spaces underlined you can substitute the character "_" for each space in the text to be underlined. If your printer can underline by itself, place the underline codes directly into your text or in the Type Font 1-9 code area for a fast, smooth, continuous underline.

Up 1/2 line: this is normally used for superscript printing but placing a code here can lead to a couple problems. If your printer can *not* reverse line feed, you must leave up 1/2 line blank or you will not be able to do double column printing. Also if up 1/2 line contains a code, you will run into the missing header problem.

To change printer drivers without re-booting, go to Proofreader and then back to AtariWriter+. There is also a blank printer driver built into AtariWriter+. To access it, just hit <RETURN> when asked to enter the name of your disk-based printer driver prior to printing. This driver will not recognize any of the One Key instruc-



tions such as underline, bold or type fonts 1-9, but it will let you do single- or double-column printing on almost any printer. You can still enter special printer codes directly into your text with this driver. Also, you can use this blank driver to remove all Print Format and Printer Control Codes from text when printing to disk.

When you create a printer driver using the program found on the AtariWriter+ disk, you will find that two files are written to disk. The one with the extension of ".PDF" is used only by the driver creator program when a printer driver is loaded for editing. The other file is the one used by AtariWriter+. It is in exactly the same format as the Menu selected printer drivers contained *within* the AtariWriter+ program. The brave hacker with a sector editor can put his own custom driver into the AtariWriter+ program and then be able to call it right off the printer menu. To do this, you will have to overwrite one of the existing drivers.

If your new driver is longer than the existing one, it will overwrite part of the next existing driver as well. That's OK. Just delete that driver choice from the printer menu (Sectors 181-183 (\$B5-\$B7)). First write and de-bug a custom driver with the driver creator program on the AtariWriter+ disk. Then pick an existing printer driver you want to replace with your custom driver. With a sector editor, replace the data in that printer's driver with the data from your custom driver's file. I have had good luck putting my custom drivers in place of the existing 1027 driver or the BLANK driver mentioned above.

Following is a list showing the Start (sector & byte in HEX) of each of the built in drivers. Note that the sectors are *not* contiguous.

Sector	Byte	Selection
1EA:		825114
54B:		1025114
78C:		10271E1
1AE:		FX-801E2
09I:		IDS-4801E2
58J:		JUNK1E
0D<RETURN>		Blank1E3
2BD:		10201E3
47E:		10291E3
68F:		XMM-8011EF
4CG:		XDM-121

If you study the format of the driver data, you will see that each command begins with a HEX number indicating how many bytes make up that command. The printer driver creator program limits each command to a maximum of 9 bytes. With your sector editor and a little courage, this limit is now gone. I have used as many as 11 (\$0B) bytes in some commands with no problems.

General Tips

Margins—AtariWriter+ counts spaces from the left-most printable position of your printer to set margins. Zero will be the first column (0 spaces from the first

printable position). Thus, to get proper results from a printer that is capable of printing a maximum of 80 columns the right margin should never be set to a value greater than 79.

Directories—Would you like your AtariWriter+ disk to be able to display its own directory? Using a sector editor, find the ASCII text "AP.OBJ" in sector 190 (\$BE). Replace it with XX.XXX or any other unlikely but valid file name. How about reading the directories of drives 3-8? This tip came from a past issue of the South Bay ACE Gazette. Again with a sector editor, go to sector 178 (\$B2). Starting with byte 33 (\$21), find the byte string: 31 D0 03 [4C][B8][52] C9 [32][D0] 03 4C [BD] 52 C9 4C D0. Change only the six [bracketed] bytes so you have 31 D0 03 [EA][EA][EA] C9 [39][10] 03 4C [BF] 52 C9 4C D0. The menu screen will not be changed, but you will be able to get the directory of any drive (1-8) by typing its number.

Special Characters—If your printer has an extended character set (Characters with ASCII codes above decimal 122), these character can be easily used in your printed text. Just type Control-O followed by the decimal ASCII code of the character you want printed.

Defaults—Did you know there are two sets of Global Defaults built into AtariWriter+? One is loaded upon boot-up. The other is loaded when you press the Tab key from the Global Menu. These can also be modified with a sector editor, so your chosen defaults will load automatically. The second set could be set up for that special format required for school or work. The Global Defaults are located in sector 167 (\$A7).

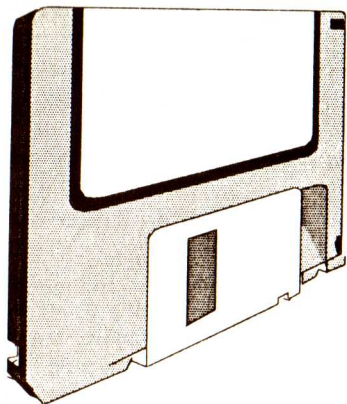
Because the defaults are stored on the disk in HEX, identifying and changing them can be a bit confusing. To make this mod as painless as possible, I wrote a utility called DefaultWriter+. You can find this program in the Antic Tech Tips, July '88 (for both 48K & 130XE versions).

I also wrote DefaultWriter+ Companions 1&2, Antic Tech Tips, May '89 (48K version only). Companion #1 allows you set the BUZZER default to OFF or change its duration. Companion #2 does the same for the PROOFreader program and also allows you to do away with that annoying ARE YOU SURE (Y/N) prompt that follows typing in a spelling correction.

For AIM readers, I have put together an AtariWriter+ Utility Disk that includes DefaultWriter+ and DefaultWriter+ Companions 1 & 2. Also included on the flip side is StarStuffer.

This is a set of utilities that allow owners of Star Micronics SG10/15 or NX10/15 printers to download custom fonts to their printers. Several fonts are included on the disk. The fonts can be used from any language (BASIC, ASSEMBLY, etc.) and from most word processors including AtariWriter+. Documentation for all these programs is on the disk as AtariWriter+ text files.

To get your copy, send \$6 to cover my costs, to: Paul V. Alhart, 524 North Zee St., Lompoc, CA 93436.



AIM Disk of the Month June/July

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to individual floppies with plenty of free space (or a hard drive) and double-click the files. The files will then automatically unARC themselves into the actual runnable programs.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending \$6/disk DS or \$7/disk SS to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the June/July disk when ordering.

BIGCOLOR.TOS—Color monitor emulator for people with mono-only systems. Shareware from the UK. Coding is for European hardware, the screen offsets slightly, and CPU speed is definitely reduced. The default setting (press return at SPEED= prompt) is recommended; it uses 200k (screen cache?) and if it refuses to boot first time, just cold-boot to reset it. Wonderful!

DARTS.TOS—Shareware Darts game with speech synthesis from Budgie UK. Runs in low rez color only.

DIRSORT.TOS—This small program will sort any file directory. Very useful for changing the order of files in your AUTO folder or the order of your desk accessories.

FCOPY30.TOS—Latest version of a feature-packed copy program from Germany. Copy single sectors, change format while copying, virus check disks, make multiple copies, and more. Has a unique "soft-format" option. Generates Spectre and MS-DOS format. Runs as a program or desk accessory.

FONEVOIC.TOS—Atari Phone Voice allows the user to make speech synthesized messages for phone answering machines. Uses synthesized voice, musical tones and sound effects. Low rez color. From Baggetta Shareware.

FREVENGE.TOS—Face's Revenge, a BoulderDash-like arcade game from Germany. Try to pick up the gems and avoid the boulders before the clock runs out! Mono only.

MINIGOLF.TOS—Mono only golf game from Germany. Try your hand (mouse!) at the Putt Putt golf course, bouncing the golf ball around various obstacles.

PATIENCE.TOS—Two solitaire card games—Canfield and Klondike—you'll end up playing for hours! Similar in play to Michtron's Cards. Color only.

PEANUT.TOS—Who Stole the Peanut Butter? a Shareware game for kids of all ages. You use your detection and questioning skills to apprehend the culprit. Low rez color. From Baggetta Shareware.

PGSFE08.TOS—Soft-Logik's completely new PageStream Font Editor! This file contains the font editor program and a 20 page PageStream .DOC file. Allows creation and editing of screen, FM and DMF files for PageStream! Shareware. Monochrome only!

PRINT_SC.TOS—This utility resides in your AUTO folder and allows you to press ALT-Help and get a Text screen dump rather than a Graphics screen dump. Works with all TOS versions. Mono only. Source code included.

PRTORSAV.TOS—Included here are three graphic screen dump programs, one for the DeskJet, one for the LaserJet and one for Epson or Atari 9-pin printers. Dump directly to printer or to disk file depending on keys pressed.

QUEBOLD.TOS—A rather interesting arcade game from the UK. Fly your ship and pick up the keys and objects to get to the next level...but beware of the enemy ships. Color only.

RAMPLS11.TOS—Version 1.1 of the RamPlus utilities. Includes a fast, memory efficient RAMdisk with built-in print spooler that does not require a separate buffer, mouse doubler, screen saver, 11 sector format utility, and a GEMDOS fix that allows an extra 2K to be stored on every disk.

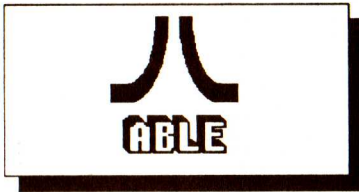
SCRAM.TOS—Scrambled Eggspressions is a two-player game for kids of all ages. Players take turns trying to rebuild the mixed-up cartoon faces. Also includes a bare bones editor so you can make your own cartoon faces.

SMRTPLAY.TOS—Smart Play is a sound editor/player for ST-RePlay sound samples. Allows you to load, edit and save sound samples. Smart Play has a unique "AUTOPLAY" feature allowing you to play all the sound files in a folder just like a picture slideshow program.

SPRITE15.TOS—Sprite Studio is a low-res painting program written in GFA Basic useful in creating sprites for animations and games. Sprite Studio also has the ability to load any file as graphics (not just DEGAS or Neochrome pictures). Shareware.

TUI_DEMO.TOS—Working demo of a windowed MS-DOS style command line interpreter desk accessory. Supports wildcard operations, batch files w/parameters, execute TOS and TTP programs, I/O redirection and pipes, and more.

VSQUARED.TOS—Sequel to the Tetris clone Valgus. The seven familiar pieces now assault you from four directions, sometimes two at a time! Color only.



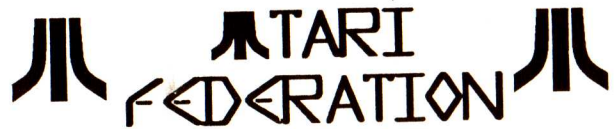
The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.



Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger

President's Notes by Phil Rominger

It has been quite some time since, I have let any of you in on what's going on in the club. We have had some good meetings in the past, but the next two meetings should get you up and to the meetings on time.

With some luck and a little arm twisting, I hope to get Herb to bring in his PC Speed machine for the June meeting. This will give us a chance to see an IBM emulator boot up a piece of software before we fall asleep waiting.

And finally, in July we will be demonstrating Spectre GCR (if the UPS man can find my house). This is the newest Mac emulator by Dave Small, and it has a lot of people excited.

Please, don't miss these meetings! We will be discussing a lot of new information, viewing demonstrations of new software, and you may even miss out on an upcoming club party. *So be there!!*

Secretary's Minutes by Phil Rominger

Phil opened the May meeting by discussing several topics of interest, not the least of which was the poor showing at some of the more recent Atari Shows. It was reported that the PACE show, if not a dismal failure, was close to it. Well the World of Atari Show in Los Angeles wasn't much better. I arrived at opening time, and there was perhaps 200 people there. During the three hours that I was there, I never saw attendance go much above 300 (if they were lucky). I know that there are more Atari owners out there than that, but we (the active Atari community) and especially Atari Corp is not getting the word out to them. I must say that our club had several of its members in attendance, which goes a long way in proving our support of Atari. This is especially true considering that we had to make a 400 mile round trip, and face L.A.'s notorious traffic. I don't know what the answer is, but you can bet that these shows will disappear if attendance doesn't improve.

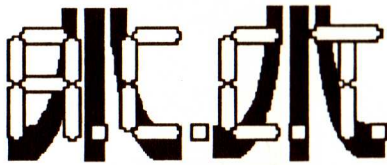
On a lighter note Herb Kanner gave us a very informative, and humorous, description on how to install PC Speed. After several mishaps, Herb with the help of Bob Ribortone got it in and working.

After the break, we raffled off a free Dominos Pizza (courtesy of Gus Maio), and Matt Matias demonstrated several of the programs on the disk of the month. He also notified the membership that next month's DOM would be out of the Atari Interface DOM, and I have had the opportunity to see some of this software and it's great.

Finally, Paul Alhart (our own die hard 8-bit expert) gave a demonstration of his new and improved Star printer font stuffer. I was very impressed with the program and the addition of the font editor makes it a top quality program.

the Atari Clubs of Denver

ATARI CLUB OF DENVER Emperor: Chet Cox Librarian: PAUL Mrc1 303-699-9647 Treasurer Guy McDaniel 303-238-2366 Exec Director (means nothing) Joe McWilliams 303-798-7119		STARFLEET President C.J. Bender 303-465-1769 Vice Chris Guenther 303-279-4422 Secretary Thomas Oughton 466-6344 Treasurer Charles Robique 303-424-2857 Librarian Wesley Crusher (Don't ask!!)
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Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

Birmingham Atari Computer Enthusiasts



The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

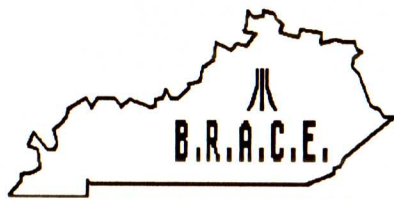
For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

In the meeting on May 15, a total of 12 members and guests were present. Discussions continued about the B.A.C.E. garage sale. There was a demonstration of the OMNISWITCH, the Mitsubishi Diamond Scan 1381 multi-sync monitor, and a comparison of DITTO and the new SuperCharger.

The new 50 meg drive for the BBS did not work due to compatibility problems, and is being replaced with an 80 meg drive, bringing on-line storage up to 100+ megs. The upgrade should be complete by the time you read this.

The next meetings will be on June 11 and July 9 at 7:00 at the Vestavia Hills Library, downstairs.



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

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BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

The meeting was called to order at 7:35 PM on the 19th of April by Mark Pierro. In attendance were a total of thirteen club members with one potential new member present.

The proposal to increase the dues from a regular membership rate of fifteen dollars to twenty dollars was discussed. The family rate of twenty five dollars would be eliminated. The proposal was voted on and passed by ten members in favor for the increase and three members abstaining. The increase will take effect in July of 1990.

Ken Malark then discussed the status on the Bob Brodie meeting. We then discussed the vacant Board of Director's position. Mark explained that our current constitution states that we should have eight board of directors for the club. He asked if anyone would be interested in becoming a board member. With no response from the floor, the position remained open.

Mark then describe the subscription offer the club received from Current Notes. Club members have the opportunity subscribe to this eighty plus page Atari publication at a reduced subscription rate. In order to take advantage of this offer, we must get five or more people to sign up for it.

We then showed off the Mouse Master, which we received from Practical Solutions as part of their ACE support club promotion. This product is a switchbox that allows you to use either a joystick or a mouse in port 0! What was really nice is once the Mouse Master is plugged into the ST, both port 0 and 1 are readily available - no more fumbling around under your keyboard! It was used during the night's software demonstrations and was very convenient to have.

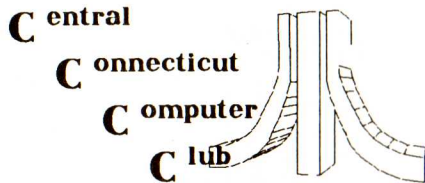
An announcement was then made that we have both March and April AIM public domain disks available in our library.

Then on to the demonstrations: Carl Barron gave us an interesting demonstration of Cyber Sculpt, a three dimensional modelling program. Gerry Genson then gave us a demo of a different kind of game called Populous. After Gerry finished the demo of the program, the club paused for intermission and raffled off Populous. As luck would have it, the winner of the game was Gerry Genson!

The club resumed from intermission with an open forum where all the members had a chance to participate in any topic they chose. One thing Mark brought up for discussion was what the club members wanted to see for upcoming software raffles. Members responded by asking for DC Desktop, Universal Item Selector III and Chaos Strikes Back. The meeting ended at 9:40 PM.



Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are \$14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.



Hoo boy.....This has got to be a quick article. As you who showed up know, The Gribnif demo was scrubbed last minute due to wet feet. That's right, Gary called all members....past and present and not one of you could make it. Really now, that makes Atari stand out like a Gleaming knight in the cesspools of life.

The people from Gribnif have been *rescheduled* for June 20th. Luckily....Rick agreed to reschedule. So we get another chance. If this doesn't work out this time, I'm not gonna keep pulling my hair out for nothing. July might bring a *big* surprise guest....and again, it might not...it's up to you. I'm not going to be embarrassed again. If you come to the meeting in June you will find out about the "possible" BIG guest for July. All I'm going to say for now is we might need a larger meeting area for July, and it might *not* be held the 3rd Wednesday of July.

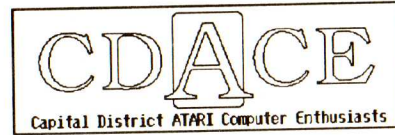
Other than that, We were pleasantly surprised at the large turnout of NON-CCCC members that showed up for the demo, and sorry to say there was *no way* we could have notified them of the cancellation. For this I personally apologise and sincerely thank all those from STARR, STATUS, and FACE who did show up. Gary suggested we again, utilise the BBS's to relay the info to all interested parties, but now we are going to ask for a quick E-mail style note to confirm that a user is coming.

Another sad note....the SX-212 modem we lent to a member has come back to us with a fried power pack....and no mention of making good for it, either. Hummph! We agreed to replace the power pack and offer it for sale. It also appears that the CCCC 8-bit monitor is for sale again. This stuff has got to go to make room for newer ST equipment.

Also be aware that I (Rich Scheidel) have cancelled my Compuserve account. GENie is where you can get me. Send mail, spare change, unused cars etc. to the mailbox of BANDYT. It's a short story behind the change ... but this is not the place for it. I'm outta here....its late and I'm tired. 'Till next month.....Rich



Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Bedow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.



Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently \$20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.



President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

Our fearless president, Norman Moore, ventured to southern California to the World of Atari Show. Unfortunately, he only had four hours on Saturday to see the show before it closed for the evening. He purchased a few things for our raffles and give-aways. He also ran into Andy Gray who's going to college down there. Andy should be back for the summer soon.

We have more T-shirts and the games to give away, so come to the meetings. The Tweety Board will be raffled off by the time you read this. For those who normally can't make the meetings, you could mail in some money for the raffle tickets so you'll have a chance to win. The tickets for the Practical Solutions items are \$1 each. If you want the AIM disk get in touch with someone so you can get a copy of this fine PD and shareware software.

We are in the process of adding some new by-laws to cover some situations. We would like to hear your opinions and ideas if you have anything that you are concerned about. Please bring them up at the meeting or send your suggestions in writing.



The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.



GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We only managed to get together once this month. This time at Dave Bryants home. The BBS system finally ran out of funds to support it so it is no longer in operation. Another reason why "support" is so important to the operation of a club.

We got a copy of TextPro 4.54 and there is some 80 pages of documentation. I am sure it will take a while for me to sift through all the information. I am still checking on "G:Device". This month has been very busy for me with all the overtime I have worked and my wife wanting the yard all mowed and cleaned.... I hope the next month brings more computer time. Let me know if you want to join us. My number is at the top. There aren't so many of us now, but we still have a lot of fun. Planning on another summer computer picnic. Will let you know when if I can get everyone to agree on a date.



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW.,		Wyoming, MI 49509
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 18 May 1990

There were a couple of 800XL memory modifications done at the last meeting, and to the best of my knowledge, they work, or else I just haven't heard that they don't. It was kind of scary to watch the disassembly of a working machine, even though I must confess to have done a couple of memory mods myself.

That brings me to the subject of an upcoming demo, and a future article for AIM, the use of a ramdisk to speed up those programs that require constant disk access. It is really not as hard as you might think to modify a software package to run from the ramdisk, but it does take a little work, understanding, and the disk in question must meet a few requirements. More on this later, watch for the upcoming article.

Summer still seems a long way off, but it is almost here, and the monthly meetings will take on their summer appearance soon as the majority of our members have outdoor activities that keep them from attending. I think I will make them all, although it is too early to tell.

One last item to note, I have a new address, listed at the top of the column, and of course a new phone number, so make a note of it in case you need to contact me. I moved to within a couple miles of the meeting room, so it should be a lot easier for me to get to the meetings from now on, even though I have only missed 2 or 3 in the past 3 years or so.

Come to the meetings if you can, and tell all your Atari friends



Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343



JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at \$2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are \$25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for \$3 each (member price). JACS ST library now includes the AIM Disk of the Month.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.
June 13 & July 11, 1990

May 9th Club Meeting Report

The last meeting went very well with a couple of issues being brought up. 1) We have decided to help spread the word of Atari's computer existence by contributing current issues of AIM to our three local libraries, Layton, Clearfield and Ogden Main. We feel that this will not only help Atari but will also help our club with publicity from this column.

2) We had a suggestion to hold a 8bit and a Mega/ST PD party. Names were taken at the meeting for those interested in participating in either or both parties. By the time you read this they will be history, but if enough interest is expressed I'm sure that we can arrange to do it again.

Irwin Brooks

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Secretary	Lee Curtis	423-2758
Treasurer	Greg Dukowski	498-9461
LBACE BBS		498-8824

Club dues are \$20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

M.A.C.E.



The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. 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 to:
MACE, P.O. Box 2785, Southfield, MI 48037

Don't forget to specify which library you wish a catalog for.

President	Ed Hanson	313-675-0044
Vice President	Ted Newkumet	313-537-5298
Recording Secy'	Brian Wilmoth	313-777-7873
Treasurer	Jim Nichols	313-791-2015
Editor/Membership	Bill Boles	313-421-8867
Correspon. Secy'	Mark Tappen	313-443-1989
8-Bit Librarian	Anton Malje	313-565-7419
ST Librarian	Bob Retelle	313-483-7358
SysOp	Sharie Middlebrook	313-582-0657

Please note that the Recording Secy' and the SysOp's phone numbers are BBS data-lines. Please observe normal human hours when calling.

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

MACE Meeting Minutes -- April 1990

The April meeting of the Michigan Atari Computer Enthusiasts got underway at 7:30 PM. This was dealer night, where Atari computer dealers were invited to sell their wares at the meeting and meet some of the members. However, only two dealers showed up (Thanks to Innovative Concepts and Team Computers for the participation).

Finally, to close out the meeting, Chuck Masek gave a speech on the importance of uploading public domain programs to local BBSes rather than just downloading.

The meeting ended around 9:50 PM. The May meeting will be our annual birthday party. This meeting is open to members only. See you there.



Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are \$7.50 per year for residents of Ohio, and \$10.00 per year for others. A monthly disk subscription is an additional \$3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional \$24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle
Georgia



Atari
Users
Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

May Meeting The May meeting took place at 1 PM on the 13th at the Warner Robins Library. Turnout was a little low with it being Mothers Day.

The top of the meeting discussion was the Computer Show that will take place on the 25th of August. We will also be having two IBM users groups from the area to make it a gala event. The IBM coordinator for the show said that they plan to have about 35 machines for the show. If you recall two years ago when we had a show with the IBM group we were able to steal the show away from them. *We are a little short of volunteers for now so be sure to step forward and let me know if you will support us at the show.*

Lee Bengamin Demoed two interesting public domain programs at the meeting. NEWBELL is a program to put in your AUTO folder that changes the bell in your computer to a digitized voice. The other program was IconDesk. IconDesk allows you to give programs and folders their own unique icons. Also added were some new additions with the games data base - VIRTUE, FIGHTER, and BUBBLE, were added to the Library. Be sure to bring your favorite selection to the meeting for all to share.

For those of you that may have been following the episode of Jimmy and his computer for the last few months here is the last update. Well it seems that Jim finally got a computer. Did he get a new 1040 like the company promised? - NO - he got a very early model 520ST. Be sure to check with club members to find out the best places for hardware and software upgrades and repairs.

Well that's about it for this month. The July meeting will be on the 8th at 1PM. I look forward to seeing you there.



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for \$12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Vice-President	Coleman Smith	
Treasurer	Michael Gardner	
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS	(615) 754-4351	
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. **FOCUS MEETING:** (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

The PREZ says...

Here we are once again -- right off the bat I'd like to let you know about a relatively new bulletin board that has been activated in the local area. It's called "The Freedom Network". The phone number is (402) 597-2400 and it'll be operating at 1200/2400 baud and be open 24 hours. At this time he has at least four (4), count them four, games you're able to play once you get online with his BBS. The first is Space Empire Elite (v. 9.06). The second is Final Frontier, the next is Dark Lords (v. 2.1) and the last is Action Arcade.

Next, Jim Pierce has several programs of his that he's selling for a fraction of the price you'd pay over the counter. As some of you know, his prices are fair, so talk to him at the next meeting to find out what he's got left in his library of original ST programs.

On yet another note I asked around exactly what you all, as a group, thought would be a good way to attract more people to our little gathering so as to entice them to join us. You came up with such responses as:



1. Putting information out on other BBS's.
2. Developing and distributing some flyers on the club.
3. Taking out a newspaper ad.
4. Having some new club cards made and putting them in some stores such as HobbyTown.

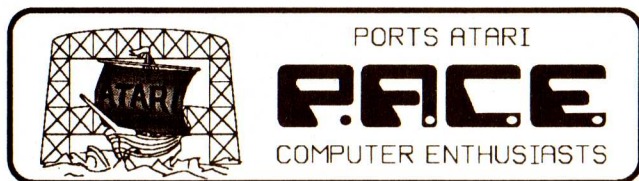
So, if any of you has any other ideas as to how to get the (large) group of Atari users we know IS out there in the greater Omaha and surrounding area, feel free to give us your ideas. Call either Pete Killian (592-5427) or me, Bill Zimmerman (593-4027), and we'll consider giving your ideas a try.

I've determined we've got approximately \$400 in the club's account. We have to remember that we'll have to reimburse Pete for any money spent on relaying our monthly articles to AIM. Also, we must reimburse George Ortiz for whatever monies he spent on getting the Atari 3D film sent to us for the Computer Expo '90 at McMillan Math and Computer Center by US West.

Also, we must determine if we're going to spend any money to put together an ST for the club.

We've every intention of ensuring every member receives his or her copy of AIM. Therefore, if you haven't received any copies since we began this system, inform me or Pete and one of us will get on the horn to determine why there's a problem.

We're still accepting ideas as to what should be discussed at the FOCUS meetings.



President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henriksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter.

General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

This is really getting old hat, but WHERE ARE THE STs? I'm getting tired of having to explain to people that Atari makes a fine home computer. (I should shut up and save my breath!) Everything in this area is IBM. IBM this, IBM that. Amiga here, Amiga there. Amiga enjoys popularity in our area, but where is Atari? The Amiga 3000 is on the front cover of BYTE magazine. Powered with a 68030 cpu and running at 16 MHz (\$3500) or 25 MHz (\$4000), it may very well be far more advanced than the "soon to be released" TT. I have yet to even SEE a Portfolio or Lynx. Why? Has Atari Corporation ever heard the words "successful management?" I hate beating a dead horse, but if things don't start falling in place soon, our computer will soon be "dead" and everyone will be using IBMs (ecch) or Amigas in their homes. Macs are about as rare as ST's! Ok, off the soap-box now.

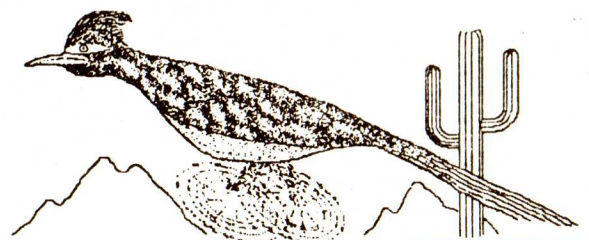
Our May meeting was successful. Almost everyone was there and the main topic was, of course, Atari computers! We had two STs in operation mainly making copies of the ever popular AIM April and May Disk 'o the Month. The blend of software on these disks satisfy even the pickiest of software collectors! The 8bits were busy copying some of the excellent PD software that has

come to us from our friends at UFFDA.

Our treasury is doing very well and should sustain us over the summer months. It would be nice to recruit more new members during this time, too. Several members are awaiting the arrival of Leisure Suit Larry III and Word Up 3.0 for the ST. Larry 3 has been available in IBM format for several months now. I hope Tom Meierotto allows us to use his facilities next season. The location is convenient for most, except for our member from Eveleth.

The modem transfers of this file and mailing list are going along just great. I can log on, upload the file and log off in under 2 minutes. At 1200 baud, that is quite good. And it is only costing us 25 cents per month. Not bad management, do you agree? Maybe I should take over running Atari Corporation for a month! I certainly couldn't make things any worse!!!

Our next meeting will be...Sunday, September 16th at 6:30pm at the Wisconsin DOT building, at the foot of the prestigious John Blatnik bridge! Good luck and long live Atari!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dymire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Kehe	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. May 12,1990 -by Jim Kehe

The meeting was called to order about 9:15am. There was a good turn out, approximately 90 members and visitors in attendance. There were eight new members that joined!!

The business was short this meeting due to our special guest, Bob Brodie! Robert spoke briefly until Bob's arrival, He brought up the idea of using \$100 from the club's treasury for purchasing some magazine subscriptions for the club to help build up the club publications library and also for the purchasing of some new PD software for the club's PD disk library. It was approved. We'll also be working to get more guest speakers at the meetings, if you have any ideas please let us know! Also there is still a need for articles for PHAST Times, your newsletter! Also some people volunteered to run the SIGs that should be starting in June.

Bob arrived about 9:30am, he brought along a new Stacy, STe, Portfolio, Atari44 meg removable hard drive, and the new Lynx!! He also showed the Lynx TV commercial, haven't seen it Phoenix, not yet anyway! The Lynx is available at our local Atari dealer though. It was a really informative and entertaining meeting! And it was interesting to hear some of what's happening with the new and old stuff from Atari straight from someone at Atari.

Also there was 1 free ticket at the door for everyone at the meeting for the drawings that were held and additional tickets for \$1. All the prizes were furnished by Atari!! *Thanks Bob!* It was the best meeting we've had! Also a big thanks to Lloyd, Marc, Robert, Lance, Rick and all that helped with making this meeting happen!! If you missed this meeting you missed a great one! Well... Next meeting is Sat. June 9th, see you there!!



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

We had our first officer's meeting in April. Among the items discussed was the possibility of a Computer Swap Meet this summer. The Club Treasury is also in good shape. We would like to have a picnic this summer like last year. This would be a good time to let our computer widows and widowers see who our friends are.

Vector Space will be down for an extended period of time. All you Telecommunicators need to hop over to LASER BBS which is run by our very own ST VP, Steve Leser (591-4620). While ST Librarian Rick Mount is off to school this summer, Steve Leser will be administering the ST Library.

The Club purchased a genuine Hayes 300 Baud Modem (for \$10 bucks). This is our "loaner modem" for those of you who would like to give telecommunications a try. We are also putting together the cables, interfaces and software. At the April ST SIG meeting, Terminal Programs were the topic of discussion. Word Processing Programs will be the topic for the June ST SIG meeting.

At the May 8-bit SIG meeting, members got to see the Diamond Graphical Operating System in action. The July 8-bit SIG will be at my house again. There will be no particular agenda for the meeting.

I'm sure that everyone was happy to receive their Atari Connection Magazine after all the rumors of editor firings.

Be sure to ask at the next meeting, if you have any questions. Remember that the only dumb question is the one that doesn't get asked.



WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

Like the Prez Says! I truly enjoyed the swapfest. I met most of all the closest surrounding clubs' officers. There was a crowd, from around 9am till we started to pack up at 3:30.

Our table was set up right next to where Bob Brodie had the ATARI demos of a STE, a 4 meg Stacy, connected to a Megaflex

44meg removable hard drive, which wound up as a door prize. Also showing were a Lynx and the popular Portfolio.

There was a lot of interest in the AIM magazine, and we were the only club affiliated at that time. I had a lady from Michigan buy an extra copy of AIM I had, as well as a DOM!

I was particularly glad to get to know Bob Brodie a little. He is genuinely a nice fellow. He comes across as a real straight shooter and not as a salesman. If you ever have a chance to have him come to one of your areas, do it! I think our best sale of the day went to Bob. He had read in our newsletter, on his plane ride in to Chicago, about our "RED SATIN" Club Jackets. Any of you guys inviting Bob to your events, you'll know where that one came from!!!

June 16 is our annual picnic. I hope this next AIM comes out a little earlier for folks to read this notice! We will be having a MIDI SIG at Randee's Music new store, Sunday June 24. I hope we can start a MIDI sig as a regular event, since Randee has offered the space and time to have it in the store. July/August will have a combined newsletter. Our next scheduled regular meeting will be in September, unless folks decide differently, at the May 19 meeting.

That's All Folks! G'data, Andy



Rushmore Atari Computer Enthusiasts (RACE)
3512 Lawrence Dr., Rapid City,
SD 57781 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

President's Particulars

Well, here are those words of profound wisdom you all have been waiting for. The information age is upon us! Political news, financial news, scientific news, and etc. is being exchanged via air and wire at an incredible rate every minute around the globe. Look at eastern Europe, the Japanese stock market, and the Hubble telescope as examples. I for one have been involved in the global information flow through my 130XE, a modem, and a BBS. Several news services from various countries can easily be tapped. People from around the nation network routinely and the BBS I subscribe to is now moving into Europe! If this sounds a little like a plug for our August telecomputing demo, it is. But that's not all...

Who cares what the Tramiels do or don't do? Big deal. Not to minimize the problem of U.S. support, but as we Atari users know we have the power without the price. My Atari has written letters to senators. It's printed fliers and generated amortization tables. It's helped my kids with reports and math besides allowing me access to the information age. Contact with fellow hackers by way of our club has taught me a great deal about computing. Iron sharpens iron. No belly aching here! Let's continue to explore the world of Atari capability together. I'm looking forward to seeing all of you at the June meeting Sat. the 16th on Soo San as usual.

Rick Burton

P.S. Thanks to Mark W. for filling in for me while I was absent from the meeting.



SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

Minutes for May 19 Meeting

We would like to thank the people of PHAST for inviting us to their special meeting with Bob Brodie, Atari's User Group Coordinator. The meeting was informative, if not encouraging regarding Atari's future efforts to support the ST. I believe Bob really gives us a voice with the Corporation.

Our Treasurer's report consisted of a second hand "the treasury is about the same this month" because Lee was on his way to a Star Trek convention. There are no new library disks this month except for the AIM disk. Mike has been busy with final exams.

Mike also shared some exciting news from a GENIE conference with SoftLogik: PageStream 2.0 is on the way. This version will be able to use both Adobe type 1 non-hinted fonts and Agfa Compugraphic hinted fonts. Expect to see this \$75 upgrade in a few months.

PC Ditto II was discussed again. Many of the bugs have now been squashed including the conflict with the Mega blitter and the comm port problems.

Marc demonstrated Pirates by Microprose on the projection monitor. This action adventure has all the activities you might expect on the Spanish Main in the 16th and 17th centuries. You swashbucklers out there can play through simulations of actual expeditions of that era, or sail into port and conscript a crew for your own adventure.

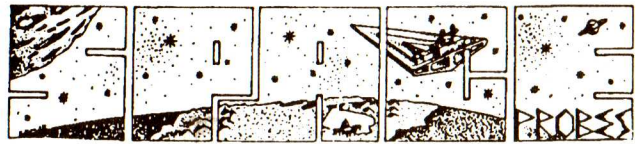


President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter	Ed Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



Meeting Notices Combined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.



The Saginaw/Tri-City Atari UG meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zael Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are June 16th, and July 14th, 1990. Officers:

President	Steve Volker	(517)865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew, (or haven't joined us yet!), DO IT NOW!

FIRST UP...

Toys-R-Us has the Lynx!! Yes! It's on display with all the other new generation game machines, (i.e. Sega, Nintendo, Genesis, etc.), and that's not all! HILLS department store, a block down the street, has IT TOO!! Do you know what this means! We were wrong! ATARI does just make game machines...No, that's not what it means, what it means is...before we go on, does anyone out there have proof that IBM OWNS Nintendo? NO? Oh well, that might have made what I have to say, easier to swallow. Tom Hudson couldn't make a decent buck so he went to IBM, Atari can't keep ST's on the shelves of their Authorized dealers-but they can convince stores who dumped their products in the past to carry their new, over priced game machine, Commodore 64's are selling for pocket change in the Toy department of most stores...If you go to buy a computer anywhere in the Tri-Cities, you will see IBM & Clones, Macintosh & Game machines. That means you will see price-inflated 'yuppy' machines, stoic, conservative business machines with entertainment applications, and game machines. A toy for the older generation, a toy for the 'me' generation, and a toy for the younger generation. Where are all the computers? What does this ALL mean? Is it prophetic? Is the day of the 'hacker' over? Have we come full circle, breaking away from the standard way of things, only to fall victim to our own insatiable desire for entertainment? If you take too many steps away from the business-oriented machine, does it then metamorphize into a game machine? I don't know. I guess we have just have to wait and see...

WHAT YOU MISSED...

There has been alot of emphasis on utilities lately, with the midi utility last meeting, and reviews on alternate desktops coming up, this meeting Bryant Lafreniere examined the workings of the Codehead utility package, and there was alot to talk about. Because the Codehead Utilities disk seemed to hold so much more than could be adequately reviewed during the demo portion of our

club meeting, I called John Eidsvoog of CodeHead software, who is also the author of most of what is on the disk, to see what he could add...he added a lot! I spoke with John for nearly an hour, so most of what was said won't fit here, but I'll try to touch on the more important points. Look for a much more complete article later in the pages of AIM.

Our 8-bit users have been growing in both number and voices lately. There's been a lot of activity on that side of the room, and this is great! A proposal was made by them that the president write a letter to AIM requesting that an 8-bit disk of the month be established for the 8-bit members of AIM. The motion was seconded and carried and the letter will be sent out this month.

WHAT YOU SHOULDN'T MISS...

Next time...Marty Schmidt will return to the demo circle with Wayne Fenior, as they show us the mysteries and advantages of the new Neodesk 2.5 and Double-Click Desktop, both alternatives to the 'old' standby GEM desktop. Both will be RAFFLED OFF afterwards (if they survive), for the cost of a ticket. Ted Beachamp should have the Diamond Operating System for the 8-bit here for a review, (cross your fingers!), and since us ST members were threatened with loss of life or limb if we didn't let them order it, it must be quite an application!!

ON ANOTHER NOTE...

In the April issue of ST Informer is a story worthy of some note. On the cover page under the heading; Waldensoftware to carry ST products, we read about a group of ST hackers from the STAXE UG, and an enterprising gentleman by the name of Rod Moore, who seem to have persuaded the local district and store to handle ST software for a 2 month trial period. I think this is an impressive accomplishment, and that the local UG should be recognized for their ingenuity and tenacity.

Equipment Volunteers For Next Month...

Marty Schmidt is graciously bringing his hard drive & monitor and Larry Hendricks, (a newbie), is bringing his M-E-G-A-! Ted has the 8-bit stuff.



The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

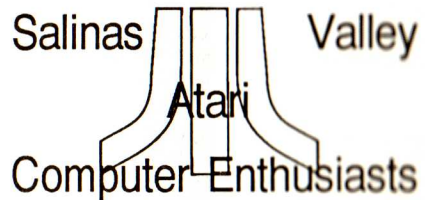
Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec'y/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234



The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969



President	Gary Klugman	758-4894
Vice-President	Dale Meisenheimer	449-7750
Secretary/Treasurer	Charles White	449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

This is my first letter to the club as president. We now have Atari Interface Magazine as our newsletter, and as an excellent source of Atari information. We have many benefits to membership. I think it is a real bargain at \$12 a year. So often we have a computer problem, many times these are easily solved by another member at the SVACE meeting. We have a monthly PD disk to copy. There is also a PD demo and a commercial product demo each meeting. There is also many tempting offers made by companies to user groups.

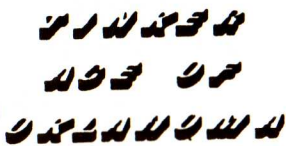
Unfortunately, we are in a period when there is probably more Atari computers being moth-balled than bought. This means there are less users, and less people to become members of SVACE. It makes it all the more important for all of us to encourage Atari users to become members of SVACE. Why? Because in the strength of numbers we have greater purchasing power, and a larger pool of knowledge to draw from.

FOR SALE

**SPECTRE 128, complete with
Translator, Documentation,
and software. Sorry, no MAC
ROMs.**

\$125 obo.
719-634-5486



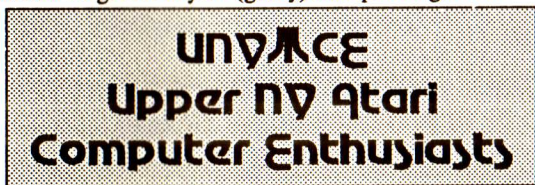


Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report-May, 1990

We had a great time at the "public education" meeting at the Library. Wish you were there! Where were all the folks from the Oklahoma City club who said they were going to come? In any case, I hope to see you all at the next meeting 'cause it is getting time for officer elections. Which also means it is also getting time for dues. That is right. Pay up if you wish to still receive this wonderful magazine in your (grimy) little paws right now!



The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.



Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called 'Upload' when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the-month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows from Washington to Toronto as well as having a booth at all Pittsburgh shows.

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The May meeting of WAUG was held on May 8th. The meeting was called to order by President Craig Harvey at 7:30pm while a demo of Dragon's Lair was playing on an STe (courtesy of Bill and Pattie Rayl...) behind him. Craig immediately introduced guest Darek Mihocka, who made the trip to Ann Arbor to demonstrate his Quick II series of screen accelerators and assorted utilities.

Craig repeated last month's announcement that the June meeting will feature officer elections and a swap meet. Mike O. read descriptions of the various officers' duties from the club charter, and several of the other officers further defined the duties they have performed in the past years.

Craig discussed a meeting between some of the officers of Windsor WAUG and Ann Arbor WAUG regarding the possibility of jointly sponsoring a "Poly-WAUG" Atari show in the future (possibly in May next year) and asked how many members had an interest in pursuing the subject. The general consensus was for the officers to continue their investigation of how AA-WAUG might contribute anything (planning, labor, etc) in such a venture. Craig will stay in touch with the counterpart officers and continue reporting any progress.

Bill and Pattie brought a video tape of the highlights of the Pittsburgh Atari Show which was held the previous weekend. This show was not very well attended, unfortunately, and there are reports that many of the vendors lost money on this show which could have some serious effects on future shows of this type.

Darek's demonstration of his Quick ST software was the highlight of the evening. The room was very quiet when Darek showed how much faster the ST screen will update when running his Quick ST II software. Derek also showed his Quick Tools collection of utilities for improving ST operation.

Bill Rayl spent about 20 minutes describing the STe he has recently acquired. Bill fielded questions from members and told how easily he had done an upgrade from 1 to 4 megabytes of RAM, which he said took about 15 minutes to do.

The meeting was adjourned at 9:45pm, at which time Derek sold copies of Quick ST II at \$15 each.

The next meeting will be held on June 12.



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondence to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

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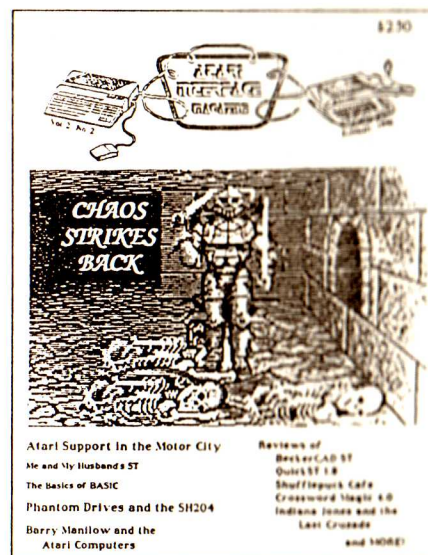
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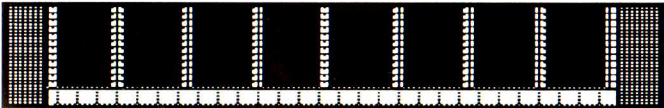


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