

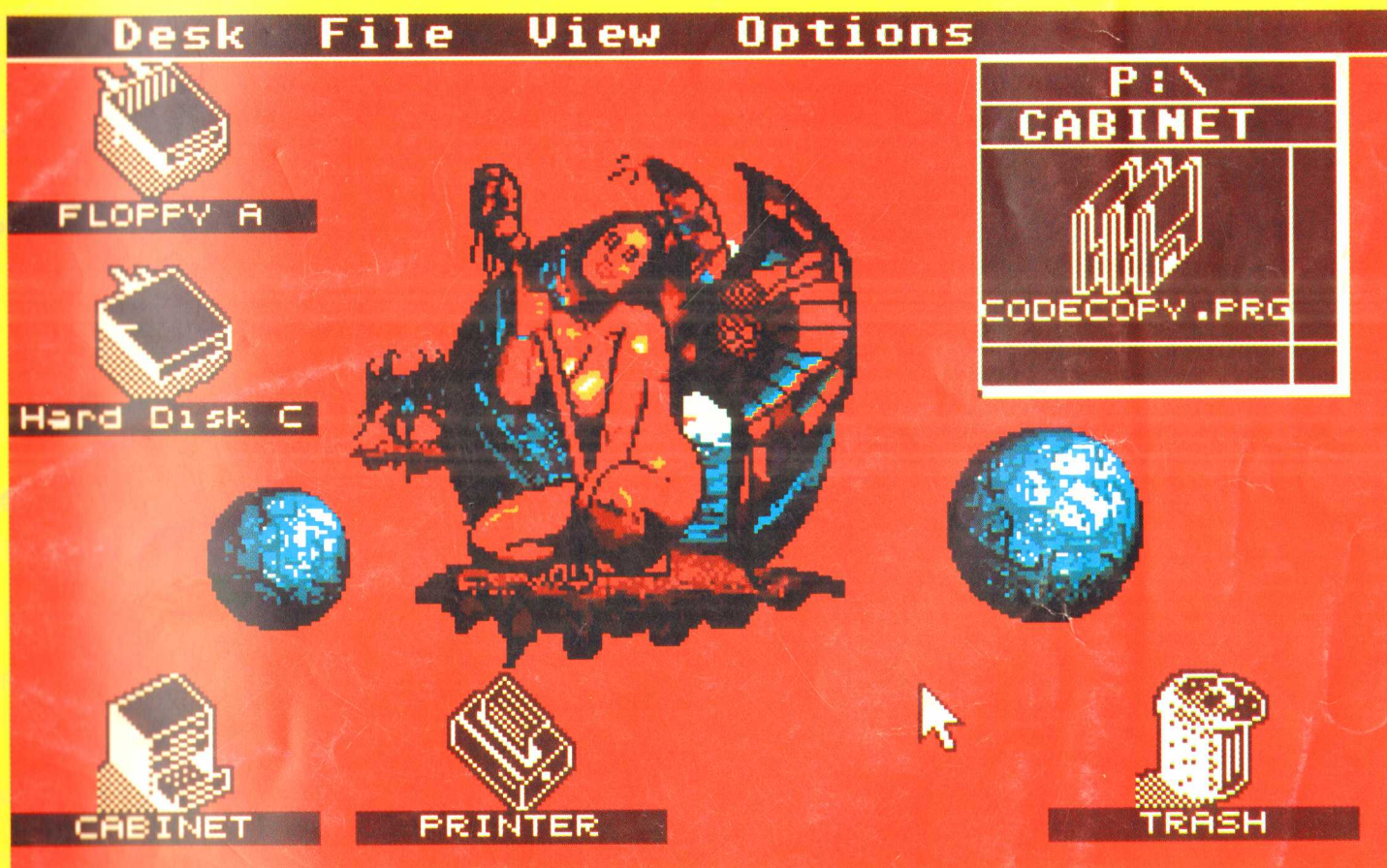
# ATARI

# INTERFACE

VOLUME 2  
NUMBER 9  
Oct. 1990

\$2.95 US  
\$3.50 Canadian

## DC Desktop



San Jose World of Atari Show  
Down with Shareware!  
Piracy in El Paso  
Preventing Data Loss  
The Fuji Zone  
Me and My Eight Bit  
Experiences with APAC Mode  
String Handling in GFA Basic



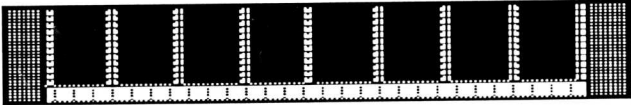
### Regular Features

Right on Target by David Plotkin  
A-T-A-R-I Basics of BASIC  
dBMAN TipSTer

### Reviews

Turbo-16 Instant Graphics  
Federation Blitz Copier  
Word Quest & Word Quest 2

# Innovative Concepts



## Classic Atari 8-Bit Products

**Easy Scan II** - 1989 Antic Award Winner! The Graphics Image Scanner that saves files in standard 62-sector format! Supports graphic modes 8,9,10,11 and 15. Make banners, flyers, posters, and more! Requires XL/XE/XECS with 128K RAM (or more), and Epson capable printer. FREE Utilities!. Only - \$99.95

**Print Shop Printer Drivers** - Now use that "incompatible" printer with Print Shop and Print Shop Companion! Choose from the following printer drivers; Atari 1020 printer/plotter, Okimate 10, or the newer Epson LQ500/800 printers. (or other 24-pin compatibles) Only - \$14.95 each (specify)

**Memory Upgrades** - All include RAMs and utilities (we have MANY others!). Call us!

**128K - 130XE Compatible types:**

For 800XL - \$59.95 / For 65XE - \$49.95

For the XE Came System - \$49.95

**XF35 Kit** - 720K storage! Easy to install upgrade for XF551 Drives, for using the newer 3.5" disks! Fully compatible with; SpartaDOS, SpartaDOS X, and MyDOS. CREAT for HD Backups, BBS use, Demos, and much more! Only - \$34.95

**Happy Doubler** - Includes FREE Utility Disk! Programs Happy 1050 to FULLY Emulate the U.S. Doubler, including skew format! Also programs drives D1: - D8:. Only - \$19.95

**Immitator Controller** - For Happy 1050, has 2 switches to control Speed & Write Protect. Also has 2-color LED monitor. Only - \$39.95

**IC1050 Controller** - (For ALL 1050's) Same as above, but no speed switch. Only - \$29.95

**SIO Switch Box** - Controll 1 computer with 2 drive setups, or share 1 drive setup with 2 computers! Only - \$49.95

**SIO Port Box** - Has 4 SIO ports for solving the "dead end" problems. Only - \$34.95

**NOTE** - We have even MORE products! For our latest Catalog (included FREE with orders), just send a S.A.S.E. (business size).

## Atari ST/Mega Products

**NEW! ADCIT & ADCIT SHELL** (version 1.20) Commercial version with new features! Makes arcing and un-arcng "ADC" & "LZH" files, a snap! Includes; Printed Manual, FREE utilities, and more! Low priced at - \$14.95

**Turbo BLITZ** - The Unique backup/disk copier, that is Lightning Fast, on even commercial software! Uses two drives. Includes Custom Cable and FREE software. Only - \$34.95

**Xformer Cable** - Now incudes FREE software! Run many of your Atari 8-bit software titles on your ST/Mega! And, directly from an 8-bit drive! Also allows 8-bit printer! Only - \$19.95

**ST/Mega RAM Upgrades** - Installed Fast! We use only the BEST upgrade boards! NO future MMU problems! FREE utilities disk!

520ST: 1meg \$125, 2.5 Meg \$325, 4meg \$500

1040ST: To 2.5meg \$325 / To 4meg \$500

Mega 2: To 4meg for only \$300.!

**NEW! Tick - Tock Clock** - External clock card for 520/1040, at a LOW price! Includes FREE utilities disk. Only - \$49.95

**BLITTER Upgrade** - For 520STFM/1040STF. (Call for details) Speeds up graphics! Have a "mini-Mega" for only - \$75 (Installed!)

**TOS 1.4** - We us only LECAL ROMs! FREE Utilities Disk! Only - \$125 (2 or 6-chip set)

**Bomb Fix** - Replace weak 74LS373 chips (2), with Superior 74AS373 chips. Fixes Random crashes on Accelerators, TOS 1.4, & MAC/IBM Emulators. Installed - \$35 / Kit - \$15.00

**Note** - ALL of the above internal mods INCLUDE installation and return S&H!

**SAVE** - Get two or more of the above mods, and save more! Others also available! We also - Buy, Sell, Trade, and Repair Atari equipment. Please call for more information.

**Ordering Information** - S&H add (US Funds); USA/ADO/FDO - \$4. COD: \$3.50 (USA only) Canada/Mexico: \$7. All other countries: \$10.

## Innovative Concepts (I.C.)

31172 Shawn Drive / Warren, MI 48093 USA  
Phone: (313) 293-0730 / BBS: (313) 978-1685  
CompuServe: 76004,1764 / GENie: I.C.

Dealer, Distributor, & User Group Inquiries Welcome!

# DISCOVER THE 4TH DIMENSION

*Explore computer imaging and animation in time and space.*

**"PHASE-4"**<sup>™</sup> opens a universe in which you actually cut, copy and paste time in the past, present and future from any point in space/time simultaneously, cyclic polymorphic-transformation without point and face limitations.

**"PHASE-4"**<sup>™</sup> a new modular Program Platform for the ST which totally eliminates the need for program control codes like those required for animation using such programs as Cyber Control<sup>™</sup> from ANTIC<sup>™</sup>. "PHASE-4"<sup>™</sup> is fully mouse and tablet driven programming system with keyboard support.

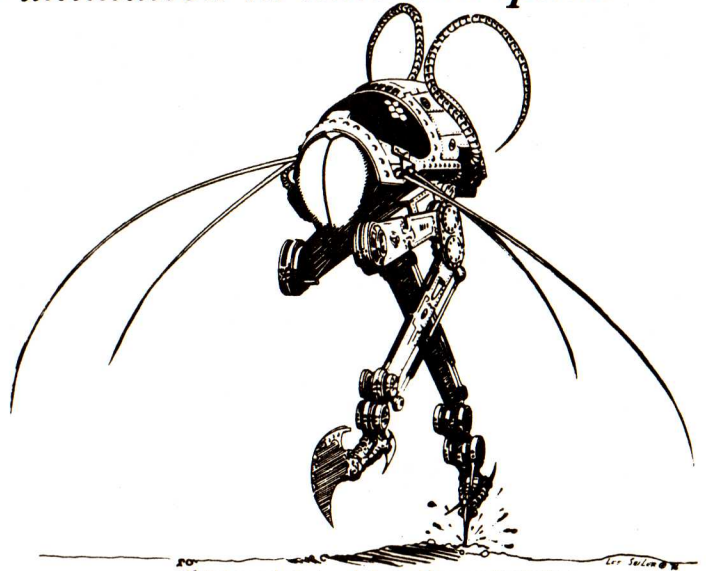
**"PHASE-4"**<sup>™</sup> Modular system consists of 4 modular segments each independent yet, fully compatible with the others. Used independently, each module is a powerful package of programs, applications and accessories. When combined these modular segments form the most advanced and flexible Motion Control and solid object animation system available for the ATARI ST<sup>™</sup>.

**"PHASE-4"**<sup>™</sup> ROSETTA-3D Translator/Viewer.

**"PHASE-4"**<sup>™</sup> CHRONOS Keyframe Animation Studio.

**"PHASE-4"**<sup>™</sup> PRISM Rendering Package.

**"PHASE-4"**<sup>™</sup> KINETICS Player Package.



Object complexity is only limited by your imagination.  
Can you create CAD objects like this one? We do it all the time using "PHASE-4"<sup>™</sup>

**ROSETTA-3D** Just as the original ROSETTA STONE allowed scholars to decipher the secrets of Egyptian hieroglyphics and translate them into other languages, ROSETTA-3D allows you to translate a wide variety of the most popular CAD, animation, and rendering formats. Files created by ROSETTA-3D can be transported to many different computer systems and modeling programs or may be sent to remote rendering services capable of creating photo realistic quality images for commercial use. You are no longer confined to the limits of one machine or your current animation software.

**ROSETTA-3D** is much more than just a file translator, it is also a draft animation package. It allows you to quickly create and preview an object file you wish to animate in "PHASE-4's" CHRONOS motion control program, from any format that you select using the fastest wire frame and solid-polygon render available for the Atari ST<sup>™</sup>. ROSETTA-3D's simple point and click animation system features a unique three dimensional "object-marker" which enables you to design animation story boards for waiting clients in a matter of seconds. Price \$59.95

## ROSETTA-3D FEATURES: Eight Three-Dimensional Modeling/Rendering Formats Supported.

### File Translation:

Direct translation from one format to another format. Translate objects which are too large to animate on your system. File size not limited by system memory size.

### Import and/or Exports:

- AutoCAD Release 10 ASCII (DXF), Binary (DXB) for the IBM and Macintosh.
- CAD-3D Version 1.0 (3D) and Version 2.0 (3D2).
- PHASE-4 Animation Libraries (LIB).
- Sculpt-3D for the Macintosh and Amiga.
- Swivel-3D for the Macintosh.
- ... and output of P.I.X.A.R.'s Renderman RIB files!

### Animation Capabilities:

- Fast Depth-Cue "Point Cloud" mode, for real-time playback of extremely large objects.
- High speed wire frame and depth-cue wire frame modes.
- Several solid-polygon modes.

### Object limitations:

- Any combination of 65,000 vertices and faces per object.
- Total number and size of objects limited by memory size only.
- Animate objects with over 15,000 vertices and 30,000 faces on 1Meg systems.
- ROSETTA-3D expands ANTIC<sup>™</sup>'s original 3D universe in all directions to more than 400 times its original size.

### DISK, FILE, and FOLDER Management Supported.

### "PHASE-4's (ADEPT) Supported.

### FUTURE FEATURES INCLUDED IN THE FORTHCOMING PROFESSIONAL PACKAGE.

- ATARI TT/68030 VERSION.
- PARSEC GRAPHICS +768 SYSTEM (INCLUDING 8768 UPGRADE).
- SPECIAL 50MHz T13+010 version running at 6.25 MIP's with the standard 8MHz 68000 running in parallel.

## PRISM-AGE

*(Photo realistic Rendering Interpreter for Solid Modeling in Advanced Graphic Environments)*

PRISM-AGE 1.0 is a powerful drawing program that runs in all ATARI resolutions plus 1024X768 4096 color mode. Not only will you find many of the features expected in a drawing program (such as boxes, circles, ellipses, area fills, cut, copy and paste, (with fine pixel editing), but also explores some rather unique areas of it's own! One of the more interesting areas of PRISM-AGE is that it uses PRISM-GTE

(Graphics Tablet Environment) which supports the new Cal-Comp graphics tablet in four resolutions. Another feature of PRISM-AGE is that it uses all of the computer's memory to support multiple picture buffers. This can range from approximately eight buffers on a 520ST to over 110 buffers on the MEGA4 ST, which allows the creation of animations using the built-in slide-show features.

When used in combination with other PHASE-4<sup>™</sup> programs PRISM-AGE takes full advantage of ADEPT\* and the Image Systems ISAC High-Res color board. Price \$49.95.

## PRISM-GTE

*(Graphics Tablet Environment)*

PRISM-GTE is a fully functional graphics tablet environment designed to be used with all "PHASE-4"<sup>™</sup> programs. This feature is embedded in all programs and available as a stand-alone program which can be used with most well-behaved ATARI programs. Price \$29.95 if ordered separately.

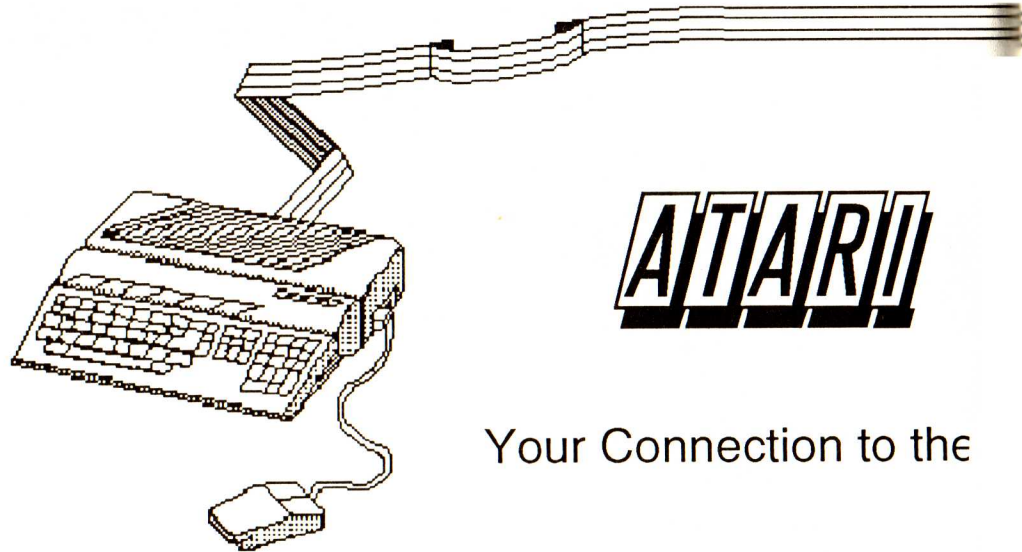
## ADEPT

*(Application Data Exchange Protocol)*

Allows any "PHASE-4"<sup>™</sup> program to utilize the features of another program while also sharing data and limited resources (such as memory and peripherals) in a multitasking or single application environment. (ADEPT imbedded in all "PHASE-4"<sup>™</sup> programs.)

For more information write or call Lexicor Software Corp., 58 Redwood Rd., Fairfax, CA 94930. (415) 453-0271. Dealer inquiries welcome.

"WATCH THIS SPACE FOR MORE NEWS ABOUT "PHASE-4"<sup>™</sup>



## Volume 2

Your Connection to the

## FEATURE ARTICLES

<b>Right on Target</b> Dave Plotkin tells us why he's still in the Atari market.	<b>6</b>	<b>dBMAN TipSTer, Part 2</b> More dBMAN tips and tricks from Peter Killian (O-ACES).	<b>21</b>	<b>Eight Bit Q&amp;A</b> Tim Craft (CACE) answers some 8-bit new user questions.	<b>33</b>
<b>San Jose WOA Show</b> Gary Klugman (SVACE) and John Pilge give us two reports on the San Jose World of Atari show held in August.	<b>8</b>	<b>Instant Graphics and Sound</b> MACE's Jon Bailey reviews a hot new PD program for the ST.	<b>23</b>	<b>Basically Speaking</b> How to use the 8-bit's Console Keys from BASIC is discussed by ACORN's Jeff Summers.	<b>35</b>
<b>The Fuji Zone</b> CCCC's Joe Mirando takes us to "a dimension not only of bits and bytes, but of mind."	<b>13</b>	<b>What's the Good Word?</b> Artisan Software's WordQuest and WordQuest2 are reviewed by Gordon Totty (MACE).	<b>25</b>	<b>String Handling in GFA</b> Micheal Calvin (SWAG) looks at GFA BASIC's string functions.	<b>36</b>
<b>Piracy in El Paso</b> A look at what pirate BBSes are doing to the Atari market in El Paso, TX...and in your area!	<b>14</b>	<b>DC Desktop</b> Bill Rayl reviews Double Click's desktop enhancement.	<b>28</b>	<b>The Basics of BASIC</b> Rick Burton (RACE) touches on string variables in 8-bit BASIC.	<b>38</b>
<b>Down with Shareware!</b> Shareware is a bad way to market software says Jay Skotcher (WAUG). Read this article to find out why.	<b>17</b>	<b>A-T-A-R-I</b> Atari Tips for 8-bit owners from Paul Alhart (AFED).	<b>30</b>	<b>Get Blitzed!</b> The PD Blitz copier is reviewed by Mike Czebiniak (UNYACE).	<b>39</b>
<b>An Atari Tale</b> Tempers flare and 8-bit owners defend their systems in this Atari tale from Brent Fisher (CACE).	<b>18</b>	<b>Me and My Eight Bit</b> Chuck Antonelli (ACORN) shares his views on the 8-bit Atari market.	<b>32</b>	<b>Experiences with APAC</b> J.D. Potter, 8-bit author of APACVIEW, tells us a bit about APAC and his programs.	<b>40</b>
<b>Data Loss on the Atari</b> Robert Arp discusses the danger in trusting hard drives as permanent storage.	<b>20</b>	<b>The Good, the Bad, the Ugly</b> CACE's Tim Craft tells us what makes a good BBS, a bad BBS and an ugly one.	<b>32</b>	<b>Federation (of Free Traders)</b> Electronic Arts/Gremlin's space adventure/role playing game is reviewed by Steve Kendrick (CDACE).	<b>41</b>
		<b>Turbo16 Accelerator Board</b> Don Schmidt (SWAG) reviews Fast Technology's 16MHz board for the ST.	<b>33</b>	<b>Atari Bulletin Board</b>	<b>4</b>
				<b>Reader's Viewpoint</b>	<b>5</b>
				<b>AIM ST Disk of the Month</b>	<b>42</b>
				<b>Advertiser's List</b>	<b>56</b>

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.

AIM does not knowingly reprint copyrighted material without first obtaining permission from the source. Non-commercial user group publications are granted permission to reprint articles from this magazine as long as credit is given to AIM, the author and club (if applicable). Opinions expressed within articles in this magazine are solely the views of the author(s) and do not necessarily represent the opinions of AIM or any participating club. Atari, the Fuji symbol and names of Atari computer products are trademarks of Atari Corp.

# INTERFACE



Atari Users Community

Number 10

## PARTICIPATING ATARI USER GROUPS

**ABLE**  
Winter Park, FL

**ACCD**  
Denver, CO

**ACCT**  
Toledo, OH

**ACE of Eugene**  
Eugene, OR

**ACORN**  
Rochester, NY

**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

**FLAG**  
Fort Leavenworth, KS

**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

**PAC**  
Portland, OR

**PACE**  
Duluth, MN

**PHAST**  
Phoenix, AZ

**P3ACE**  
Colorado Springs, CO

**RACC**  
Rockford, IL

**RACE**  
Raleigh, NC

**RACE**  
Rapid City, SD

**SAGE**  
Erie, PA

**SDACE**  
San Diego, CA

**SEVAC**  
Chandler, AZ

**SPACE**  
Harrisburgh, PA

**ST Club of El Paso**  
El Paso, TX

**STAG**  
Saginaw, MI

**STANCE**  
Lyndhurst, OH

**STAR**  
Atlanta, GA

**StarFleet**  
Denver, CO

**STig**  
Denver, CO

**SVACE**  
Salinas, CA

**SWAG**  
Vancouver, WA

**TACE**  
Midwest City, OK

**UNYACE**  
Vestal, NY

**Ventura-RAM**  
Camarillo, CA

**WACO**  
North Huntingdon, PA

**WAUG**  
Ann Arbor, MI

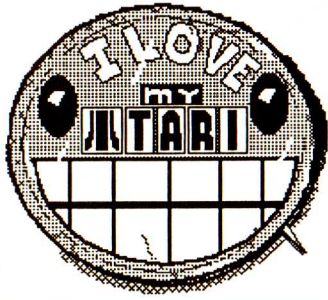
**WNYAUG**  
Buffalo, NY

### On the Cover

DC Desktop from Double Click,  
with artwork from Olover Saalfeld's  
animation (see AIM disk).

Managing Editor: Patricia Snyder-Rayl  
Editor: Bill Rayl  
Photographer: Gary Klugman  
Artwork: Migraph, Steve Volker, S. Kendrick

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 News

The decision on whether or not to move Atari headquarters from Sunnyvale, California will reportedly be made sometime in the next six weeks. Elie Kenan, previous head of Atari France now in charge of Atari US and Canada, is reportedly still "fact finding" and will make his decision on the move soon. There has been no indication from sources at Atari as to where Atari might move.

The new color monitor to be packaged with the 68030 TT has passed FCC with a Class A (commercial use only) rating. The remainder of the system is reportedly still in the process of being certified.

Bob Brodie, Atari's user group coordinator, recently returned from a "very enjoyable" trip to the Seattle, Washington area to visit area user groups on August 18-19. Bob said he's scheduled to be in Houston, TX to meet with clubs there at the end of August.

With a number of show appearances scheduled for September and October, including Glendale, Boston and Washington, DC, Bob Brodie continues to "make the rounds" on the Atari user group circuit.

## Developer News

Clayton Walnum's C-manship articles that originally appeared in the now defunct ST-Log magazine have been compiled into a book called C-manship Complete. According to Walnum, the book contains "everything you need to

know to program your Atari ST in C." The 400-page C tutorial book retails for only \$19.95. For \$29.95, you can purchase the book and two accompanying disks of C code. Add \$2 for shipping/handling and Connecticut residents must add 8% sales tax. Taylor Ridge Books, PO Box 48, Manchester, CT 06040, (203) 643-9673.

A version of the PILOT authoring language has been released for the ST by eSTeem, Inc. PILOT is a "simple, powerful and widely used language for creating tutorials, simulations, interactive laser videodisc programs and device control systems." The eSTeem PILOT version is GEM based and follows the proposed 1990 IEEE standard for PILOT. Computers Etc., 4647-B Highway 280, Birmingham, AL 35242, (205) 980-9146.

Atari 8-bit owners looking for quality PD/Shareware at low prices should contact KCTronics, a PD "warehouse" that creates fully configured and documented disks of software that are guaranteed to run. Their current catalog features such recent releases as BobTerm 1.2, TextPro 2.5r, new font disks for Daisy Dot II/III and lots more. Contact KCTronics, 457 June St., Fall River, MA 02720 for a catalog or more info.

ReadySoft, makers of Dragon's Lair and Space Ace, has announced release of Wrath of the Demon. The game "combines state-of-the-art multi-level parallax scrolling with spectacular graphics, animation and playability." Wrath of the Demon retails for \$49.95. ReadySoft Inc., 30 Wertheim Court, Unit 2, Richmond Hill, Ontario, Canada L4B 1B9, (416) 731-4175.

JMG Software International has

stated they will release HyperLINK for the ST by November of this year.

HyperLINK's features include full DBASE III/IV compatible database manager, big screen monitor and CDAR-504 CDROM drive support, and the ability to "network" two STs together to share data.

The package is planned to contain a handful of HyperLINK applications such as a phone book, address book, calendar, phone message center, and graphic/text CDROM database. JMG Software International, 801 Mohawk Road West, Hamilton, Ontario, Canada L9C 6C2 or 2201 Pine Ave., Niagara Falls, NY 14301 (416) 575-2867.

## Show News

The Lake County Atari Computer Enthusiasts have announced the "Chicago Area AtariFest," a regional one-day show to be held Sunday, November 11 from 10 am to 4 pm at the American Legion post in Gurnee, Illinois. Tickets are \$2 in advance or \$3 at the door and children under six are admitted free with paid adult. LCACE, PO Box 8788, Waukegan, IL 60079.

## Online News

Delphi announced drastic price reductions for use of its online service. Under Delphi's new 20/20 Advantage Plan, users access the system for a \$20 flat fee for the first 20 hours. Extra usage is only \$1.20 per hour. These rates make Delphi the lowest cost online service. To signup, use your modem to call (800) 365-4636. At Username:, type *Joindelphi* and at Password: type *Interface*. At the main menu, type *Using Advantage* to register.

# From the Reader's Viewpoint



Dear Editors

I am writing to share my opinion as to why I haven't bought an ST, STe or Lynx. I recently bought a PC; it could have been an Atari, but since Atari hasn't tried to market computers in the US, that wasn't an option.

Let me say I bought several Atari systems, in fact the first system my family had was a 2600. We bought many a cartridge for it. Then Atari says here is the new advanced 5200, so I bought one and collected about 20 cartridges for it. Shortly after that the 5200 was cancelled.

I bought the 800XL, and then a 130XE. I bought several games for it on both disk and cartridge. Then Atari introduces the 7800, late, but you know how it is. Anyway, I bought one; I think I have 20 cartridges for it. The support has dropped to almost nothing, and if the Lynx does well, I think the support will die for the 7800.

This brings me to the XEGS, fine product, and from the early reports, it sold well. I didn't see a need for it, for myself, but I bought several cartridges, and then presto, no more support. I was able to buy an XEGS for \$56 on clearance.

Now to get to why I'm not in a hurry to buy any more Atari systems. I almost bought an ST, but I thought let's wait and see if it takes off, as predicted. Since that time, the Atari Corp. ST support in the US is almost nonexistent, and I'm in no hurry to buy one now.

The same with the Lynx. Sure it sounds good, but it's gonna get the same treatment Atari has given all its other products.

Poor Atari. They get a good product, sell a few quickly, and

then it's in the clearance section. That is what I see for the Lynx, ST, STe and TT (if they are released). Even so, I'll never see one in Terre Haute, IN., save for the Lynx -- maybe.

I'll consider buying an ST if there is a dealer in my town and he's got big lines waiting to buy, and there are reports saying the same thing across the country, and the software companies are rushing out a large list of new products. The same goes for the Lynx. If I see hundreds of them, I'll consider buying them.

Coming back to the PC, there are millions out there, and Atari could have a big share of the market. Even if they sold 2 percent of all the PCs sold in the US, they would sell more of them than any other product they sell.

What it comes down to, is, I'm sick of buying orphan systems, and I think Atari is stupid to try and make a market for something that isn't even selling.

Thomas W. Bannon

## Fellow Atari Users

I took advantage of Sprokits Computer Products offer of free ST X-press back issues and now have two boxes of the November, 1987 issue. The disk mates have been removed by them, but I do have that disk in my files.

As I do not need 100 copies of the same magazine, I would like to trade two copies (or more) of Nov. 87 ST X-press for one (or more) copies of any other ST or Atari related magazine or better newsletters (Current Notes, PSAN, etc.). With the extra copy, you could trade for other back issues. I will send copies of this issue of ST

X-press to any one (single copies) that would be willing to pay the postage. I cannot afford to send single copies without postage since I have over \$32 in shipping so far, and it will cost about \$1 per issue to mail them out. I will pay postage on the trades.

This offer is open to any individual or user group. If you are interested, please drop me a line and tell me how many issues you want and what trade you want to make, or send me your unwanted magazines and I will send you an extra magazine or two as long as they last.

I would also like to buy back issues of Atari magazines if they are reasonably priced. (Newsletters also.)

Happy Trading  
Steve Filler, Box 429, Columbia Falls, MT 59912

Dear Editors

I just read The Impossible Just Takes a Little Longer [June/July '90 issue], stopped, switched on my 1050 disk drive, loaded First Xlent WP disk, booted it into the 1200XL, then printed this with an XDM121 printer in order to say Thank you for printing the article by Jake Olbrich (RACC) which was well written and held my attention throughout.

While fascinated for many years by my Atari system (Basic language), I am not a programmer per se, thus unable to understand the technics described. However, as a writer of sorts, I did appreciate Mr. Olbrich's language and style. His byline will be a beacon for me in future issues of AIM.

Friendly yours,  
Joseph Hicwsa (JACS)

# Right On Target



**David Plotkin**

It's hot here today—106 degrees, which is pretty outrageous for Northern California, even in August. In fact, it's been hot for the last several days, and my house doesn't have air conditioning so it's 92 even indoors.

Still, I've got to get this article out, because if I think it's hot *now*, this is nothing compared to how hot it will be for me if I miss my deadline. That Pattie (esteemed editor); she's a terror!

## Why Do I Like Atari?

I've been playing with and writing about Atari computers since 1981 when I discovered Atari and personal computers quite by accident. I sometimes wonder why I've kept at it for so long, when so many others have dropped by the wayside or moved on to other machines (and greener pastures).

I don't make my living this way. My real job (the one that pays the mortgage and enables me to write articles for free) is as a data analyst for Chevron Corporation. And though the machines are pretty neat, there aren't nearly enough "new" developments to keep someone busy and interested for so long.

Even such amazements as PC/Mac emulators and desktop publishing begin to pale after awhile. I mean, how many times can you get excited about the new whiz-zywig they built into the latest update of Calamus (Sorry Nathan!).

I've come to the conclusion that it's the people in the Atari world who keep me coming back. They

are more fascinating, friendly and sometimes stranger than the folks who inhabit the worlds of Mac and PC and Commodore.

## Getting to Know You

I go to the shows I can afford to not because I want to see the new toys that Atari might or might not bring to market and certainly won't bring to market anytime soon. No, I go to schmooze with the folks I've met online, talked with over the phone and to renew old acquaintances with "good friends" I haven't seen in a year or two.

For example, it was at a show that I first met the legendary Dave Small (and the even more amazing Sandy, who, despite a passel of kids, manages to run Gadgets at a profit and even put up with Dave and Doug). I first ran into Jim Allen, of T-16 Accelerator fame, at a show, demonstrating his prototype T-16. He was proclaiming bravely that it would run with pcditto II, which Bill and Ginny Teale were showing off across the aisle.

I've met interesting Atari people at places beside shows. We all seem to take an instinctive liking to one another (with a few exceptions, but I won't dwell on that). Perhaps this is because we are outcasts of the computer world and need friends more than most people! The point is it is the people who make up the world of Atari that make it so interesting, and I go out of my way to cultivate those relationships. Let me tell you about a few of them.

Probably my favorite single programmer is Dave Small. I've watched as Dave first came out

with Magic Sac and Translator One, then built his new company on the ashes that were Data Pacific (the new product is called Spectre—rising from the ashes). It's a family business, with Sandy as President—Dave calls himself "chief programmer and bottle-washer" as I recall.

I need say nothing about the products they produce—you know about them unless you're incredibly new or have been on a far moon of Jupiter for a long while. But there is Dave and Sandy and the rest of the Gadgets team at just about every show, the ultimate salespeople, answering questions and doing amazing things with their latest gadgets.

If you want to talk to Dave, you'd better fight your way through the crowds early, because two hours in Dave has usually lost his voice and "talks" with gestures and grimaces. And let's not forget that each show brings a more outrageous T-shirt.

## The CodeHeads

Then there are the CodeHeads. You know the CodeHeads—Hot-wire and Multidesk and Little Green File Selector and...well, you get the picture. These guys are amazing. They seem to have the knack to bring out a product that nobody realizes they need until it arrives. Then, an awful lot of people (myself included) find they can't do without them.

But even more interesting than the products are the CodeHeads themselves. They couldn't be more different. Charles Johnson is a big man with flowing long hair (which I envy, since I'm fighting a losing battle with baldness at the ripe old



age of 35). John Eidsvoog (say that three times fast) is slender and sports a crew cut. Well, maybe they're not so different. Both are friendly and will stop to explain things to any confused user.

They are the kings of the "lightning demo"—they know their products so well they rip through the demonstration session with awesome speed. Unfortunately, I'm quite sure some people are so bemused by the quickness they walk away mumbling something about NeoDesk <grin>.

Piracy is an incredible sore point with Charles (as it should be with everyone) which was inflamed after a thief named Fred posted the latest revisions to the CodeHeads' products on a local bulletin board and even had the gall to leave his name! (Personal note—hope they nail the bastard.)

### CodeHead Wives

We can't leave out the two ladies who go along with Charles and John—John calls them the "Code-Head wives." Pattie Johnson and Julie Eidsvoog are an integral part of the team, demoing software (usually a lot slower than Charles or John does) and handing out flyers. At the Anaheim show I remember this incredible weirdo (now there's a term you haven't heard in a while) came up and started hassling Julie, and she was just as polite and nice as could be. Me, I'd have punched him out, but he went away happy and remained a potential customer of CodeHead Software.

There are lots more. Gordon Monnier is President of Michtron, and has really tried to make a go of the ST market. Its tough to make a living, and I'm sorry to say Gordon may be gone by the time you read this. It was Michtron that first brought GFA to this country and provided support for their products that ranked among the best for any computer. George Miller came to Michtron from Compute! magazine (you remember them—they used to talk about Atari once in a while, but not any more) and wrote books, provided tech support, cleaned up products and seemed to live in the office. Haven't seen George for some time, I wonder where he ended up? [Editors' Note: George has accepted a position at ABACUS in Grand Rapids, MI.]

### A Mom 'N' Pop Big Business

A family operation I'm really fond of is the Mitchells of MiGraph. The company started out with Easy Draw and also provided the first viable hand scanner for the ST.

They have branched out to the PC market now to survive, and I think they will because they are smart and savvy. Kevin Mitchell still shows up at shows sometimes, demonstrating Touch-Up, one of MiGraph's more impressive products.

Liz Mitchell (Kevin's wife) is the Vice President of Marketing, and I've never met anyone who could make a dollar of advertising and review product count as much as Liz. I helped her out with the loan of a

word processor at a show once, and felt real good about it for quite a while afterwards. And, of course, let's not forget Paul Mazurek (Liz's brother, by the way), chief programmer and tech support. A really nice guy and very talented as well.

### The Atari Mob

Then there are the "Boys from Atari." The best known is Bob Brodie, User Group Coordinator. He has risen to fame in a very short time, though I met him a year ago at a show before he joined Atari.

Bob is a big friendly bear of a man with a jolly laugh and sympathy for the plight of the user I've not run into anywhere else. He's got a desk in the middle of a huge room at Atari, and you can call him on the phone—but if it's not busy, it's because he's not there. Leave a voice message if you want—he swears that he returns calls.

John Townsend (another crew-cut) and Ken Badertsher (hmm...hope I got that right) are two engineers who circulate at shows, picking up juicy software and answering what questions they can about "when is the TT gonna be ready?" Personally, I would rather talk to these guys than to any Tramiel.

Tom Byron, Editor of STart magazine has become a good friend over the two years I've worked with him. He's quickly turning STart back into a powerhouse and is both a capable editor and knowledgeable about the ST as well. He is also, unfortunately for him, the person who gets complained to when Antic doesn't pay their authors, and he really agonizes over such things.

By the way, that was his son who graced the cover of the February issue of STart (playing with a TT). What a ribbing Tom took about that, especially since, in an editorial later on, he made a comment that "wasn't he the cutest baby?". Turns out the assistant editors slipped that line in as a joke. Well, I thought it was pretty funny, but I'm not sure Tom did. He takes this stuff pretty seriously. Of course, we all benefit from that sense of dedication.

There are lots more great people out there, and of course, I know only a few of them and can't mention everyone I do know. Perhaps in a future column, we'll talk about some more of the folk heroes inhabiting the Atari world. Til next month—remember, if your AIM is good, you'll be Right on Target.



*Our team has been selected to find an inexpensive substitute for accuracy."*

# San Jose World of Atari Show

**Gary Klugman (SVACE)**

The World of Atari Show in San Jose opened at 10 a.m. on Saturday, August 4. There wasn't the long line of people I expected waiting for the show to open.

Once it opened, the people kept coming, and the aisles were crowded with Atari computer users. By the first hour, over 1,100 people had reportedly paid admission. People came and went, but it was hard to get through the crowd to see what was in a booth until late afternoon.

Rich Tsukiji is the promoter of the World of Atari shows. I found him to be very personable and a professional at what he was doing.

## A Negative Start

There was some negativity expressed about this show on some of the online services because of the show's proximity to other Atari shows. Rich didn't seem con-



cerned about any controversy. In fact he hadn't read it, let alone responded to it. Nor was he overly concerned that Atari could not have a booth in the show.

He said Atari had asked him to move the show date a couple of weeks so they could attend. He couldn't change the dates, and they had their new things com-

mitted to be elsewhere. He said it would be nice to have Atari at the show, but it wasn't necessary. Atari did supply hardware to the developers that requested it.

## The Show Itself

I counted 17 exhibitors present at the show. Some had large booths, so the show didn't seem as small as it was. Rich wasn't concerned about the number of exhibitors. He felt there should be an Atari show somewhere every month, regardless of the exhibitors that can come.

Rich said many of the vendors are small businesses that can't afford to travel long distances. If there was a show in their area, they would attend. So a show, for instance, in Texas would attract different vendors than did the one in San Jose. Above all, the shows are good for the users.

Rich not only kept track of the number of people attending, but also of how much they were



Charles F. Johnson and John Eidsvoog of CodeHead Software



Popular Sentiment T-Shirt worn by Nick Langdon

spending. He said the people in San Jose were spending considerably more per person than in Anaheim. Of course there were fewer people at the San Jose show.

### Atari Dignitaries

Sam, Leonard and Garry Tramiel all were there on Saturday. Bob Brodie and other Atari executives, including Elie Kenan, were also there. Their appearance was certainly symbolic. They wanted to show support for an Atari show in their backyard. They were not there to make a big splash. They kept a low profile, looking around at the booths. They wouldn't pose for pictures and the crowd didn't swamp them.

One fellow was wearing a T-shirt that had "Tramiels" on the front circled in red with a line through it. On the back of the shirt was "Just say no!" The fellow said he was mad at the Tramiels for not getting the Stacy out sooner. Let no one say Sam Tramiel doesn't have a sense of humor. When he saw the shirt, he walked up to the fellow and said, "Hey I like that shirt, where can I buy one?" Sam made a point of buying things at a number of the booths.

Talon Technology was there showing Supercharger. First introduced at the Anaheim World of Atari, this German import is a completely external unit that allows the ST to run MS-DOS software.

It plugs into the DMA port and allows daisy chaining of other DMA devices. By using a NEC V30 chip, it runs XT software at AT speeds. It comes with 1 meg of memory and MS-DOS 4.1, and a program to use the

Supercharger's memory as a RAMdisk from ST mode. Supercharger retails for \$450. Talon is planning on introducing a VGA card that will occupy one of Supercharger's internal slots. Another card they are going to introduce is an Ethernet card. This would allow an ST to be used on an IBM network. They are also planning on introducing software allowing the user to run IBM emulation as a desk accessory. Also planned are a FAX card and an accelerator.

### Changes at Antic Publications

Antic Publications had a startling announcement. They will not publish a September issue of START. The October issue will combine ANTIC Magazine and START and be a larger magazine.

They are also planning to pick up the subscriptions for ST-Log and Analog. Tom Byron, START's new editor, has hired Jim Burton as technical editor. They also have a new art director, Rick Braden, to improve



Atari's Sam Tramiel

the new magazine's appearance. Denny Riley, ANTIC publication's director of advertising sales, assured me this is not a sign of weakness for the magazine.

I brought up the point that ST-Log and Analog did a similar thing before going under. Despite the similarity, Denny says START is ANTIC Publication's biggest money maker. They just need the time to make all the changes.

Zubair Interfaces was at the show with their memory upgrades. They also had SIMM modules to upgrade the memory of the STes that were for sale at the show. Abu Zubair also introduced his newest hardware upgrade, ZKeys. ZKeys is a solderless internal upgrade that allows ST users to use an IBM keyboard. When the IBM keyboard is plugged in, either the ST keyboard or the IBM keyboard can be used. The IBM keyboard can be easily unplugged. With the keyboard plugged in, the function keys are supported during IBM emulation. The IBM keyboard is compatible with



Rich Betson of Talon Technology

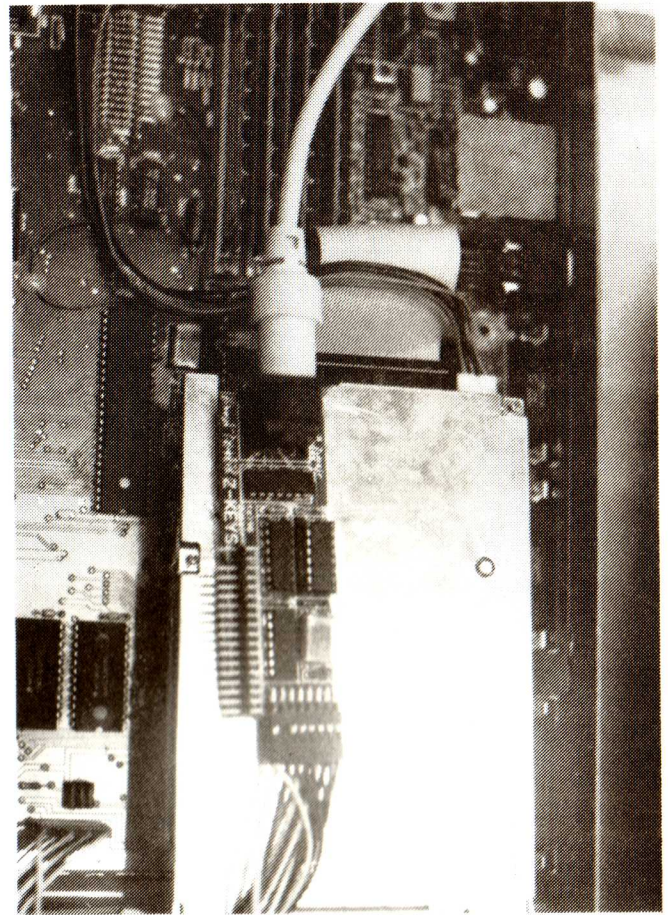
the ST mouse and Spectre GCR. In the future, Zubair Interfaces plans on creating a software driver to allow the F11 and F12 keys of the IBM keyboard to become the Help and Undo keys on the ST keyboard. They are also planning a macro keyboard driver for the IBM keyboard that will allow the user to define his own macros. ZKeys is for STs with a built in keyboard. Retail price is \$99.95. A version will be out for the Mega STs.

### Best News

Brad Koda of Best Electronics is an interesting entrepreneur. Starting out as an Atari computer repair and parts person, he finds a need and fills it. When he can't get repair parts, he goes to Taiwan and has his own made. When he thinks he can do something better, he has that made too. Witness the birth of the Best Mouse and the Mega Click replacement keyboard switches. Now he is introducing the Best Joystick, the Best Power Supply, and a number of repair parts for



Rich Tsukiji WOA Show Promoter



Z-Keys internal Hardware interface

ST monitors. He says he is now the only supplier of ink rollers for the 1027 printer. He makes them up himself out of Taiwanese parts.

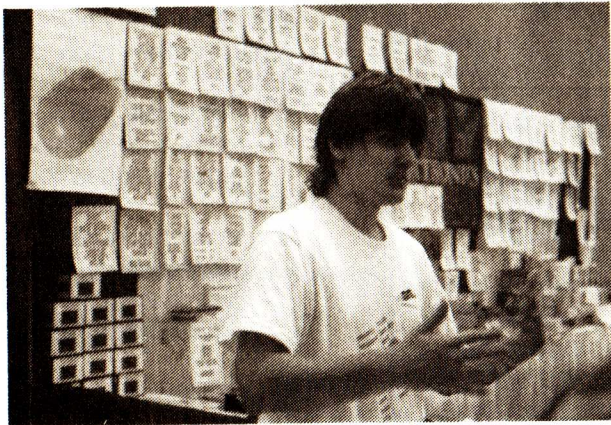
The Best Power Supply replaces the 520fm, 1040, Mega, and Megafire power supplies. Brad has seen an increase in the failure rate of the power supplies from Atari, and the replacement ones from Atari aren't any better. So he made his own. The Best Joystick has heavy duty construction and an autofire switch. It works with all Atari computers except the 5200. The power supply retails for \$85, and the Best Joystick retails for \$15.95.

### News from the CodeHeads

The CodeHeads were showing their excellent software products and introducing LookIt and PopIt. These software utilities come on the same disk.

LookIt is a file viewer and binary editor that offers fast text display, the ability to use the mouse or keyboard to scroll and powerful searching options. It also allows setting up "bookmarks" in each file for easy return to that spot, and it has powerful print features.

PopIt lets you assign hot keys to your desk accessories. Pressing a single key or set of keys gives you instant access to your accessory. Key assignments can be saved, loaded and disabled at any time.



Branch Always's Darek Mihocka

During the show, Darek Mihocka of Branch Always Software gave a talk on Quick ST II, and Rich Betson from Talon spoke Saturday and Sunday on PC emulation.

There were bargains to be had on almost everything. Some of the dated software was being sold at fire-sale prices. I didn't see much action on 8-bit items either being displayed by the dealers or being bought by the attendees. The vendors I spoke to that had something new to sell, or had good buys, were pleased with the business they did at the show. They knew there wouldn't be a lot of vendors, but the crowd was there anyway.

The Silicon Valley has many Atari computer users, and it had been three years since they had a show. They were hungry for an Atari show, and during the two days I was there, they seemed happy with the one they got.

## San Jose World of Atari—A Second Look

John Pilge

The World of Atari extravaganza in San Jose, California was held at the San Jose Hyatt August 4-5. In essence, it was your typical computer fair.

You pay to get into the dealer's room where you can find Atari products for XL/XE, Portfolio, Lynx, ST and even the 2600. There were hundreds of products at decent prices and a few bargains. But there were only 17 exhibitors. Some were there to demonstrate their products, STart magazine was selling back issues and San Jose Computers had hundreds of items for sale.

That was it. There were door prizes, promotional fliers and a few freebies, but it was a small show.

Atari was not there officially. Sam Tramiel was there and declined to be interviewed, as was Leonard and Garry Tramiel. Sam did answer questions from anyone who came up and recognized him. A few other Atari employees were seen.

If Atari had had a booth, they would have probably been besieged with questions by over-anxious Atari users. I saw one user sporting a T-shirt that had the international "NO" symbol over the name "TRAMIEL" with the caption "JUST SAY NO."

### Steady Attendance

The show was well attended. The later you stayed, the more crowded the sales floor became. If your purpose for coming was to buy Atari items, there was a lot to choose from, but not so much that you needed two days to see everything. When I left, I had time to visit two other stores before going home to Santa Cruz.

More was expected. People were hoping for more dealers, conferences and a greater presence from Atari

Corporation. People were hoping for a bigger show, with more advertising. What they got was a two-day computer fair with Atari products.

### Summing It All Up

That was enough for some. But fans of Atari shows remember bigger shows, more dealers and conferences of the past. Of course, in the past there were more Atari magazines, more Atari dealers and more Atari users. This was the first World of Atari Show in Santa Clara County in two years.



Brad Roltgen of BRE Software

# CALAMUS OUTLINE<sup>®</sup> ART

**OUTLINE ART** is a vector-oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

**OUTLINE ART** supplements the CALAMUS DTP system with a great number of new functions and effects. A extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie; from a font to a central point.

■ Nearly unlimited possibilities for the manipulation of text, characters and text attributes such as:

- rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
- circular text and text along a freely-defined vector path...
- projection of raster areas and text on vector outlines...
- conversion of text into vector objects...
- kerning functions...
- Functions can be freely combined and applied to all CALAMUS fonts.

■ Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:

- shift, rotate, mirror, enlarge/shrink, project onto a sphere (globe, cylinder, cone), etc..
- An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
- loading and saving in .CVG format (CALAMUS Vector Graphic), making possible the integration into and optimal printing through CALAMUS on all supported output devices in all resolutions.

## Now included! Convert 2X,

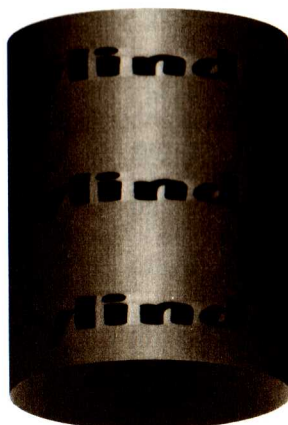
our new Conversion program  
CVG ( Calamus Vector Graphic)  
to EPS ( Encapsulated Postscript )  
or PS ( Postscript ) file format.

Note : DynaCADD, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG). Which can then be output through all output options supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

**Calamus Outline Art**  
has a suggested retail  
price of US \$289.95.

For more information or to place your order, contact your local Atari Dealer or contact us directly at: ISD Marketing, Inc., 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, Tel: (416) 479-1880, Fax: (416) 479-1882

All Registered Trademarks and Tradenames belong to their respective Owners



**ISD MARKETING**  
**ISD MARKETING** ISD MARKETING  
**ISD MARKETING**

# ⌘ The Fuji Zone ⌘

## Joe Miranda (CCCC)

You're traveling through another dimension, a dimension not only of bits and bytes but of mind; a journey into a wondrous land whose boundaries are that of imagination. That's the signpost up ahead. Your next stop...The Fuji Zone.

Submitted for your approval: the theory that time is but one track running parallel to many others that, under most circumstances, cannot meet one another or exchange events.

Enter one Harrison Dearson. A young man intent on making his mark on the computer industry. Since Harry has no talent in either programming or systems design, he has decided to make his entree' by becoming indispensable to the upper echelon of one of the larger computer companies.

In our current time-line, Mr. Dearson has just gotten a job with Atari Corporation. By not rocking the boat and telling his bosses only what they want to hear, our young traveler has indeed ensured his continued employment. He has also, however, ensured that Atari Corporation will remain in very low popularity by the very lack of support of and aggressive marketing in the US that has made him a successful "Corporate Warrior."

In our proposed alternate time-line, however, Mr. Dearson's taxi encounters a rather disagreeable telephone pole on its way to Atari Headquarters which makes the traveler an hour late for his interview. This does not sit well with his prospective employer. Har-

risson Dearson is forced to seek other employment.

The young man who does get the job in this new time-line is concerned only with expanding the product line and the well-being of the company. Because of this, Atari becomes the premier computer manufacturer and out-distances all other computer companies.

A sampling of the events of this time-line bear out this conclusion:

July 1989: Atari introduces their Stacy portable computer. The music industry quickly embraces it as the best MIDI computer around. The Stacy also becomes quite popular with businessmen on the go who are tired of all the "command-line nonsense." Atari's careful attention to detail permits the Stacy to pass FCC testing quickly while the company's renewed commitment to advertising and support in the American market provides US users with enough machines to cover the huge demand.

January 1990: The introduction of the STe continues the rise of Atari in the home computer market. Although the machine can still show a maximum of sixteen colors at a time, the new pallet (with a choice of 4,096 colors) and stereo capabilities make the machine a favorite. Dealers now have machines in stock and do a brisk business in Atari computers and peripherals.

May 1990: Atari's new TT computer system based on the Motorola 68030 microprocessor running at 32 megahertz takes the small work-station industry by storm. With improved speed and graphics capabilities, the TT becomes a favorite for desktop publishing, desktop video, and all other multi-

media applications. With a price well below those of comparable machines, an Atari becomes the computer of choice in this area also.

January 1991: Atari strikes a deal with Paramount Pictures, Inc. to supply computers to be used in production and post-production sound and graphics work. The computers include the STe, the TT and the ATW, as well as portfolios for the production staff and executives (The executives use it only for the pong game included with the machine.).

December 1991: Paramount Pictures releases Star Trek VI after the shortest post-production schedule since computers entered the movie industry. The success of the movie, which relieves executives and saves the contracts of the actors, is credited to the abilities of the new computers purchased from Atari.

Rambo VI, which is released by another studio at the same time, is not well received by the public or the critics. As a shining example of the effects problems, one post-production worker says "The reason that this movie is titled 'Rambo VI' instead of 'Rambo V' is the titling software on our computers was so difficult to use that we didn't even notice that it was titled wrong until the premier, Damn! I wish we had used an Atari!"

And what of our young traveler you may ask? Mr. Harrison Dearson, upon the unsuccessful completion of his interview in Sunnyvale, promptly secures a job with IBM (which, by virtue of Harry's tactics, ceases the manufacture of personal computers ten months later).

# Piracy in El Paso

Tim Holt (El Paso)

In the old days, the axiom was that silence was golden. A good child was to be seen and not heard. Nowadays this old saying has been perverted to read "keep your mouth shut or you will get sued." Same effect, just a different message to achieve the end.

Well, something happened to me on the STE-EP BBS that really has me biting at my chops. I am torn whether to speak, keep my mouth shut, or some happy in-between. I decided to speak, and perhaps in the course of the article, you will agree. As president of the local user group, I suppose it is my duty to talk about these things:

On Sunday, July 29, 1990, a person logged onto the ST Club's BBS under the name "Joe Pirate." This person logged on as a visitor, and all information they left about themselves was, of course, incorrect. This person left one message to me, saying "I left a file in the Utilities area for you. Use at your discretion."

I went to the utilities area, and there was a file called "Pirate.lzh." At first I was leary, because in the past I have taken a very anti-pirate stand on the STE-EP BBS. Was it a virus plagued plant that will kill my system? (As a matter of fact, most screens you come upon on STE-EP have anti-pirate messages on them.) Anyway, I got the file, un-lzh'ed it, and started to read. The contents knocked me on the floor.

There before me was a listing of files available on a local "reputable" ST BBS. As a matter of fact,

the Sysop is a former member of the ST Club!

## Piracy Unearthed

PageStream, Space Ace, Dragon's Lair, Hotwire, War Head and on and on it went. (We later calculated at Jenkins' that this BBS had at least \$4000 worth of games *alone* at the retail price.) His BBS had a better selection than Jenkins' Computer Store!

Games from Europe, word processors from Germany, and on it went. I printed out the listing, and it was 10 pages of just two file areas! (The BBS has at least 7 file areas, with even a "Classic by Request" area for programs that are no longer published. I hope you get the picture, we are talking *big time!*)

So, I was faced with another mystery: was this a real file or was this a fake "plant" intended to embarrass me and the club? Well, if you see a house burning down, you don't check first to see if the owner wants it burned, you call the fire department, and that's what I did.

I went to Jenkins' Computers and asked them who they would call. They gave me a few names, and even called a few places themselves. (Software Publishers Association was supposed to have a toll free number to report pirate boards. No such listing.) Called a few software distributors, a few dealers, a few developers. No one knew who to call. We finally called Ralph Mariano at ST Report. He said he would help.

Anyway, the turning-in of the person responsible for this is not the point of this article. I am writing this to examine the effect of

this one BBS on *you*, the average user. You don't think you are effected because you never heard of this BBS? Think again, Bubba.

Whether or not this is a true pirate BBS is not the point. (There are actually several pirate BBSes in El Paso, even though one was shut down by the police several years ago.) So anything I mention about this particular BBS, simply multiply it by the number of pirate boards here, or in your town.

## A Little Background

El Paso, Texas is a city on the extreme edge of west Texas. Population 500,000+. Include Juarez, Mexico, and the smaller communities of Southern New Mexico, the population of the area is well in excess of 1.5 million people. There is one store in this entire area that sells Atari programs: Jenkins' Computer Store. The next nearest store that sells Atari programs is in Albuquerque, New Mexico, over 300 miles away. So, if you can't get a program at Jenkins', and you need it quick, well, you got a five hour drive up to the nearest Atari store. And that store doesn't even service Atari computers, it just sells software.

So you see, we are pretty Atari isolated out here in El Paso. In talking to Jim and Tom at Jenkins', Jim once told me there are approximately 1000 Atari STs in the El Paso area.

In July, 1990, Jenkins' Computer Store sold 10 Atari programs. *Ten!* The number after nine! For the entire month! Ten programs to an installed base of 1000 computers! That was the month Dragon's Lair came out. Script came to Jenkins' that month. *And*, for the past



six months, Jenkins' has run a special that if you buy two programs, you get one free. So essentially, they are giving a 33% discount.

And still, they could only sell 10 Atari ST programs. They are not overpriced, as all programs they sell are sold at the retail value. Now I realize that retail is more than mail order, but after taking into account the discount, and no shipping, we are talking essentially the same prices. Get the picture? Okay.

## Buying Drought

Now Tom and Jim can't figure out why the good customers from the past aren't coming in anymore to buy programs. Then they get a copy of the file listing that I got on my BBS. Suddenly, it all becomes too clear to them. The reason no one is buying is because the darn things are being given away free on the pirate BBSes around town. Hey, why the hell pay \$199 for PageStream when you can spend an hour downloading it for free? Same for Space Ace, Dragon's Lair and all the other tons of "freeware" available on the pirate BBS.

Put yourself in Jim Jenkins' shoes. You own a store that sells computers. Your prices from Atari give you a minimal margin, so you must make your true profits in selling software. (Go ask Tom or Jim what they pay for an STe. You'll laugh at the chintzy amount they make on each one sold.) You have to pay overhead, and you have to keep just enough in the bank so that you can order new items when they become available. (Plus it's also nice to eat once in a while as well.)

In one month, you sell just *ten* titles of ST software. Ten! I never was real good at math, but that don't pay the piper. If you were Jim, wouldn't you wonder why support from the users has dried up? And wouldn't you be a little more than a bit pissed off when you find one of the "stalwarts" of the ST community in El Paso is running a pirate board, out of his house, with more than \$4000 in game software alone on it? *And*, on this BBS, there are games and programs available that your software distributor hasn't even heard of yet?

## Unmoving Inventory

You go over to your inventory, and you see the \$199 version of PageStream sitting there, gathering dust, and it become obvious what is going on. And the 10 copies of Dragon's Lair, and the 15 copies of Space Ace and the two copies of ChronoQuest II, and Hammerfist and Klax. All are sitting there, gathering dust, eating up space. And yes, money, because something that is taking up display space is eating money if it isn't "moving." This jerk, running a pirate BBS out of his home as a "hobby," or as he sees it, a "public service," is denying you your livelihood.

This one person, by giving away the things you are trying to sell, is essentially destroying your business. (Hey, no matter what you may think about Jim and Tom, they are still people doing their darndest to try to make a living. They have kids and wives and mort-

gages just like all of us.) Well, I don't know how you would react, but I sure as hell would be mad.

## Move Out of Atari

Okay, so what do you do? Well, you can't turn the guy's BBS off, even though you can send his name and number to a few well placed folks. You do what is *the only sound business move*: You start selling less and less Atari software.

It only makes sense. Start selling more and more IBM software and IBM machines. I have been going into Jenkins' for the best part of four years now, and I can tell you, what once was an idea about selling clones is now something that takes up half the store. Long time ST Club members will tell you about the times gone by when Jenkins' was a true "Atari dealer."

Now, the areas for the ST, STe and ST software are growing smaller and smaller. Why stock something everyone in town has a copy of anyway? *And* that is where the pirates are hurting you, whether you realize it or not! Because eventually, Jenkins' and every other dealer that sells ST software is just going to throw their hands into the air and say "To hell with it. If the pirates want the business, they can have it." (I know you have been into Jenkins' or your own local store, looked at the selection, and said to yourself "Geesh, they have had that program sitting there for two years. Don't they get any NEW stuff?")

## Fewer and Fewer Local Dealers

And so, Atari software and hardware support in El Paso will dry up faster than a puddle in the west Texas sun. So what if you want to have your computer fixed? Well folks, if Jenkin's stops, folks in El Paso would have to drive all the way to Tucson, Arizona. Why would they stop repairing STs? Simple: No money in it.

No money in a machine that is a great machine, but you can't sell any software, which is *the bread and butter of any computer store*. You can't make a profit. Clones are the way to go.

Go in and ask Tom or your local dealer how many IBM software packages they sold last month. Then ask them how many ST packages they sold. You will be shocked. But please, don't be shocked when they stop selling ST software. You should have seen it coming.

And tell the guys that run those "public service" BBSes how thankful you are that you have to drive for half a day (if you're lucky) to get a new game or to replace Wordwriter with Word Perfect.

If you think this problem is localized to El Paso, think again. Those clever Medway Boyz are everywhere. And so are the BBSes. I can write about the problem because I have firsthand knowledge of the BBSes and of Jenkins' Computers.

Next time you come across a friend who has "a great new copy of a game" he wants to give you, think again. The short term gain is not worth the long term loss of Atari support, dealers, and Atari computers.

# SOFTWARE PIRACY hurts BIG companies. But it *KILLS* small companies.

Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

Well, the truth is that many of the best Atari software houses are NOT big companies -- they're small businesses with few employees. Many of the best programmers and developers are Atari enthusiasts like you. And the loss of just a few sales due to software theft can help drive them out of this comparatively small market.

The next time you're tempted to give or receive a copy of a commercial program, consider how piracy affects Atari software developers and the future of Atari computers.

THE  
IAAD

Independent  
Association of  
Atari Developers

# Down with Shareware!

**Jay Skotcher (WAUG)**

I recently read Craig Harvey's article about shareware. It was a good article, but it discussed the problems of shareware from an abstract/moral standpoint. I feel some major concrete problems exist with shareware users which authors will need to address before the situation improves.

The first problem with shareware is the name. When we share we don't expect to pay or get paid. Think about the last time you shared anything with a friend. Did you ask for money?

The name, Shareware, implies the programmer's motive for writing the program wasn't necessarily for profit. Some users of shareware feel: "The author wrote this software for his own use because he didn't like the features of the available software or it didn't exist. He is now *sharing* his programming efforts with the rest of the world." Then comes the insult. "Why should I pay for this program? He's sharing it. He would have written it anyway." Shareware needs to be renamed.

The second problem with shareware is giving away completely running fully functional programs. An earlier version of Craig Harvey's Diary program appeared on the AIM disk of the month.

It's a fine program as it appears on the disk. So well done, anyone using Diary and liking it has no incentive to register. Why did he ever allow it to save files? It would run fine without this ability. If the shareware version did not

allow saving files a user would be able to test drive all the interesting features but still have some incentive to register his copy.

The third problem with shareware is the way it is marketed. Here is a paraphrase of how Craig explained shareware. "Here is a piece of software. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy your copy." Does this sound like a smart way to profitably market a product?

Let's apply this same marketing scheme to a car. "Here is a Lamborghini Countach. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the car." Doesn't this sound silly? I hear a few saying, "That's stupid. He's comparing cars to software."

Who's being stupid? A car can be repossessed. I haven't yet heard of any shareware author who has been able to repossess an unregistered copy. Just for fun let's apply this strategy to something more similar to software, a CD. "Here is a Compact Disc of your favorite artist. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the CD."

Think about how many people would make themselves a free copy then return or destroy the CD. It's time to abandon this scheme. The solution:

I proclaim, "Down with shareware! Bring on the Demoware or Crippleware."

Demoware would take after the coin-op video games attract mode. Once the user starts the demo program, no user input would be allowed or accepted by the program.

Crippleware would allow the

user to do everything the program can do except let the user be productive. I know PageStream is not shareware, but its demo is an excellent example of crippleware.

With the PageStream demo a user can try almost every feature, but because files can't be saved and the printouts have the phrase "PageStream Demo" in large letters running diagonally across them, the demo can't be used to produce a newsletter, magazine or whatever.

Crippleware and Demoware completely eliminate the three problems I outlined. The false concept of "sharing" is eliminated. The author is motivated by monetary profit. An incentive to register for the fully functioning version now exists. The erroneous marketing technique has been replaced with the Demo/Crippleware Declaration:

"This software is a demo/crippled version of a commercial copyrighted fully functional piece of software. It is written as a profit-seeking venture by the author, just like software found in a store. This author has chosen to direct market his creation to potential users instead of selling it through a mass-market high volume distributor. Third party mass-marketing could double or triple the selling price. This demo/crippled version is free so you can test drive the program. The fully functioning version is available directly from the author."

Since I spent time spotlighting Craig, I want to let everyone know I wrote this mess...uh, article using Craig Harvey's Diary—version 2.0d—which I purchased directly from Craig.

# An Atari Tale (or maybe Tail?)

**Brent Fisher (CACE)**

In place of my normal column for this month I have decided to tell a little story. It all began about a month ago (and here you all thought I was going to say a long time ago) on the CACE BBS.

## The Setting

It seems that one of the Atari users became a bit perturbed with the other Atari users on the board. It seems the other users just were not posting messages in the Atari section. Personally, the SysOp didn't really have too many options.

One really can't force one's users to post if they deem it something that they would rather not do. So our stalwart SysOp simply did as best he could. He would post meeting times and other Atari related information as best he could, and hope that sooner or later the other users would join in and add their own two cents worth.

Well, low and behold, one fine day a user did (you knew I would cut to the chase sooner or later) respond with a scathing message. Something about the users being only game players and that sort of roughish crowd. More than likely there were a few other choice phrases but that one should do for now.

## The Villain of the Piece

The SysOp was not terribly sure what to think of this development. He simply sat back and waited to see if the users would deem that a response was neces-

sary. To the SysOp's mild shock and pleasant surprise, the users did respond, and with quite some fervor too. They gave the user with the biting message quite a run for his money (OK, OK modem! Some of you are so picky, sheesh! <GRIN>).

## The Cavalry

One user took a vastly angry and offended tone and really took the blasphemous user to task. I believe there were phrases like "How dare you call my computer a silly game machine" and something like "If you hate your machine so much why do you keep it?"

One of the users though did seem to take it rather well and responded with a rather humorous bit on being lucky that the user didn't have to put up with a Timex/Sinclair. Also I believe he mentioned something about a hospital mental ward (sometimes we really wonder about our users).

## Placating Users

Anyway before everything escalated into explosive violence (wouldn't want another Middle East thing, I already know too many friends over there), the kind SysOp intervened and thanked the users for renewing his faith in them and the response that they had given after being poked with a stick (I guess sometimes you need a little turbulence) so to speak.

He thanked one and all and wished them all good health and told them all to go play a @ircular Logic game (How do you like that Tom? I even included the @ symbol!).

Of course, as with all confronta-

tions, the ending wasn't totally peachy keen.

## Tempers, Tempers!

A couple of users didn't quite get the SysOp's message before reading a couple of responses to their responses, but hey at least nothing like the War of 1812 happened (just for you history buffs). Anyway, everyone is back on a normal standing once again.

## The Moral of the Story

I suppose that I should go ahead and wrap this up. So here goes. The moral of this story is that no matter what, 8-bit people are still alive and kicking out there, and they still love their machines. Atari take notice we are still here.

Anyway, just one friendly plug. You can reach the CACE BBS by dialing 1-517-764-4047, 24 hours, 300 to 1200 baud (what can I say, too broke to afford 2400 right now, but we do take donations).

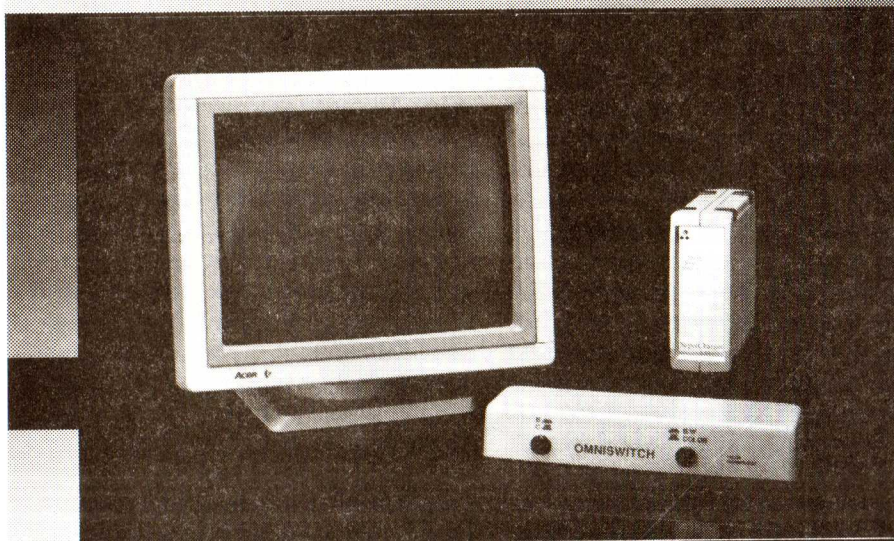
I bet you all are wondering just what did happen to the trouble maker. Well, let us say he has his just desserts. The SysOp made him the Atari board SigOp. I hope you all enjoyed my little story and come by and see us at the CACE BBS.



# "Super-Charger is the MS-DOS Emulator of Choice"

—Milt Creighton

*Current Notes Magazine*



## Plus Other Outstanding Products for the Atari

### Super Charger

- The Only external IBM emulator.
- Norton factor of 4.4.
- Atari's memory can be used as a Ram Disk or Expanded Memory.\*
- Runs Windows 3.0.
- Free 1Meg of memory included.
- 1Meg of memory can be used by your Atari as a Ram Disk.
- Free MS-DOS 4.01 included.

**\$450.00**

### Omniswitch

- Two monitor ports (DB9 & DB15) allow you to use Multisync Monitors right out of the box.
- Omniswitch functions as a monitor switcher for standard Atari monochrome and color monitors.

- Enables you to use two external floppy drives (2-3.5", 2-5 1/4" or 1-3.5" & 1-5 1/4").
- Custom designed software allows you to change resolution without re-booting.

**\$89.95**

### Acer Monitor

The Acer multisync monitor model 7015 supports an 800x600 resolution and accepts both "TTL" and "Analog" signals. It has a 14" diagonal display with a .31mm dot pitch. The Acer comes with a tilt swivel base and a non-glare etched screen. The Acer monitor works on all Atari ST\*\* and TT line of computers.

**\$449.00**

\* Call for details.

\*\* Requires a monitor interface like the Omniswitch.

## Talon Technology

243 N. Hwy 101, Ste. 11  
Solana Beach, CA 92075

**(619) 792-6511**

FAX (619) 792-9023

All prices subject to change— shipping and handling extra.



# Data Loss on the Atari

**Robert C. Arp**

During my early computer training, I logged in many hours in discovering new ways to lose and corrupt data files. One of my most skillful methods involved typing for hours, so engrossed in program design that I'd forget the most important aspect of the creative cycle—saving the most recently generated ideas to disk. Eventually, I became paranoid about data loss.

Because I was using a terminal connected to a mainframe, there were no floppy disks on which to store data. But I became adroit at backing up everything to cards and paper. I even traded my video terminal for a Texas Instrument printing terminal.

When I started using my personal computer, I decided to abandon data loss as a field of expertise. I formulated the following fundamentals to govern my computing behavior:

1. All data worthy of preservation should be saved in at least two primary storage media.
2. "Primary" storage media are those which are least likely to be destroyed by forces other than the normal deterioration of the media.
3. The best candidates for primary storage media at my disposal are paper and floppy disks.

In my computing environment, the hard disk drive is used for temporary storage—somewhat more permanent than RAM—but temporary nevertheless. I rarely use a hard disk backup program because I immediately back up hard disk

bound data to one or more floppies; then, at significant intervals, I print to paper. I do back up an entire hard disk partition to floppies whenever I drastically alter the major files in that partition. That has occurred only three times in four years.

Some might say, "But hard disk drives are so much faster than floppy disks." So what? RAM is much faster than hard disks, but who would suggest that we trust RAM to preserve data? No matter how much time is required to store on floppies, that time is never as great as that required to regenerate ideas once they have been lost.

I think of a hard disk partition as disk technology's equivalent of a battery backed RAM disk. A hard drive is an excellent production accelerator, but my data is too valuable to be entrusted to such a fickle storage medium.

It's not that a hard drive is intrinsically volatile; it's the manner in which they are used that subjects the medium to data destructive forces. Precisely because hard drives are inherently the most reliable, fastest and cost effective medium available, they are used in the most precarious computing environments.

A malfunction during backup, optimization or restoration could wipe out all or a major portion of a hard disk's files. Of course, if you can afford to lose all of the data stored on your hard drive, you've nothing to fear.

Me, I can't afford such a loss, so I put my trust in floppies; and I save my data to them often during each productive session. I haven't lost so much as a single line of data in four years, so I guess I'm doing

something right. I have misplaced a file or two during that time, but, fortunately, copies of those files were in the GENie library; therefore, I simply downloaded them.

Now, as much as I respect floppy disks as a storage medium, there is no substitute for the comforting feel of hardcopy. In spite of that, I rarely print certain types of files; images for example.

I'll now tell you what prompted this article. I've just finished reading "The Hard Disk Companion" by Peter Norton and Robert Jourdain, copyright 1988 by Brady Books. This book has been written specifically for an IBM PC audience; however, its contents are relevant to ST users—both professional and casual. The language used by the writers is not technical, and the price of the book is a comfortable \$21.95.

"The Hard Disk Companion" explains every hazard associated with hard disk drives, and it compares those with some of the hazards of floppy and tape units used for backup storage. In addition, there are discussions about every type of hard disk related software, with particular attention focused on malfunctions that can occur during the use of that software.

Some of the topics I found especially interesting were related to file fragmentation, removable drives and image versus file-by-file backups. The book contains an index and an excellent glossary. I'm sure that once you've looked it over, you'll not be able to resist the purchase.

*Robert Arp can be reached at 278-1 San Tomas Aquino Rd. Campbell, CA. 95008*

# dBMAN TipSTer:

## PART TWO on dBMAN/dBASE III+ Compatibility

**Peter Killian (O-ACES)**

As many of you know, especially if you read my last article on dBASE compatibility, you can use many dBASE II or III or III+ routines with dBMAN on your Atari ST.

If you are interested in writing programs for other machines, many of those you might write for dBMAN on the ST can be used with dBASE on those other machines. If you are lucky to have dBMAN on that/those other machine(s), you ought to be able to use even more of them (dBMAN versions are available for PC-DOS compatibles, LANs, Amigas, UNIX/XENIX, and even some mainframes). But enough of rehashing old info, let's look at some routines and ideas!

Many of the ideas I am sharing with you here came from repeated trial and error (experimentation for those who like longer words) after running into errors or unexpected situations. This month is no exception, since the first situation only occurred after using a program for a while, when I started running out of space on the disk.

Now, this may not be a problem for some of you who have huge hard drives, but I did not always have one at work and I still haven't been able to afford one at home. Even if you do have a large hard drive, it is a good idea when programming your own application to have the program help you back it up to floppy.

Unfortunately, this is another case where you have to use a different set of commands with

dBASE III+ than with dBMAN, though the command at first looks the same on both.

Both dBMAN and dBASE III/III+ (I don't think this function is available with dBASE II) have a function to see how much room is left on the disk—DISKSPACE().

Unfortunately for dBASE users to use the command, you must first change the default disk drive. It is much simpler for dBMAN users, though, since they can specify which drive to check in the parentheses which follow this function.

This is further complicated under dBASE since there is no command to remember what the default drive was before you change it and many programmers (me, too!) prefer to write their programs to work on any drive, including hard drives and RAM-disks. Of course, dBMAN has such a command and even allows you to specify different default drives for different files (data, indexes, programs, etc.). Here is how you do it in both systems (look also to the disk of the month for a file called CHK\_BSZ.CMD to see how these can fit into a larger routine from a program I wrote):

### 1. dBMAN

```
* Find out remaining space on
drive B: (second drive)
cur_size = DISKSPACE(2)
```

### 2. dBASE III/III+

```
* Find out what the current de-
fault drive is (to set it back
later)
cur_drive = SUBSTR(DBF(),1,1)
SET DEFAULT TO B
cur_size = DISKSPACE()
* then set the default back to
what it was
SET DEFAULT TO &cur_drive
```

I don't know about you, but I find the dBMAN way much more elegant. Now, you might think the longer method used with dBASE would also work with dBMAN, but it turns out it will *not*, because of what dBMAN assumes if you do not specify a drive with the DISKSPACE() function. You would expect it to be the default drive, but unfortunately (at least every time I have tried it) it always returns the drive I ran dBMAN from—even if I change all of the defaults!

The second subject I want to talk about covers some routines I now use in almost all of my dBASE and dBMAN programs. I have a couple routines that work almost identically in both dBASE and dBMAN, although there are some subtle differences and I greatly prefer the "feel" in dBMAN when they are compiled.

Compiling, of course, is not a problem for most dBMAN programmers anymore since the compiler now comes with the program and I highly recommend you compile your programs most of the time. Not only does it speed things up a lot, but the process of compiling will help you catch some errors you might miss otherwise.

There are a couple ways to read the keyboard with dBASE or dBMAN, including a function that might be familiar to some BASIC language programmers—INKEY(). Here is a sample (the disk of the month should include a larger example as I have actually used it and you can include in your programs) of how to read a single key with INKEY():

```
ikey = 0
DO WHILE ikey = 0
```

```

ikey = INKEY()
ENDDO
keypressed = UPPER(CHR(ikey))

```

The INKEY() function checks to see if the person at the keyboard is pressing a key at the instant the function is executed. It seems dBASE does it better even though dBMAN is nominally faster, because dBASE normally remembers keys already pressed even though the command has not yet executed (i.e., type-ahead works better). This is actually sort of "cheating" (although I have gotten quite used to and tend to prefer this "cheat")—the INKEY() function as defined in most other languages does not read "saved" keys.

The reason it is a problem with dBMAN has to do with the fact that the dBMAN interpreter normally checks after each command to see if you have pressed one of several special debugging keys. These keys allow you to single step through a program, change or insert lines to see the effect, and even resume execution at full speed. Unfortunately, when dBMAN checks for these keys, it discards any other (non-debugging) keys that may have been pressed in the meantime. Since dBMAN is executing the commands so quickly, it often has already discarded the key before you have a chance to read it. The end result is a choppy, hard-to-predict response where you would often have to press the key several times to get it to register.

There are ways around this, but I don't like the main method because it disables those debugging keys which I often like to use while I am testing out a program, and by compiling, I get enough extra speed to make this loss of keys less objectionable. It also disables the ability to STOP a program with either dBASE and dBMAN if you made a mistake in your programming. You can turn off the debugging and program-stopping capability by using the command: SET ESCAPE OFF.

Besides disabling the debugging keys, there is another way that works if all you need is a single key-press, as when you want to choose a single option from a menu. This method uses the GET command after a SET CONFIRM OFF. It does *not* return the ability to read "saved" keys, but does remove the choppy response. The choppy response is removed because the interpreter stays on the same line, thereby avoiding the debug key check which occurs *between* lines. Here is a short routine to put a prompting message at the bottom of the screen, wait for the user to press a key, check if the key is allowed or not, and then pass it back to the program that called it:

```

*****
* get_bkey.cmd *
*****
PARAMETER key_prompt,valid_keys,key
STORE .F. TO got_valid
STORE "?" TO key
DO WHILE .NOT. got_valid
  STORE "?" TO key
  CLEAR GETS
  @ 23, 0 CLEAR

```

```

@ 23, 0 SAY key_prompt;
  GET key
  READ
  STORE UPPER(key) TO key
  IF AT(key,valid_keys) > 0
    STORE .T. TO got_valid
  ELSE
    * BEEP
    mkey = key
    IF mkey = " "
      mkey = "[space bar]"
      STORE "?" TO key
    ENDIF
    msg = mkey + " is NOT allowed! Press
[space]"
    @ 23, 0 CLEAR
    @ 23, 0 SAY msg;
    GET key
    READ
    ENDIF
  ENDDO
  @ 23, 0 CLEAR
  RETURN

```

Until next time, happy computing!

P.S. If you have any comments, questions, or dBMAN topics you would like to see in future columns, drop me a line on GENie (PKILLIAN) or via the US "Snail" at this address: 8629 S. Glenview Dr., La Vista, NE 68128.

\$19.95

**FEEL THE SPEED!!**

# Quick ST II

- speeds up screen graphics faster than hardware accelerators
- speeds up all fonts, including GDOS fonts
- requires less than 25K of memory and runs on any ST or STE
- supports all screen resolutions, including Monitem
- supports custom desktop backgrounds and fonts

The screen shot on the right shows a typical ST desktop with Quick ST's desktop background feature installed. Supports .PI2 and .PI3 DEGAS pictures.



Also shown is the Quick Manager tool manager, free with Quick Tools.

---

\$29.95

**10 UTILITIES + QUICK MANAGER**

# Quick Tools

- includes 10 useful Tools, including a command line interpreter, fast file viewer, speed benchmarker, label maker, file finder, environment editor, and more. Each Tool can run as .PRG or .ACC.
- includes Quick Manager, which supports 10 desk accessories, displays the time and date, free RAM, and TOS version.
- requires less than 70K of memory and runs on any ST or STE

**Branch Always Software**  
14150 N.E. 20th. St. #302  
Bellevue, WA 98007

Available at most Atari ST dealers.  
If ordering direct, add \$3 s/h. Save \$5 when ordering both products.  
Try the Branch Always "Software" T-shirt - \$9.95 M/L/XL.

Send this ad in to get \$3 off your BRA T-Shirt!





# Instant Graphics and Sound: An OnLine Odyssey

**Jon Bailey (MACE)**

I have seen the future of ST telecommunications and this is it. The new Instant Graphics and Sound (IGS) program, from shareware author Larry Mears, not only provides dazzling visual effects, but also beeps, bells, hoots, whistles and a varied assortment of other goodies! Let me begin by telling you my first experience with IGS.

When you first undo the IGS ARC (or LZH), you get a desk accessory, two text files and an .EMU file. (The .EMU file is for users of the InterLink terminal program.) After a quick glance through the docs, I popped it into my root directory, rebooted, ran Flash and began my journey into the new age of online modeming.

## Using IGS

Using IGS was simple enough. I dialed the BBS where I had downloaded it from (which boasted IGS demos in the library section), right-clicked the mouse, activated the desk accessory, set the baud rate and watched.

At first, everything seemed normal. VT-52 worked fine, and everything seemed to be progressing as always. I selected "IGS Demos" from the menu, crossed my fingers and picked the "Blitz" demo. *Wow!*

The graphics and sound capabilities of IGS must truly be seen to be believed. I expected online graphics to be slow, black and white line drawings, or something like an .RLE picture from CompuServe.

Boy, was I ever wrong!

Fantastic graphic special effects came on the screen quickly and smoothly, ranging from pictures, to special text you are only used to seeing while using Degas or Neo-Chrome! I was hooked.

## How IGS Works

Reading through the doc file gave way to further amazement. *all* IGS special effects are generated *without* any control codes or Escape codes! IGS simply looks for a command sequence "G#" and begins interpreting the text as IGS commands from there on.

This means that IGS can be implemented on BBSes that do not allow special control codes or even typed directly into messages(!). The format was amazingly easy to learn, and a few minutes reading of the included doc file had me on my way to typing up short little graphics of my own in no time!

## Disadvantages

Well, nothing can be *perfect*, not even IGS. I've encountered only two bugs; it will not run properly with QuickST (Darek Mihocka has been notified of the problem and last I knew he's working on it), and also the accessory has locked up for no reason on occasion, though this is extremely rare.

## In Conclusion...

Well, all in all, if you own a modem, IGS is *worth the download*. It has features for everything from online cartoons, MIDI, to mouse commands, with which it is possible to create an *entirely mouse-driven* BBS with *no modifications whatsoever*, if the text files are done right(!).

Everyone who gets this pro-

gram, I ask you to *please* mail in your Shareware donation to Larry Mears, so we can see further revisions with even more features.

## Systems Featuring IGS

In my local area, the Power Tek BBS (313)422-3317 has recently installed IGS menus and demos. However, the true treasure trove of IGS is the London Smog BBS at (714) 546-2152.



**Joppa** Order Line  
(800)876-6040  
US, PR, AK, HI  
and Canada  
Computer Products

Epyx 500XJ joysticks \$10 with any Software Order

RAM Upgrades		ICD Hard Drives	
AERCO	\$125	Fast 30Mb	\$534
w/2Mb	275	Fast 49Mb	579
w/4Mb	420	Fast 60Mb	659
Xtra RAM	95	Fast 84Mb	699
w/2Mb	235	Fast 100Mb	938
Z-RAM 3D	105	Fast 120Mb	1099
w/2Mb	255	Fast 170Mb	1199
w/4Mb	395	28ms Hard Drives	
80ns Chips Used		Other Sizes Avail.	

2400 Modem, Cable, Software \$99

3909 Pulaski Hwy / Abingdon MD 21009

Shipping: 48 states, softw. \$3.50, hardware \$4.00, COD add \$4.00. AK/HI/PR call, APO/FPO/Canada min. \$6.00. Prices and product availability subject to change.

### JCP Guarantee

We will beat any 'Currently' advertised priced on any domestic/foreign software title by \$1.00, call or write with your BEST price. We challenge you!

# CODEHEAD SOFTWARE

The finest productivity and utility software for the Atari ST



A True Alternative to the GEM Desktop!



Two Powerful Utilities for the Price of One!



Unlimited Desk Accessories! The Revolutionary DA Loader/Unloader.



The Ultimate File Maintenance Tool!



A Complete, Multi-Featured Replacement for Atari GDOS!



More than a dozen unique, useful programs!



P.O. Box 74090, Los Angeles, CA 90004 Tel: (213) 386-5735  
CodeHead products are available at your local ST dealer or call us directly for more info.

# Hard Driven Bargains!

## TOAD Drives

TOAD 20 MB 40ms.....	\$479
TOAD 30 MB 40ms.....	\$499
TOAD 50 MB 40ms.....	\$575
TOAD 60 MB 24ms.....	\$659
TOAD 85 MB 24ms.....	\$699
TOAD 85 MB 28ms.....	\$669
TOAD 100 MB 25ms.....	\$889

For a 28ms version of a 40ms drive, please add \$20. For a 5.25" 360K PC compatible floppy, or a second ST compatible 720K floppy add \$99. Please specify shoebox or under-the-monitor style case - the price is identical.

## ICD FA\*ST!

FAST 85 MB 24ms.....	\$709
FAST 85 MB 28ms.....	\$659
FAST 50 MB 40ms.....	\$559
FAST 30 MB 40ms.....	\$539
FAST 20 MB 40ms.....	\$519
FAST 100 MB 25ms.....	\$909
FAST 200 MB 25ms.....	\$1649
FAST TAPE BACKUP.....	\$769

For a 28ms version of a 40ms drive, please add \$20. These drives use the same mechanisms as our TOAD drives, but come in a slightly smaller case.

## Toadfile 44!

Toadfile 44.....	\$799
Toadfile 44 Magnum (3 Carts Total).....	\$969
Toadfile 88X (Double).....	\$1429
Toadfile 94 (44+50).....	\$1169
Toadfile 74 (44+30).....	\$1099
Toadfile 129X (44+85).....	\$1249
Toadfile 129Z (44+80).....	\$1299
Extra Cartridges.....	\$89

"I \*LOVE\* the drive! All Spectre development is now being done on my Toadfile 44!" - David Small

Our Toadfile 44 removable cartridge hard drive has a 25ms access time, and uses 44MB hard disk cartridges. It's great for Mac & IBM emulation, or for a family, or just for unlimited storage!

Complete Two Year Warranty!

## Tadpole Internals

Tadpole 21 MB 25ms.....	\$389
Tadpole 42 MB 25ms.....	\$449
Tadpole 100 MB 25ms.....	\$699

These drives fit inside the Mega ST series computers and provide a low cost convenient hard disk alternative. They use little power, so they're easy on your Mega's power supply.



# TOAD COMPUTERS

556 Baltimore Annapolis Blvd.  
Severna Park, MD 21146

Orders: (800) 448-TOAD

Info: (301) 544-6943

BBS: (301) 544-6999

FAX: (301) 544-1FAX

Call about our full line of Atari ST hardware and software! Prices reflect a 4% discount for cash. MD residents add 5% sales tax.

Actual Atari ST screen shots

HP: 30/30 AC: 0

**\$ 39.95**

Suggested retail price

# OLYMPUS

BY OLYMPIAN SOFTWARE

For Atari ST w/ Double sided drive, joystick

An epic quest for a legendary treasure. You will travel to over 600 graphically detailed locations in your search for the Golden Fleece - only its healing powers can save the dying Princess Eleni. You will fight detailed, animated monsters such as Minotaurs and the Medusa. Digitized audio and real-time arcade sequences!

Check your nearest dealer or send [check/ m.o.] \$39.95 +\$ 4.00 shipping:

**OLYMPIAN SOFTWARE**  
**79 FOREST AVE • ALBANY, NY 12208**

Dealer inquiries: Paradise Bay Computer Services, 28 Normanside Dr., Albany, NY 12208 • (518) 482-7149  
Atari, Mega, and ST are registered trademarks of AtariCorp.

©Copyright 1990  
Olympian Software



# What's the Good Word?

## (For the ST)

**Gordon Totty (MACE)**

### Much Ado about Words

I like words. Sometimes, I think about their power. For example, think about what they mean to humanity. Where would we be without them?

Grunts and gestures are only enough to keep us at the level of our cave-dwelling grandparents. At that level, what would us poor writers do? You can't write down a grunt. You can describe a gesture, but only with words.

No words. No Atari Interface Magazine. Nothing to read. No angry letters to Mr. Tramiel, and wouldn't it be a hardship for some of us to give up that hobby? A small advantage: no junk mail!

No words. No way to communicate, accurately, that you want your eggs scrambled but not mushy, your toast brown but still soft inside, your coffee black but sweetened and not too hot, and your orange juice strained to get out all the pulp, like mommie used to make it for you. (Can you tell I am writing this before breakfast? Can you tell mommie spoiled me? If so, we have achieved non-verbal communication, but words were used to set it up.)

### Too Many Words

Well, worry no more. Bless us, we got words. Lots and lots of them, so many that we even can afford to play with them. One way to play with words is word search puzzles. Another is crossword puzzles, which sometimes involve a play on words.

If, like me, you enjoy either of

these, read on. I'm about to point out the point.

Word Quest is a program to generate word search puzzles, and Word Quest 2 is a program that builds crossword puzzles. Each one costs \$29.95; I think you can buy both as a package for \$49.95. They are available from Artisan Software and are usually advertised in this magazine. Both were written and compiled in GFA Basic by Donald A. Thomas, Jr.

### Word Quest

With Word Quest (let's call it WQ from now on), you can build your own word search puzzles in character grids from 5x5 up to 20x20. For the benefit of the uninitiated, a word search puzzle is a grid of letters with a list of words beneath it. You must find the words in the grid, and they may be printed up, down, diagonally or backwards. Their locations are obscured by a lot of superfluous letters that fill in the spaces between the words.

When is the last time you enjoyed doing a word search? For most of us (since most of us are younger than me), that would have been in school. (Word searches weren't yet invented when I was in school with Herr Gutenberg. If only he had gone out for basketball, like I tried to convince him to, instead of tinkering with some kind of stupid contraption. He could have made the NBA, moved to Detroit and been a bad boy.)

WQ does its job very well, efficiently, effectively and with helpful options. It is loaded with commands, including:

Cite Documentation (from within program)  
Delete Word, Enter Word, Load, Save  
Fill Puzzle (with superfluous letters)  
Open (opposite of fill)  
Key (locator, or answer sheet)  
Print (to screen, printer, or disk)

In all, there are about 19 identified commands, nearly one for every letter of the alphabet. They are accessed by mouse or by control-key combinations.

### Best in Class

I'll bet WQ is the best program on the market for making word search puzzles. In fact, it may be the only program on the market for this application.

If you are a teacher (K-4, particularly), you might find this program very useful. For one example, during the first week of the new school year you could make a word search out of the student's names to help them begin to know one another. Or, make a puzzle with the week's spelling words or key words from the various lessons.

Other than a special need like that, however, the usefulness of WQ would appear to be limited. If you are not a teacher, you should be sure you love word searches, and have somebody to share them with, before you buy WQ. (You need somebody to share them with because, obviously, you know the solution to any puzzle you create.)

WQ comes with 50 puzzles and, for \$9.95 plus \$1.50 P&H you can send for 50 more.

### Another Quest

Word Quest 2 (WQ2) is amaz-

ingly similar. You can generate crossword puzzles from 5x5 up to 20x20 in size. That upper limit seemed small to me until I checked the Sunday puzzle in the paper, which I think is very large. It was 21x21. So, don't be fooled by the number like I was; WQ2 can be used to build "professional" size puzzles.

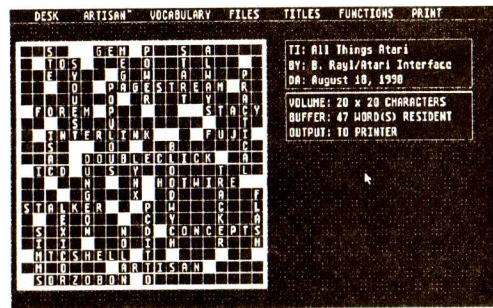
WQ2 looks very much like WQ. The screens are similar, and so are the commands. WQ2 includes over 20 commands, so it has one or two more than WQ, but the commonality of commands is extensive.

Having programmed WQ, it was not too difficult, I imagine, for Donald Thomas to build WQ2. A crossword is like a word search, with small differences. "Fill" is with blackened boxes, not superfluous letters. Diagonal or backwards words are outlawed. Instead of being given the word, you are provided a definition of sorts. The solution must be filled in, not circled.

### Who Needs It?

As above, this is likely to be the best, if not the only, program in the Atari market for making crossword puzzles. As above, do you need this application? I don't, which has made doing this review a bit difficult for me. I want to be fair, so let me quote the documentation on usefulness:

"Word Quest 2 is a powerful GEM-based program



designed to construct crossword puzzles fast and efficiently. Virtually everyone can build a custom puzzle from a list of their own words in a matter of just minutes. Teachers can implement puzzles to augment their education of subjects and vocabulary. Publishers may integrate completed puzzles in their publications."

If I were a teacher, I'd use WQ2. It works as advertised, except that you have to get past the learning stage in order to make a puzzle as quickly as advertised. I am sure, however, that it is possible. The last statement comes from one who is certain that he owns programs that might not ever be possible to master! WQ2 is not one of them.

As a lover of words, I am also a lover of crosswords. No, not words spoken in anger—I can do without those—but puzzles. I thought that if I had a friend with an Atari who also loved crossword puzzles and who also owned WQ2, then we could amuse each other with our creations. Living with a kindred puzzle fanatic would simplify the problem by eliminating the need for dual equipment and software. But, my wife doesn't like crossword puzzles, and I haven't found that special friend. Oh, well.

WQ2 comes with five puzzles. My needs are better met by the Detroit News/Free Press, which comes with six small and two big crossword puzzles per week.

### Printer Problem

One last comment on WQ2. I couldn't print my puzzles, even after using the "install printer" option. The printer would respond, with all text acceptable, but the puzzle grid, from top to bottom, was "overstruck" on the first line, OK for five lines, overstruck for three or four lines, OK for three, etc. Eventually, with experimentation, I got an acceptable print out of the puzzle grid and clues, but the title of the puzzle wouldn't fit on the page (truncated on the right).

Random line feeds? Highly unlikely. Problem with WQ2? Probably not. I have had more than my fair share of getting programs to drive my printers. Usually, it is my fault. TOS 1.4 demon? Couldn't ever happen. Brain dead Panasonic KX-P1092i? No way!

### Help Yourself

I mention this only in the unlikely event that you experience the same problem. If you do, don't contact me. I usually can't even help myself. (Except at dinner.)

**THE REVOLUTION**

Join the national user-based campaign to develop Atari computer sales in the U.S. The **REVOLUTION HANDBOOK** is a ST/MEGA diskette and works on color and mono systems. Unique read/print format... **ONLY \$6**  
Official "Join The REVOLUTION..." rubber stamp... **NOW ONLY \$12**

**WORD QUEST** Build professional word search puzzles with your words. Sophisticated word placement routines. Color/Mono... **ONLY \$29<sup>95</sup>**

**WORD QUEST 2** Build **CROSSWORD PUZZLES** from any word list. Advanced auto options. Color/Mono... **ONLY \$29<sup>95</sup>**

**WORD QUEST POWERPACK** **ONLY \$49<sup>95</sup>**

**GRAPH MAKER** deluxe graphing system. Make line, bar and pie graphs fast and easy with minimal input. Print DEGAS/NEO files, clip art, many options. Color/Mono... **ONLY \$59<sup>95</sup>**

**DO RUN RUN** STWriter Header/Tab/Extender customizer... **ONLY \$7**

**WORD QUEST UTILITIES**

For Word Quest & Word Quest 2. Includes text extraction, format conversions, and much more!  
**\$19<sup>95</sup>**

ARTISAN

S O F T W A R E

P.O. BOX 849 MANTECA, CA. 95336

Add \$1<sup>50</sup> S & H for each title. Checks, cash & money orders welcome. U.S. currency only. CA residents, add 6.25% tax.  
Dealer/Distributor HOT LINE ☎ (209) 239-1552



**NEW**

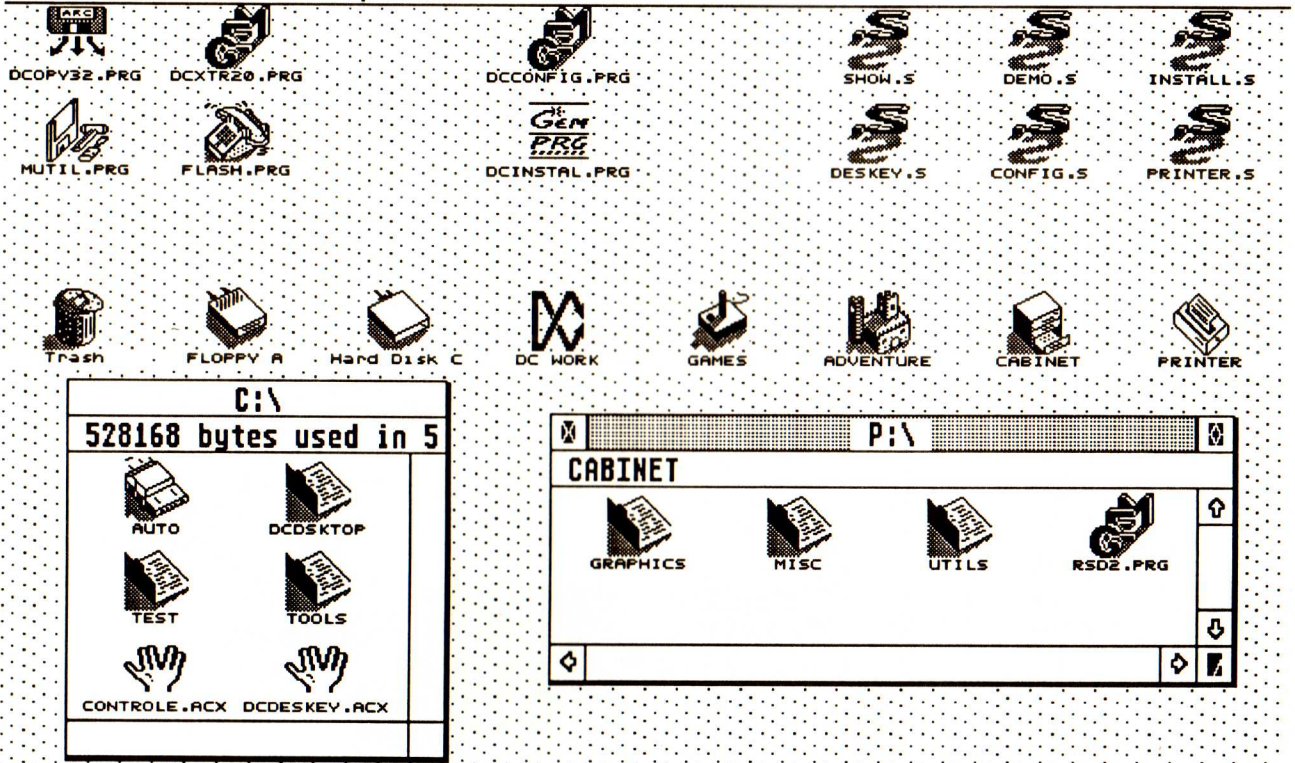
# DC DESKTOP

*"The GEM Desktop just got better"*

## Enhance, don't replace!

- Place icons directly onto the desktop
- Display unique icons for all files and drives
- Store frequently used files and programs in our exclusive CABINET virtual disk drive
- Display NEOchrome, Degas, Spectrum and other pictures with no Install Application
- View files at the desktop with an enhanced SHOW routine (with mouse control!)
- Replace the desktop with a pattern or picture
- Recover files from the trash
- Printer spooler and icon (to drag files to)
- Works in all resolutions
- Drop down menu commands via keystrokes
- Load different desktops with a keystroke
- Comes with Quick ST 2.0 demo, a command line interface, bootup selector, icon editor
- Special hooks let RAM resident programs be called with one key from DC Desktop
- Completely modular and memory resident - only use what you want!
- Much more

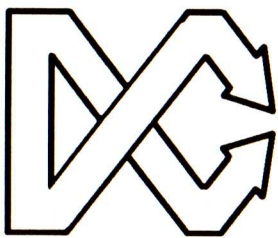
Desk File View Options



100% pure assembly language

(Actual screenshot)

**\$39.95**



# Double Click Software

Double Click Software P.O. Box 741206  
Houston, Texas 77274

Available now at your local dealer.  
COD and credit card orders welcome. Mail orders add \$2 postage and handling (Foreign orders add \$5).  
Texas residents add 8% sales tax.

Free updates! Each order includes a surprise gift!

Phone orders: (713)645-3759  
Support BBS: (713)944-0108

# DC Desktop—The Desktop Enhancement

Bill Rayl (WAUG)

If you're one of those unlucky souls still using the plain, old ST desktop, you should take a look at Double Click's second commercial software release—DC Desktop.

Billed as "a unique extension/enhancement to the GEM desktop," DC Desktop is the equivalent of a \$1,200 tailor-made suit for your ST. Actually, it's more like a whole new wardrobe! And, with a retail price of only \$39.95, it's like buying that expensive wardrobe at wholesale.

## Dressed for Success

The DC Desktop package consists of the DC Desktop "master" program and a handful of useful modular desktop enhancements. The modular design gives you great flexibility in "designing" your very own ST desktop. The modules add such features as viewing pictures and viewing/extracting

ARChive contents, replacing the desktop background with a picture or fill pattern, installing a handy print buffer, adding keyboard equivalents to the GEM desktop's menu commands (such as FORMAT) and lots more.

The "master" program itself gives you a recoverable trashcan, unique customizable program and drive icons, the ability to place program icons on the desktop and execute them from the desktop or via a "hotkey" and an excellent "Cabinet" feature. DC Desktop works in all resolutions and all the "normal" GEM desktop functions work as usual (including Show as Text).

## Closer Inspection

Since DC Desktop has far more to offer than I have space to write about, I'll try to cover a few of the things I feel really make this product shine.

First, let's look at those nifty Cabinets. This is one of those "what a great idea, why hasn't this

ever been done before" kind of features. Here's how it works: DC Desktop supports a "virtual disk drive" called a Cabinet. You can copy program icons from various drives/folders into a Cabinet and run these programs from the Cabinet rather than hunting all over for them.

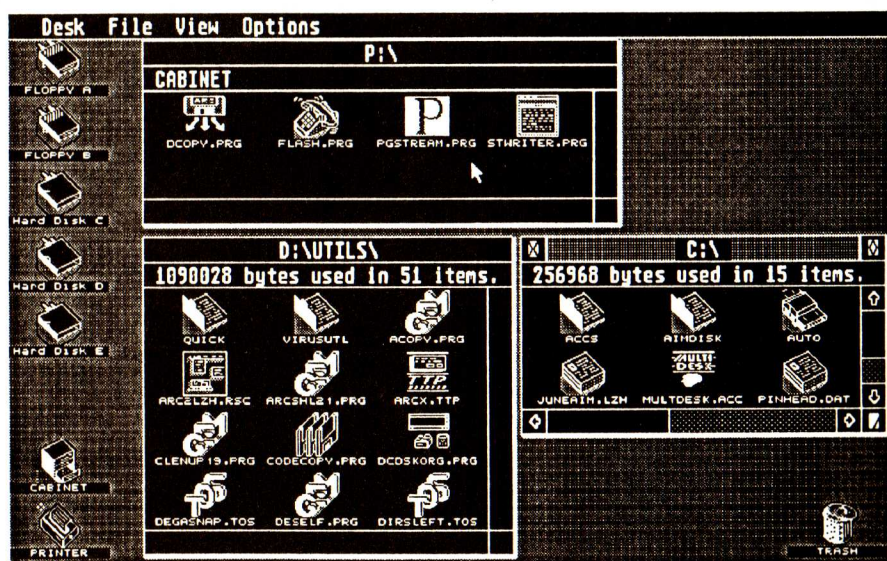
This is a very handy feature for hard drive owners, especially users who frequently use a number of programs for specific somewhat related tasks. For instance, desktop publishers can set up a DTP Cabinet containing icons for their DTP package, word processor, graphics converter/paint programs and other tools of the trade.

The Cabinets are treated just like any other disk drive—you can create folders in a Cabinet, delete file icons from a Cabinet, etc. Since the actual program files do not get moved to the Cabinet, blowing away a Cabinet's contents will not affect the actual files themselves. Up to 11 different Cabinets can be set up, and DC Desktop allows you to load/save Cabinets with a single keystroke combination.

## Showing Off

Three of the DC Desktop modules—DC Show, DC Show Pics and DC Show ARC—give added flexibility to the desktop SHOW routine. DC Show works on text files, allowing you to scroll/page up and down through text, search for character strings and even print files while viewing them.

DC Show Pics is a versatile picture viewer that can show Neochrome, Degas, Tiny, Art Director, Spectrum (SPC, SPU and SPS format!) and even IMG pictures. Other than Spectrum, all formats



can be viewed in any resolution. Monochrome high res pictures are displayed with a "psuedo-gray-scale" on color monitors, while color pictures on a mono monitor are shown using true gray scaling. All that and big screen monitor support, too!

DC Show ARC allows you to get a verbose listing of an ARC file's contents or to extract those contents. When extracting, DC Show ARC can automatically create a folder with the same name as the ARC and place the ARC contents into this folder.

As memory resident programs (i.e., run from the AUTO folder), these modules automatically take over when you double-click a given file type and select SHOW from GEM's SHOW/PRINT/CANCEL dialog box. If you don't want to constantly use your system memory for any or all of these features, these programs can also be used directly from the desktop. That's a very nice feature of DC Desktop—you can still use the modules not permanently installed.

### Icons Galore

Probably the most visual feature of DC Desktop is the display of unique file and drive icons. These icons are contained in the DCDSKTOP.ICE file and are fully editable using the provided DC ICE Icon Editor.

Individual floppy disks can contain their own different icon files that will automatically load when you insert the disk in a drive. This feature allows companies and PD/Shareware authors to create "official" DC Desktop icons for their products.

Literally thousands of icons are already available for DC Desktop. Many of these have been ported from the Macintosh world thanks to Wizworks' Multi-Viewer Graphica. These icons are available on the online services or from Double Click's very own BBS.

With the DC Icon Installer, you can place from one

to 25 of these program icons directly onto the desktop and assign a hotkey to the program. Once installed, you can run the program by either double-clicking the icon or by pressing the hotkey combination.

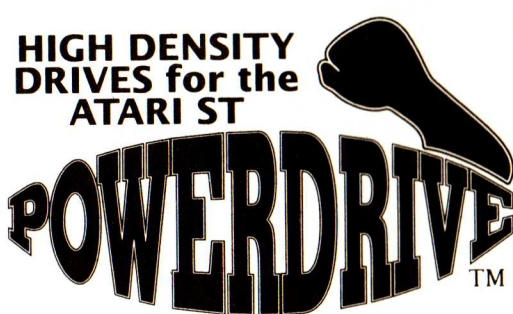
Adding to the Ensemble DC Desktop offers all these features and more. The 40+ page manual is, at times, a bit confusing because it jumps back and forth between topics. Nonetheless, the manual is well-written, easy to read and very thoroughly describes all that DC Desktop currently has to offer. The manual also gives a good deal of technical info programmers can use to create their own modules for DC Desktop. The good folks at Double Click have created an open-ended package and provided programmers/users a means to make their own additions to the software.

Overall, I have experienced no problems using DC Desktop on both an ST with TOS 1.4 and Atari's new STe. The only "quirk" I found was an incompatibility with one of my many other AUTO folder programs that caused DC Desk Drop not to install a picture on the desktop the first time I tried it. After rearranging the boot sequence of the files, everything worked fine.

When first released, there was an incompatibility with SofTrek's Turbo ST 1.8 and DC Desktop. Basically, the custom icons would revert back to normal when selected. A patch to Turbo ST was promptly uploaded to the online services.

### Enough, Already!

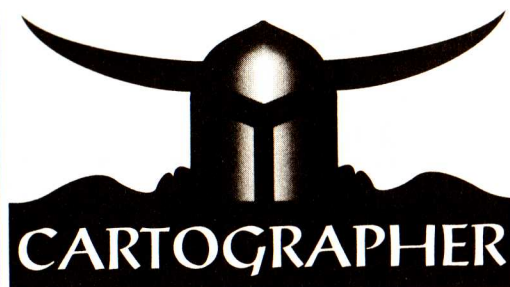
Flexibility is the buzzword here. No other product gives you so many options for tailoring your ST desktop to your own needs. If you're tired of the standard ST desktop, yearning to add a little spice or power to your system or looking for a customizable, flexible desktop enhancement, DC Desktop should suit you perfectly.



#### Put 1.44 Megabyte Storage in your ST!

The PowerDrive modification board allows you to use standard high density drives that automatically down-grade to standard ST format. Comes with formatting software to format up to 1.7 megs.

Board and External HD Drive...	\$259.95
Board and Internal HD Drive...	189.95
Modification Board only...	119.95



#### The Editor for Chaos Strikes Back™ and Dungeon Master™ Saved Games

With our easy to use, mouse-based program, you can display the maps contained in your saved games, and then alter them at will. Remove walls, pits and any other obstacles that you need removed. You can even remove the locks on doors. Only \$19.95

### DreamPark Development

2469 East Fort Union Blvd, Suite 100 - Salt Lake City, Utah 84121  
(801) 943-4370 - FAX: (801) 943-4374

The PowerDrive logo and Cartographer logo are trademarks of DreamPark Development. Chaos Strikes Back and Dungeon Master are trademarks of FTL Games and Software Heaven.

# A-T-A-R-I

## Answers-Tips-And-Relevant-Information

### Paul V. Alhart (AFED)

A few years back I bought a new toaster. It was a shiny chrome four slice Upandown model. Boy what a toaster. It wasn't too expensive, but it sure could make toast. And fast too.

It seemed everyday I would discover a new type of bread to try in my Upandown. There was white, rye, raisin, cinnamon and hundreds of others. I had a wonderful time toasting and tasting them all, although raisin has probably always been my personal favorite.

I told all my friends about the great little Upandown and recommended they get one too. It was a little hard to find one, though. There were not many Upandown dealers and I don't remember ever seeing an advertisement for their great toaster. But, when the discount chains stopped carrying the Upandown I was really upset.

Recently I wrote to Upandown and let them know my feelings and was surprised when they answered my letter right away. What they said was not what I wanted to hear, however. Upandown had decided to get out of the toaster business and convert all their assembly lines to manufacture the Upandown Yo Yo.

Now what do I do? I guess I'll have to go shopping tomorrow for a new brand of toaster. Sure my Upandown toaster still works fine, but with no factory support who will ever bake a *new* type of bread for me to try? I know, I know, I hardly ever toast anything besides raisin, but...?

Sounds silly doesn't it? But that is about the same kind of talk I hear in the Atari user community all the time. "If Atari doesn't do something soon, I'll have to buy another brand of computer." Now that Atari will no longer make or support the 8-bit computer line, it is even worse.

If your 8-bit Atari is still serving you well, as mine is, what do we care what Atari does? Atari built a good machine and we bought it. After the warranty ran out, Atari had no more responsibility to support you or me than Upandown did.

So there won't be much *new* software written for the 8-bit. There hasn't been much written for some time now. But there has already been so much software written for the 8-bit Atari that you and I together probably couldn't find the time to boot it all, let alone use it all. The real problem here, as it has always been, is not Atari's lack of support, but finding the already available software you need.

Here is where user groups come in. Virtually every user group has a disk library available to its members. My guess is that groups on the East Coast have a much different selection of programs than groups in the Mid-West or the West Coast. We are all Atari users nonetheless and we *do* have a common tie. AIM.

If AIM were to start an 8-bit DOM using software from all the member groups' libraries, we would all benefit. Just making your group's library listing available to the other groups through AIM would be a good start.

The bottom line is this. If your Atari is doing what you want it to

do, keep it and keep using it. Don't worry about what Atari is doing (or not doing). Support your user group, Support AIM, and they both will Support you and your trusty old 8-bit Atari.

Do you still use a "TRANSLATOR" to run some of the older disk-based software on your XL/XE Atari? I really like my 1200XL, but at the same time I really hate having to use the Translator to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same.

In the beginning, Atari said, "If programmers use the *published vectors* into the operating system (OS), their programs will run on *any* 8-bit Atari Computer." (*If is such a big word.*)

To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the OS. This was fine before the XL/XE machines came along with a different OS. The published vectors are still the same as Atari promised, but they point to different locations in the new operating systems.

The following list gives the published vector location and name followed by the "illegal" OS entry points to which these vectors point. If you find a program Jumps to F3F6 to open the screen (20 F6 F3), and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common illegal jump.

The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating



system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.

Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

VECTOR	800	XL/XE	1200XL
200	VDSLST	E790	C0CE
202	VPRCED	E78F	C0CD
204	VINTER	E78F	C0CD
206	VBREAK	E78F	C0CD
208	VKEYBD	FFBE	FC19
20A	VSERIN	EB0F	1A23
20C	VSEROR	EA90	19E6
20E	VSEROC	EACF	EAEC
210	VTIMR1	E78F	C0CD
212	VTIMR2	E78F	C0CD
214	VTIMR4	E78F	C0CD
216	VIMIRQ	E706	C030
222	VVBLKI	E7AE	C0E2
224	VVBLKD	E905	C28A
226	CDTMA1	EBEC	EC11
E400	E:OPEN	F3FC	EF94
E402	E:CLOSE	F634	F2D3
E404	E:GET	F63E	F24A
E406	E:PUT	F6A4	F2B0
E408	E:STATUS	F634	F21E
E40A	E:SPECIAL	F63D	F2C3
E40C	E:JUMP	F3E4	EECD
E410	S:OPEN	F3F6	EF8E
E412	S:CLOSE	F634	F2D3
E414	S:GET	F593	F180
E416	S:PUT	F5B7	F1A4
E418	S:STATUS	F634	F21E
E41A	S:SPECIAL	FCFC	F9AF
E41C	S:JUMP	F3E4	EF6F
E420	K:OPEN	F634	F21E
E422	K:CLOSE	F634	F21E
E424	K:GET	F6E2	F2FD
E426	K:PUT	F63D	F22D
E428	K:STATUS	F634	F21E
E42A	K:SPECIAL	F63D	F22D
E42C	K:JUMP	F3E4	EF6F
E430	P:OPEN	EE9F	FEC2
E432	P:CLOSE	EEDC	FE07
E434	P:GET	EE9E	FEC1
E436	P:PUT	EEA7	FECB
E438	P:STATUS	EE81	FEA3
E43A	P:SPECIAL	EE9E	FEC1
E43C	P:JUMP	EE78	FE9A
E440	C:OPEN	EF4C	FC6E
E442	C:CLOSE	F02B	FDCF
E444	C:GET	EPD6	FD7A
E446	C:PUT	F010	FDB4
E448	C:STATUS	F028	FDCC
E44A	C:SPECIAL	EF4B	FCE5
E44C	C:JUMP	EF41	FCDC
E450	DISKIV	EDEA	C6A3
E453	DISKINV	EDF0	C6B3
E456	CIOV	E4C4	E4DF
E459	SIOV	E959	C933
E45C	SETVBV	E8ED	C272
E45F	SYSVBV	E7AE	COE2
E462	XITVBX	E905	C28A
E465	SIOINV	E944	E95C
E468	SENDEV	EBF2	EC17
E46B	INTINV	ECD5	C00C
E46E	CIOINV	E4A6	E4C1
E471	BLKBDV	F223	*F223*
E474	WARMSV	F11B	C290
E477	COLDSV	F125	C2C8
E47A	RBLOKV	EF69	FD8D
E47D	CSOPIV	EF5D	FCF7
E480	PUPDIV		F223
E483	SLPTST	**	5000
E486	PENTV	EEBC	CAAE
E489	PHUNLV	E915	CAEB
E48C	PHINIV	E898	CA34

## Hard Disk Systems to Fit Every Budget

- All systems are complete and ready to use, included at *no extra cost* are clock/calendar and cooling blower(s)
- All ABCO Hard Disk Systems Are Fully Expandable (you are *not* limited to two drives only!) All cables and connectors installed
- Rugged Seagate Hard Disk Mechanisms!
- ICD Advantage+ Host Adapters!
- OMTI High Speed Controllers

51mb #SGN4951	519.00
65mb #SG60101	649.00
80mb #SGN 296	709.00
100mb #SG84011D	839.00
120mb #SGN120FH	989.00
170mb #SGN2962	1369.00

Listed above are a sampling of the systems available. Prices also reflect various cabinet/power supply configurations (over 60 configurations are available) All Units: Average Access Time: 24ms to 34m. Larger units are available (special order only). All units compatible with Magic Sac, PC-ditto/II and Spectre/GCR.

We Have a Complete Line of 3.5 Low Profile Hard Drives for Use in Megas and related configurations. Quantity & User Group Discounts Available!

### Removable Media Devices (44mb) Syquest 555

- Syquest 44MB Removable media drive
- ICD ST Advantage Host Adapter
- ICD Utility Software
- 3' DMA cable
- Fan and Clock
- Multiunit Power Supply
- 44MB Sysquest Cartridge
- Completely assembled and ready to run!

**Only \$849**

Order your Custom Syquest Unit Now and get a **Second Unit for \$50 less!**

### Syquest Removable Media and Hard Drive Combinations

Systems below come with a Syquest 44MB drive

30MB SQG38	\$1099	50MB SQG51	\$1179
65MB SQG09	\$1239	85MB SQG96	\$1299

- Lowboy - Standard - Dual Blower Cabinets, Custom Walnut WOODEN Cabinets, Tower - AT - XT Cabinets
- All Power Supplies UL Approved
- 12 month FULL Guarantee
- Larger Units available Special Order Only
- Dealer inquiries welcome! Personal checks are accepted.

ABCO Computer Electronics Inc.  
P.O. Box 6672  
Jacksonville, Florida 32236-6672  
(800) 562-4037 or 904-783-3319  
9AM - 8PM (EDT) Tues.-Sat.

# Me and My Eight Bit

Chuck Antonelli (ACORN)

I'm mad as ever about issues concerning the Atari 6502 based computers.

First off, when I bought my first Atari 800, back in 1979 for over \$1000 (including 16K and an 410 program recorder), the only other choices were a TRS-80, Apple II and the PET (Commodore). I know there were others, but they aren't worth mentioning.

The Atari, although overpriced, was the best buy. Atari was owned by Warner Communications Inc. and even offered an 800 number to call if you needed technical support. Atari never marketed their machines correctly, and Apple got in the door by making deals with schools, leaving Atari in the dust.

Not much has really changed with the company. Support is as low as ever, good new products are just as far and few and Atari is still undercutting their own faithful dealers by selling to stores like Kiddie-City.

As some of you know, from 1982-1983 I supported Atari sys-

tems at a store named "It's A Micro World" and founded IMAUG. You don't really know how bad it is until you are in a situation where you are spending \$70 to buy an Atari wholesale, selling it for \$124.00, and finding out that they are available from a small mail-order house for \$69.95! And Atari owners wonder why there is so little support.

The last software/hardware package I bought for my systems is the Black Box from Computer Software Services (and I love it!) and the SpartaDOS XCart (which, when used correctly, is *wonderful!*). I am very happy with my set-up.

I have come to face the fact that Atari Corp. is a mess, and they are losing more ground every day. Poor management from Day 1 is the reason.

Nonetheless, I stand by and support the computers every chance I get. The Atari 800 was ahead of its time and offered many unheard of features. The systems themselves are great. I use mine for literally everything. I run my

business with one, the point of sale cash register is an Atari 130XE, 1050 Disk Drive and an 820 printer. I run a BBS, 24 hours on another 130XE. I use my word processor, budget program, terminal package, games and other programs on the 800XL. I eventually want to link them together with the multiplexer from CSS when I get the time and energy.

When I need a program for my Atari, I sit down and write one. I don't go whining that there's no support. It's always been that way, and we've just never noticed it. When Micro Age had their user group meetings, we had members like Clinton Parker (author of Action!) who, rather than sitting back and complain, would do something about it.

Writing your own software and putting it on the shareware exchange is not a crime! Let's stop passing the buck and make an effort to come up with some creative ideas and software for our eight bits!

## The Good, The Bad and The Ugly

Tim Craft (CACE)

### What is a Good BBS?

Well, a good BBS is a board that has active message bases, tons of files and is well kept. The SysOp of a good BBS takes time to check every file or appoint someone to do that for him (a CoSysop), is active in all message bases keeping things clean and removing message bases that lack interest.

The users are what make a good BBS by uploading files and being a giver not just a taker; they also feel free to communicate with their fellow users.

In short, a good BBS is a pleasure to use and not a task.

### What is a Bad BBS?

A bad BBS is boring. Nothing goes on there, opening messages go unchanged for months on end. The SysOp only drops in once every week or so just to make sure the system hasn't crashed.

Sometimes there is a good bad BBS in which the SysOp and users indulge in such practices as pirating and phone phreaking. These systems are nothing but trouble! The users of a bad BBS don't care about messages, they only want files.

### What is an Ugly BBS?

An ugly BBS is a disaster—the system is continually crashing, menus are hard to understand; the users belittle you or don't care about the board in general. The SysOp never plays an active part; it is only a passing fancy and soon the board is taken down because of a lack of interest or that it is simply a hassle to keep operating.

Remember, only you and the SysOp can make a board a winner. If everyone plays a part the system works, but if nobody cares it will always fail.

# Fast Technology's Turbo16 Accelerator Board

## Don Schmidt (SWAG)

You've had your ST for some time now and would like or need a boost in performance from your computer. Well, there are ways to add speed to your Atari ST. With two very fine software programs, QuickST and TurboST, you can add dramatic improvement to screen displays. Paging through word processor documents and drawing displays are speeded up with the help of these programs.

### What Else is There?

But you say, "I need help in my spreadsheet number crunching." Well, it's Turbo16 to the rescue. With the addition of this high quality accelerator board, you can expect 40 percent speed increases in spreadsheet performance. Formulas are executed more quickly

and graphs are displayed more rapidly. Windows pop out on the screen and scrolling improvement is dramatic.

The biggest time saver I've seen so far was with a shareware program, Credenza Astrocal [1450 West 116th #21 Westminster, CO 80234]. This is a program to calculate sun rises, sets, moon rises, sets and other interesting information as our world turns. Turbo16 cuts the calculating/printing time of a yearly calendar from five and a half hours to three and a half.

### How much does it cost?

It is a bit costly with a suggested retail price of \$299 and one can expect up to a \$50 installation cost. But there are ads in magazines and papers with competitive prices.

It is recommended your Atari service center do the installation. It is necessary to desolder the existing 68000 CPU, solder in a new

socket, solder in a new 74LS74 chip and place a few jumpers to various points in the computer. Also, there is an option to place a spst switch (not provided in the kit) to select either 8 Mhz or 16 Mhz operation. Because there are some programs that will run too fast with the Turbo16, I recommend installing the switch. Mostly games have a problem with the speed.

A fellow SWAG member did the installation for me. When he finished, the computer refused to boot. A call to Fast revealed there are two brands of MMU chips used in the ST. Brand VIP can't handle the increased speed that Turbo16 puts out. The other brand, the compatible chip, has a part number that ends with -38. This bit of information would be beneficial if included with the kit.

This is a quality product that you won't want to do without, once you've used it.

## Eight Bit Q&A

Tim Craft (CACE)

*Q. How many bytes to a sector?*

A. There are 128 bytes to 1 sector. Now whenever you're on a BBS and you see a file size called out in bytes, just divide it by 128 to see how many sectors.

*Q. What are Pokes and Peeks?*

A. There are memory locations in your computer that control different things. For example, some control the colors on your screen, some control sound, some control text brightness and color. These memory locations contain a value that controls their functions. Peek-

ing at a memory location like typing "PRINT PEEK(710)" will give you the value in location 710. Poking at a location will allow you to change the value in that memory location.

If you type "POKE 710,0" the screen will turn black. You have just told the computer to change the screen color to 0(black). In BASIC this can be very useful. Here are some other pokes that will give you some neat effects...

POKE 54018,52 This will turn on your tape drive if the play button is pushed (that's great for play-

ing tunes while you're programming).

POKE 54018,60 This turns off the tapedrive.

POKE 755,6 This will turn your characters upside down.

POKE 755,0 This turns inverse text to normal and turns the cursor off.

POKE 755,1 Turns the cursor off and makes inverse text vanish.

POKE 755,2 This turns all text back to normal.

I hope I have been able to help at least one new user fix or just get more out of their 8-bit system.

# Chicagoland's Largest Atari ST Dealer!

**Biggest Software  
Selection, Including  
Import Titles &  
Magazines**

**Computers  
Software  
Service**

**ATARI®**

*Portfolio*™  
& All Accessories



**Software Plus**



Wheeling (708) 520-1717.

Hanover Park (708) 837-8900

Chicago (312) 338-6100

**\*\* \*\* Introducing the GOOD Backup Utility \*\* \*\***



Specially designed for keeping complete backups of your hard disk partitions. Backup disks are TOS compatible.

*Intelligent Updates!*

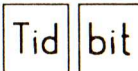
Update your backup every day! Only new & modified files are copied, and the old files are deleted to make room. As good as an image - but done in less time.

*Great for use with Cartridge Disk Drives*

All this for only:

**\$29.95**

Suggested Retail Price,  
(in Massachusetts add sales tax)



Tidbit Software Engineering Company  
25 Wood Lane, Maynard MA 01754  
Telephone (508) 897-7429

*If your dealer doesn't have the GOOD Backup Utility, you can order it from the Computer Bug, 113 Russel St., Hadley, MA, 01035 (413) 584-7722*

Features of the GOOD Backup Utility:

- Copies data from a selected active disk partition to a pile of ordinary TOS readable backup disks.
- A backup can be interrupted before it is done, to be completed later.
- You can keep your backup saved on floppy disks, removable cartridge drives, or keep a shadow partition on another hard disk unit.
- No folder limit on backup or restore.
- Any file that cannot be fit on a single savedet disk will be split up across as many as needed.
- Updates to the backup will only copy the files that have actually changed. If you update your backup frequently, the update goes very quickly.
- The GOOD Backup Utility can format floppy disks for you as additional disks are needed.
- Lost or damaged disks in the backup savedet can be replaced without replacing the entire backup savedet.
- Checksums are used to verify that the files on the active disk drive and on the backup disks are all intact.
- Write back disk cache technology is used to make all the copying go fast.
- Backup can be by partition, or select specific files by including or excluding a set of wildcard file specifications.
- Files can be restored as an entire partition, or by wildcard selection. When restoring an entire partition, only files that are actually missing need to be restored.
- A reference list can be produced for locating individual files within the backup savedet.
- Pressing the HELP key will provide additional information at every step.

# Mega Click™

For the Atari Mega 2 and Mega 4\* Computers



**BEST ELECTRONICS**

**New Product  
Announcement**

Have you ever felt that something is missing from your Mega\* computer? Those who have used other brand computers for work or school agree something is missing! When asked, any touch typist who owns a Mega computer will tell you right away! It's the Click in the keyboard key they miss!

Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **\$64.95**, and for the 10 Kit is **\$21.95**.

Mega Click Products became available December 26th. Place your order now!

**BEST ELECTRONICS (408) 243-6950**

**2021 The Alameda Suite 290, San Jose, CA 95126**

\*Atari, Atari Mega 2 + Mega 4 are registered Trademarks of Atari Corp.



# Basically Speaking Console Keys

**Jeff Summers (ACORN)**

This month let's look at the special keys located at the top of your XE computer or along the side of the keyboard in an old 800 or XL computer. I'm referring to the Start, Select, Option, reset, and help keys.

First off, the status of the Start, Select, and Option keys are all held in one memory location. By using the PEEK command, you can look at this location and then figure out which key or keys are pressed. The location you need to PEEK is location 53279. The meaning of the number returned is a bit cryptic, and best shown by a table:

Value	Keys Pressed
0	All
1	Option, Select
2	Option, Start
3	Option
4	Select, Start
5	Select
6	Start
7	None

Thus, you can see there is a different value for each key pressed, as well as a value for each possible

combination. The help key is a different matter. This key is only present on XL and XE computers, and its state is reflected in a different location than the Start, Select, and Option keys (these latter keys are commonly called the Console keys).

When help is pressed, location 732 will contain a 17. If shift and help are pressed, the same location will contain 81. Control help puts a 145 in that location. So, you can monitor the status of location 732 using the PEEK statement to detect the state of the help key.

Just like the console keys, the help key does nothing by itself. Software must be especially programmed to make use of this key, and very little software has been so programmed, much to the chagrin of beginning users who expect something to happen when they are confused and press help.

The other key in this grouping is the reset key. Technically, this causes a "warmstart" of the computer. What in the world is a warm start? Well, when you turn the computer on, the first thing it does is check to see how much memory it has, what devices are hooked up, the status of the cartridge port, whether or not it should load DOS,

and it sets up a lot of system locations in memory that it uses to remember where it is. This is called a cold start.

A warm start assumes the computer knows how much memory it has, has a DOS loaded or not appropriately, and that all the memory locations are properly set up but that the user wishes to stop the running program and get to the same state as when the computer was first turned on. This does not include wiping the memory clean.

So, a warmstart resets the computer, but less than a coldstart. This is what happens when reset is pressed. However, there is a way to get the computer to think that it is in a coldstart instead of a warmstart.

This will enable you to change DOSes, add device handlers, etc. without turning the machine off and back on again, which is a little damaging to the capacitors inside. POKE'ing location 580 with 1 and then pressing reset will force the computer to coldstart.

This will erase any program you have currently in memory, so be sure to save your work before you do this.

## AIM Subscription Form

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Country: \_\_\_\_\_

ZIP: \_\_\_\_\_ Phone: \_\_\_\_\_


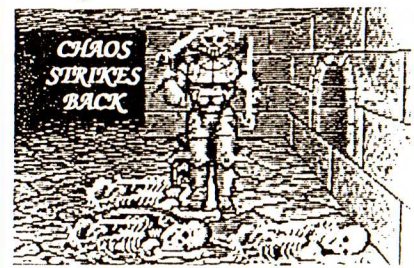
Please enter my subscription for

One Year (12 issues)       Two Years (24 issues)

Subscription rates: U.S. — \$18 for 1 year, \$32 for 2 years  
 Canadian — \$30 for 1 year, \$55 for 2 years  
 Foreign — \$36 for 1 year, \$65 for 2 years

Please make check or money order payable in U.S. funds to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

\$2.50

Atari Support in the Motor City  
 Mr and Mrs Husbands ST  
 The Basics of BASIC  
 Phantom Drives and the SH204  
 Barry Manilow and the  
 Atari Computers

Reviews of  
 BeckerCAD 5T  
 Quest ST 1.8  
 Shufflepuck Cafe  
 Crossword Magic 4.0  
 Indiana Jones and the  
 Last Crusade  
 and MORE!



```

PRINT ! blank line below input
,
PRINT "First name is: ";first$
,
IF c% ! If there is a middle name or initial,
print it.
PRINT "Middle ";
IF LEN(middle$)<3 ! if less than three chars,
it's an initial
PRINT "initial is: ";
ELSE
PRINT "name is: "; ! otherwise a full middle
name
ENDIF
PRINT middle$
ENDIF
,
PRINT "Last name is: ";last$
,
PRINT
,
PRINT "Short way - ";LEFT$(first$);". "; ! with no
second parameter,
' one char.
,
IF c%
PRINT LEFT$(middle$);". ";
ENDIF
,
PRINT last$
,
PRINT
PRINT "In a mirror: ";
,
FOR a%=LEN(your_name$) TO 1 STEP -1
PRINT RIGHT$(your_name$); ! Print the last
character
your_name$=LEFT$(your_name$,a%-1) ! shorten the
string by one
NEXT a%
,
PRINT ! to clear last semicolon tie
,
'this last simply reverses the name on the screen
,
END

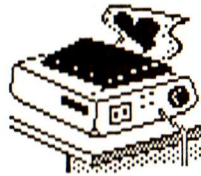
```

## LET US COVER YOUR SPROCKETS!

- 3 1/2" Continuous Diskette labels size  
2 3/4" x 2 3/4" Assorted color border  
250 labels/Pak.....\$ 6.95
- Bulk Sony 3 1/2" DS/DD Diskettes,  
Blue case .....\$ .70 each or \$68.00/per 100
- Generic 5.25" DS/DD diskettes includes  
reinforced hub, labels, and sleeves  
10/Box .....\$ 3.95

Send \$1.00 for samples of cut or continuous  
Christmas Stationery & colored Envelopes.  
Specify cut or continuous. Offer Expires 11/30/90.

Call Us for all of **YOUR** Computer Supplies!!!



## PAPER EXPRESS

P. O. Box 1036  
Moline, Illinois 61265-1036  
(800) 373-3605

Hours:  
MON-FRI 6:00pm - 9:00pm CDT  
Sat 8:00am - Noon

Call or Write for our Latest Catalog

# SQ44-ST Removeable Cartridge Hard Drives

## Starting at \$799 Complete!

All Systems now come with 1 SyQuest SQ555 Removeable Cartridge Drive, 2 Year Warranty on drive, 20Ms 600K/Sec, 1 SQ400 Cartridge filled with PD Software, Wired for 2 SCSI Drives, ICD Advantage+Host, Clock, Software, Cable, DMA in & out, Partcopy partition copier software and free shipping on pre paid orders (Unless otherwise noted.)

### NEW ShoeBox/Supra...\$799

Comes with the new Supra Host Adapter with DMA in and out, battery backed clock software and cables, ready to run

- ShoeBox.....\$869  
ICD+ host, clock, SCSI Port, fan  
Size 7" w x 7" h x 15" d

### Under Monitor.....\$919

ICD+ host, 2 drive slots, SCSI port, fan  
Size 15" w x 14" d x 3" h

- Compact.....\$939  
Single drive, ICD host, clock, fan  
Size 6" w x 2.6" h x 13" d

### NEW Dual CPU...\$1049

This Under Monitor or Shoebox cased unit has a SCSI/DMA switch that allows use of ONE DRIVE on the ST, IBM, Amiga, and Mac with the flip of a switch! Comes with ICD Host, DMA ports, SCSI port SCSI/DMA switcher, and SCSI ID selector.

- SQ555 Drive only...\$549
- SQ400 Cartridges.....\$89

### Seagate Drives 28ms Installed

- 20Mb ST125n-1.....\$259
- 30Mb ST138n-1.....\$285
- 49Mb ST157n-1.....\$359
- 85Mb ST296n.....\$499
- ~~100Mb~~ 83Mb 3.5" < 24Ms  
ST1096n Very Fast.....\$529
- 200Mb Conner 19ms \$1089
- 345Mb 14Ms Micropolis  
5.25" 1/2 ht. ....\$1459
- 3.5" DSDD or 5.25" FD  
Installed in SQ44.....\$99
- ICDhost No Clock ...Less \$20
- 3.5 FD 800K External.....\$99

- Call about Custom Clip Art, Cartoons & Caricatures from your sketches or photographs by mail, modem, hardcopy and/or disk/file, starting at..... \$19

# Carter Graphics & Computers

914 W. Sunset Blvd, St. George, UT 84770 801-628-6111

Authorized Atari Dealer  
Since 1985  
We can ship NEXT DAY AIR, APO/FPO and foreign orders. Call for Dealer Pricing

# THE BASICS OF BASIC

## Rick Burton (RACE)

This month, I would like to continue with the concept of strings by examining a cousin of the string called the variable.

You will recognize the family resemblance when you consider that variables are sometimes called "string variables". Included in our exploration will be a small bit of algebra giving us a handy metric conversion. Let's type another demo program:

```
10 ? "}"  
20 POSITION 10,10  
30 ? "ENTER KILOMETERS";40  
   INPUT K  
50 M=K*0.621  
60 POSITION 5,14  
70 ? "THE EQUIVALENT OF ";M;  
   " MILES  
80 GOTO 80  
90 END
```

Now (as in last month's BASICS) an explanation of each line...

Line 10: Clears the screen. The question mark is short hand for PRINT and the arrow in quotes (which appears in the printout here as a curly brace) is made by first pressing the ESC key then holding the CONTROL key down while pressing the CLEAR key.

Line 20: Locates the beginning of text to be printed to the screen. The first number found after the POSITION command is spaces over from the left and the second is spaces down from the top. These must be separated by a comma. The screen can be seen as a 40 x 24 grid.

Line 30: Prints instructions to the screen. The semicolon "connects" the next program line to this one so the inputted number is on the same line on the screen. Try deleting the semicolon when you RUN the program to see what happens.

Line 40: Allows a number to be entered. The K is a "numeric" variable which does not require DIMENSIONING as a string variable. A question mark magically appears on the screen when INPUT is used!

Line 50: Multiplies variable K by 0.621 to assign a value to variable M. This is really the heart of the program which converts kilometers to miles. All the other program lines are simply making it convenient for the user to converse with the chips! (User interface, that is).

Line 60: Another positioning command.

Line 70: Prints more text to the screen with variable M having semicolon "connectors" on both sides to make text and variable appear as a continuous line. Note carefully the spaces in the quotes. Again, experiment with deleting semicolons and/or spaces to see the problems that arise.

Line 80: Keeps the computer spinning in circles. The READY prompt doesn't appear & you must press BREAK or RESET then RUN the program again.

Line 90: The END of the program!

Now RUN this handy little demo and try a sample value of 90 kilometers. Don't forget to press RETURN and voila! If all is carefully typed in you will have a converted value of 55.89 miles.

Want to make the cursor vanish? Add another line:

```
5 POKE 755,0
```

No more little white square! Notice that if you BREAK the program, the cursor remains invisible to mortal eyes but...RESET the program and READY appears with the cursor visible again. Hmmm?!? Stay tuned to future BASICS for more info on these and other cosmic mysteries...



"When I said I suspected a terminal malfunction, I was referring to the computer, Mr Larkin, not you."



# Get Blitzed!

## Mike Czebiniak (UNYACE)

Are you tired of buying different versions of Procopy? Don't you hate when Procopy won't backup your protected software?

I had always hoped Proco Products would combine all the versions into one big one but they never did. I wanted a copier that would backup most anything without costing an arm and a leg.

### Getting Started

At last a dream come true! I downloaded the Blitz Copier; it claimed to backup most anything at record speeds. This I had to see! The documentation claimed all I needed was some basic soldering skills, a second disk drive, a spare drive cable, an RS232 female connector and a case. I found I could also purchase a ready-made cable from a number of sources.

I decided to make a cable rather than purchase one. It took about an hour to make the cable. Don't worry if your cable doesn't work the first time, just check the pin-outs to see if they are soldered in correctly. The cable will work!

After you install your Blitz Cable, you are ready to boot your machine. You can boot the software by placing it in the AUTO folder, using it as an accessory or running it from the desktop. The software runs in all resolutions.

Once the software is booted, you are ready to turn on the second drive. Get your best protected piece of software...I found it to be Populous, because none of many

versions of Procopy could make a running backup.

This copier actually can backup your software at speeds never seen before on the ST. To copy a standard 9 sector/80 track single sided disk (as formatted from the desktop) takes only 20-23 seconds in Turbo mode. A standard doublesided disk takes only 40-43 seconds to backup in Turbo mode.

### Does It Work?

The Blitz Copier will backup most protected games. The only game I found it could not copy was Predator.

The Blitz Copier backs up your protected software by reading electrical impulses off the disk—not data. So the computer does not need to understand the information to copy it.

This means you can use the Blitz Copier to backup your protected IBM and Macintosh software if you're into emulation on the ST. The program reads and writes at the same time, so both drives must be at the same speed or very close to it.

The copy program has its flaws, however. The program won't tell you when it is done copying. It would be nice to hear a beep or two. The program also doesn't tell you if your drives are out of alignment. If your drives aren't both aligned and running at very close to the same speed, your backup disks will not work.

### Limitations

The Blitz copies are only good for three generations. So, if you were trading disks of public do-

main software by Blitzing them, you could give one to a friend, he could give a Blitzed copy to a friend (using his Blitz Copier) and his friend could do the same thing.

After the third generation, the copy will not function. [Ed. Note: Actually, there are many reports that Blitzed backups cannot be copied even after one generation. Personally, I see this not as a flaw, but as a benefit—this means Blitz is great for making legitimate backups but ineffective as a tool for piracy.]

If the destination disk is write-protected (meaning nothing can be written to the disk), the Blitz Copier will seem to write to the B drive, but in reality nothing is written. The copier doesn't bother to tell you that it can't write to it.

I also found some software hard to backup on the first try. But, when I copied it again, the backup protected program worked. If you have trouble with a Blitzed copy, try backing it up a second or third time from the original disk.

Even with these minor flaws, the Blitz Copier is the very best out in my opinion. The software is in the public domain and can be distributed freely, but you will a cable to backup software.

### Finally

Either make a cable or buy one from your local software dealer or from companies like Innovative Concepts.

[Ed. Note: The Blitz and Turbo Blitz software, as well as directions on how to make the Blitz cable, appeared on the January 1990 AIM Disk of the Month.]

# My Experiences with APAC (Any Point Any Color) Mode

J.D. Potter

I first came across APAC mode while reading (alas, now defunct) Analog Magazine's May 1988 issue. "The APAC System" article by Thomas Tanida described an 80 by 96 pixel resolution mode that allows display of any of the Atari 8-bit's 256 colors at any point on the screen. This intrigued me, and I typed the BASIC listings in right away. Sure enough, the demos showed 256 colors, and the program gave ways to PLOT and DRAWTO in BASIC programs in this new graphics mode.

APAC mode works by displaying a line of graphics 11 information (that is, 16 different colors, all at the same intensity), followed directly by a line of graphics 9 information (sixteen different shades of gray).

The subtle shadings and realistic colors possible with APAC mode are nothing short of remarkable. I soon realized APAC should be good for doing much more than "drawing neat pictures" with BASIC.

I began to think of different applications. I had read a CompuServe article about their GIF(tm), or Graphics Interchange Format(tm). GIF allows users of different computers to exchange color pictures. These pictures had resolutions of 320 x 200 (and higher) at 16 colors per pixel (and up to 256). I also discovered Don Davis was developing his Atari 8-bit version of a GIF viewer. So I decided to head off in another direction with APAC.

One of my first programs was

called COLRCODE, started in May '88. This was designed for owners of ComputerEyes digitizers.

I had seen dozens of impressive pictures created on an Amiga(tm) computer. I asked a friend about how these were stored on disk. He gave me a short description of the Interchange File Format (IFF) for Interleaved Bitmaps (ILBM). I studied the description and started developing ILBMREAD for the Atari 8-bit in August of 1988.

After a month or two, I had a program that would load and display ILBM pictures in APAC mode and save them to disk. I started downloading picture files from local BBSes and GENIE's Amiga Roundtable. With each new display mode I discovered, I would modify the program to decipher it.

I refined ILBMREAD and uploaded the first version to GENIE in February '89 (#4141). The user interface was a little clunky, and it only supported a few ILBM modes.

In the meantime, I became an active reader of the comp.graphics newsgroup available on Internet. A couple interesting articles on GIF and Lempel-Ziv Welch (LZW, the compression algorithm used by GIF, ARC, and AlfCrunch) appeared, and I pored over these with great interest. A copy of the CompuServe GIF specification appeared, as well as a copy of gif2-ras.c, a public domain C program written by Patrick J. Naughton. This last program was an implementation of a GIF decoder for use on a Sun workstation.

Armed with all this information, I set out trying to write my own GIF decoder for APAC mode. I initially called this GIFREAD, but

later changed the name to APACVIEW to avoid any possible copyright infringement problems.

By June '89 I had a reasonably working version of it, and uploaded it to GENIE (#4432), CompuServe and Delphi simultaneously. This was the first program to also include a ShareWare notice and request for a \$5.00 donation.

Money did not start to pour in as I had hoped, but an encouraging few users did reply. Some sent in suggestions, which I included when I could in future revisions. Don Davis, author of the other GIF viewer (ATVIEW8.ARC on GENIE and CompuServe) also sent e-mail with suggestions to APACVIEW. I also began to hear about users whose monitors did not display APAC with any impressive colors to speak of.

Let me note that all my released programs were created with the Atari Macro Assembler on a standard 800 with two disk drives. All are 100% machine language for speed and size. All pixels of the source image are decoded and used to produce the APAC image; no pixels are skipped. This is how I avoid creating jagged edges, and thus create a smoother image.

I am constantly (well, more or less) enhancing these programs by adding new features. The latest version of ILBMREAD (V2.1, #4971 on GENIE) handles all valid ILBM modes. It also allows the user to "zoom in" on any rectangular area of the screen (down to the pixel size of an Atari screen or 80 x 96).

You programmers out there: polish up your latest program and upload it! Users: keep your 8-bit supporting magazine subscriptions up to date!

# Federation (of Free Traders)

## Steve Kendrick (CDACE)

"Excuse me, trader, perhaps I could interest you in a little Tribble...."

Federation of Free Traders [FOFT] from Gremlin Graphics Software is a space exploration/conquest game combined with a space flight simulator. While the game has elements derived from previous releases such as *Elite*, *Starglider*, *Universe*, *Sundog* and *Starflight*, it has unique elements of its own that separate it from the other packages.

Your main objective is to become the Big Cheese—Admiral of the Federation. You start out with a meager roll of credits and a basic ship, and it is up to you to amass money and fame to entitle you to this rank. There are several ways of achieving this goal, as well as many obstacles standing in your way.

The Federation, of which you are an initiate member, was formed as the expanding star colonies fell prey to marauding pirates. While the organized groups of space brigands have been mostly vanquished, there are still pockets of pirate corsairs that prey on the space lanes, and your ship is just as good as another for booty. Needless to say, a great deal of your income will be spent in fortifying your defensive systems.

Money is your main goal in this game. Exactly how you amass it is up to you, but there are just a few basic schemes to do this. You can ask for missions of various sorts from the FOFT, such as convoy escort and courier. Completing a

mission earns you cash as well as advances your rank. You can enter commodities trading, hoping to second-guess the shifting laws of supply and demand. The goods you buy can be sold in orbiting starports (where prices are heavily controlled and available items of trade are determined by local star-law), or take your chances in deep space or planetside, in the black market.

Star travel is a skill in itself. You select your destination from a well-done 3-D galactic map, then zip through hyperspace to the next star (assuming you have enough fuel and drive capacity to go where you want). After you re-emerge into normal space, you must sight the objective planet, as there is only one base in each star system, then cruise toward it until you are given clearance to dock at the FOFT orbital station.

During your trip, you can take a shortcut hop through hyperspace, but in general this part of the game seems needlessly tedious. Although you can time skip ahead, you can't do this upon station approach. Moreover, you must be very efficient on your planetary approach; dither too long and pirates will find you.

When docked with the base, you can use your Gal-Net terminal to contact the FOFT for further orders, trade for goods or read messages and electronic mail on the bulletin board service.

You control your ship with joystick, and access various functions via the keyboard. Space combat and piloting is a skill in itself, and somewhat difficult to master. Unlike most other airplane and space flight simulators, the joystick con-

trols two pairs of thrusters. One pair moves the ship's nose up and down, the other rotates the ship in a clockwise/counterclockwise fashion.

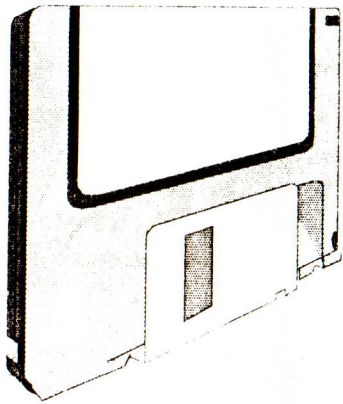
Also, if you don't have one, you will prefer a stick that can be operated one handed (or you can recruit another person to be a keyboard jockey "co-pilot") as there are two keys to control your speed; otherwise you will find yourself expiring in collisions with other ships with alarming frequency.

I have logged quite a few hours at this game, and although I do like it, I have noticed some rather serious flaws that detract from the whole. Forget your high-school physics and astronomy classes for one, as the galaxy you explore belongs more rightfully to Flash Gordon. Each planet seems rather character-less and alike, excepting some numerical attributes on the star-chart.

However, the game is not without its strengths. The graphics are very sharp and realistic, presenting a wide variety of three dimensional craft to encounter, a nice "hyperspace" effect and a detailed interior cockpit. The role playing aspects are most enjoyable; building a bankroll and beefing up your cruiser is the heart of the game, as you almost want to seek out opponents to test your Mark V fusion gun or souped-up engines.

I give this one a favorable review, with reservations. The package as a whole is professional, including the documentation (thin but adequate), two posters and a FOFT button.

Happy trading, and don't take any wooden Quatloos!



## AIM Disk of the Month August 1990

All files on AIM Disks of the Month are self-extracting LZH archives. To use these programs, simply copy the files onto a disk with free space and double click on the files. The files automatically unARC themselves into the runnable programs.

Here's a short description of the files found on the October '90 disk. For more complete documentation, see the text files contained within most of these archives.

**DFIND.TOS**—Very fast and easy to use general purpose file finder in both PRG and ACC forms. Wildcards supported include the standard \* and ? plus full support for UNIX style [abc], [a-k], and [!abc] wildcards. User controllable output to screen and/or file. ST Careware from Oregon Research Associates.

**DFORMAT.TOS**—A standalone version of the custom formatter in Diamond Back II in PRG and ACC form. Super fast and reliable, it also formats high density (1.44/1.6 meg) floppies and disks compatible with the Apple File Exchange utility on Mac IIs. Easy to use. Supports Diamond Back II's automatic disk switching/continuation feature.

**EROSBILD.TOS**—A "fantasy art" animation created by Oliver Saalfeld of Germany. Artwork in this animation was used as the desktop background picture for the DC Desktop snapshot on this month's cover of AIM. Color ONLY. Use Animate4 to load in this SEQ file.

**EXAMPLES.TOS**—Example programs/dBMAN source code accompanying the October dBMAN TipSTer article by Peter Killian of the O-ACES user group.

**FUZZBALL.TOS**—This is a Q-bert Clone with good graphics and neat sound effects. Low Res color only.

**GFXDEMO.TOS**—GFX Demo, a NeXT-style look-alike OS for the ST. Looks very nice! Color ONLY.

**GO\_BOARD.TOS**—The game of GO, with piles of features including play by modem, save game feature and lots more. Includes the seven games of the 43rd Honinbo Tournament. Runs in mono and color (medium res only).

**IG214.TOS**—Instant Graphics! gives most any BBS graphics POWER! This version adds a new BitBlit command, editable sound effects and commands to build ONLINE MOUSE DRIVEN MENUS. Sysops can create point and click menus! Includes a program to convert GIST sound files into IG script. Sample graphics/sound files included. Supports color and monochrome graphics.

**KV\_GEO\_1.TOS**—Do you know the planets?...phases of the moon?...the difference between a meteor and a meteoroid? This program lets you browse through pictures of the solar system, click on areas, read and zoom to other pictures. When you think you're ready, take the quiz (3 difficulty levels). Another great piece of educational Shareware from Knowledge Vine. Low res color ONLY.

**MEGAFORM.TOS**—This copier is shareware and allows [1] read once, write many for multiple disk copies, [2] "Side" copies: use the second side of your S/S disks [3] FAST disk copy. Also has error reporting that proves its worth time and time again. Works on all TOS versions and in mono or color.

**PRFMATCH.TOS**—Originally retailing for \$39.95 from Michtron, Perfect Match is now being sold as Shareware directly from the author. Perfect Match is a Concentration-type educational game. Color ONLY.

**QUOTES.TOS**—QUOTES is a quoter program (mainly for BBS sysops) with a twist or two. It allows you to have as many data files to pull text from as you choose—and it will write one or many 'destination' files out for you. A typical use is for a quote to be shown at logoff, but you could have it swap your WELCOME screens daily, output random BBS hints or whatever you like.

**SIMP\_SEQ.TOS**—"Bart's Believe It Or Not," a Simpson's animation that is smaller than a single Degas picture! Use Animate4 to view. Color ONLY.

**SMRTRACK.TOS**—Smart Track is probably the best satellite tracking program you've seen for the ST. Even if you aren't into satellite watching, this is one impressive program. Several data files are included. Shareware. Mono ONLY.

**UKROBOTZ.TOS**—Save your space station from the robots trying to take over in this fast action PD arcade game from the UK. Great graphics! Low res color ONLY.

**UNLZH172.TOS**—Version 1.72 of UNLZH, the "fastest extractor for LZH archives." Easy-to-use GEM interface, does multiple archives at once, and automatically extracts to separate folders. Version 1.72 fixes problems with extracting stored '-lh0-' files and extracting archives where the last file is less than 20 bytes.

**VALGUS20.TOS**—Valgus is a Tetris clone that plays like the stand-alone arcade machine (round by round) instead of the PC version. This one features a two-player mode (player vs. player or player vs. computer). Runs in mono or color!

**VECTOR.TOS**—This program draws graphs used in algebra and trigonometry. It will plot straight lines, conic sections, absolute values, exponential curves, general and basic trigonometry functions. Designed for the math student, this program is easy to use and draws accurate graphs.

Readers can purchase the October '90 Disk of the Month from their local AIM Participating users group or by sending \$6 (\$5+\$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '90 disk when ordering.



# ATARI 8-BIT

## SOFTWARE - PARTS AND BOOKS FOR ATARI XL / XE & 800/400 COMPUTERS

### 1050 MECHANISM

Factory fresh TANDON mechs. make difficult repairs a snap. Units are complete with Head, Stepper, Spindle motor, belt etc. Just plug in, no difficult alignments or adjustments required.

**\$4750**

### POWER PACKS

Exact replacement transformer for 800/400, 1050 810, 1200XL, 850, and XF551 units. Part #COT7945.

**\$1450**

### XL/XE SUPPLY

Power Pak for 800XL, 600XL, 130XE, 65XE & XE Game.

**\$2500**

### KEYBOARDS

New and complete subassembly. Easy internal replacement.

130XE/65XE **\$35.00**  
800 **\$40.00**  
800XL **\$29.50**  
400 **\$12.50**

### XL 40 PIN LSI CHIP SET

A Complete set of 40 Pin Large Scale Integrated Circuits for your 800XL, 600XL or 1200XL computer.

Great for quick repairs! Set contains one each of the following: CPU, GTIA, ANTIC, PIA AND POKEY. **\$1695**

### 800 4 PIECE BOARD SET

Includes Main Board, Power Supply Assembly, CPU Module and 10K Revision B Operating System Module. All boards are new, tested and complete with all components. **\$28.50**

### 800/400 MODULES

NEW PARTS COMPLETE WITH IC'S  
• CX853 16K RAM Module **\$9.50**  
• 800/400 CPU with GTIA **\$8.75**  
• 800 10K "B" OS MODULE **\$8.75**  
• 800 POWER BOARD **\$14.50**  
• 400 POWER BOARD **\$9.50**

### MISCELLANEOUS

600XL 64K UPGRADE KIT **\$29.95**  
13 PIN SERIAL I/O CABLE **\$4.50**  
SPECIAL - 3 I/O CABLES FOR **\$10.00**  
ACE JOYSTICK **\$7.95**  
POWERPLAYER JOYSTICK **\$19.95**  
U.S. DOUBLER **\$27.50**  
400 BOARD SET (w/o Kybd) **\$22.95**  
PADDLE CONTROLLERS **\$9.95**  
REV. "C" BASIC ROM IC **\$15.00**  
RAMBO XL w/o RAM IC'S **\$27.50**  
850 or PR MODEM CABLE **\$14.50**  
850 or PR PRINTER CABLE **\$14.50**  
8-BIT MONITOR CABLE **\$9.95**  
PRINTER INTERFACE **\$43.95**  
P-R: CONNECTION **CALL**  
I/O 13 PIN PC CONNECTOR **\$4.50**  
800XL RF MODULATOR **\$9.50**  
RF CABLE (COMPUTER TO TV) **\$3.75**  
1050 TRACK ZERO SENSOR **\$8.50**  
2793 - 1050 Disk Controller IC **\$19.50**  
850 12pc IC set - all except ROM **\$19.50**  
ANIMATION STATION **\$74.95**  
SUPRA 2400 BAUD MODEM **\$124.95**

### BOOKS

Mapping the Atari (XL/XE) **\$24.95**  
Mapping the Atari (800/400) **\$18.95**  
Compute's First Book of Atari **\$12.50**  
Compute's Third Book of Atari (Includes a high quality type in Word Processor) **\$12.50**  
First Book of Atari Graphics **\$12.50**  
2nd Book of Atari Graphics **\$12.50**  
Graphic Book Combo #1 & 2 **\$19.95**  
Electronic Computer Projects **\$9.95**  
XE USERS HANDBOOK **\$21.95**  
XL USERS HANDBOOK **\$21.95**  
Assembly Language Guide **\$21.95**  
Atari Basic Faster & Better **\$21.95**  
USING NEWSROOM **\$19.95**  
YOUR ATARI COMPUTER **\$17.95**  
Programmers Ref. Guide **\$14.95**  
HackerBook Tricks & Tips **\$5.00**  
Write Your Own Games **\$5.00**  
How to 6502 Program **\$5.00**  
Basic Reference Manual **\$5.00**  
INSIDE ATARI BASIC **\$5.00**  
DOS 2.0 Reference Manual **\$7.50**  
Tech Ref. Notes for 800/400 **\$19.95**  
Basic Playground Workbook **\$5.95**

SAMS Repair manuals for 1050, 800XL, 130XE, 800, 400 contain schematics, parts lists, labelled photographs, oscilloscope and logic level readings. **\$24.95 Each**

### ATARIWRITER + PLUS WITH SPELLCHECK

Complete Disk based package **\$29.95**

### BOOKKEEPER & KEYPAD

You get both Atari's 8 bit professional bookkeeping system and the handy CX85 numeric keypad for one low price. Packages Factory sealed **4 DISK SET \$1995**

### VISICALC SPREADSHEET

Unleash the computing power of your 8 bit Atari with Visicalc. Compute everything from home finances to high powered financial projections. Hundreds of uses. **DISK \$1995**

### Super DataBase 1-2-3

INNOVATIVE PRODUCT CREATES AMAZING DATABASE APPLICATIONS EVEN IF YOU HAVE NO PROGRAMMING SKILL. YOU CAN CREATE A PROGRAM WITH SUPER DATABASE IT BECOMES A STAND-ALONE APPLICATION THAT RUNS ON ITS OWN. "GENERATE" YOUR OWN PROGRAMS TO KEEP TRACK OF EVERYTHING. INCLUDES 137 PAGE MANUAL - 3 DISKS **\$59.95**

### PRODUCTIVITY SOFTWARE

• Small Business INVENTORY **\$14.95**  
• AUTO MAINTENANCE **\$14.95**  
• REAL ESTATE RECORDS **\$14.95**  
• MEMBERSHIP RECORDS **\$14.95**  
• APPOINTMENT PLANNER **\$14.95**  
• HOME INTEGRATOR **\$17.95**

### AMERICAN EDUCATIONAL

A+ SPELLING (4 DISKS) **\$19.95**  
A+ LEARN TO READ (3 DISKS) **\$19.95**  
A+ READING Comprehension **\$19.95**

### CARTRIDGES

For XL's/XE's 800/400

PAC-MAN Cartridge **\$4.00**  
DONKEY KONG Cartridge **\$5.00**  
DELUXE INVADERS Cartridge **\$4.00**  
STAR RAIDERS Cartridge **\$5.00**  
JOURNEY TO THE PLANETS Cart. **\$4.00**  
BALLBLAZER Cartridge **\$17.50**  
GATO Cartridge **\$19.50**  
ONE ON ONE BASKETBALL Cart. **\$17.50**  
NECOMANCER Cartridge **\$9.95**  
FOOTBALL Cartridge **\$14.95**  
STAR WARS - Return of the Jedi **\$9.95**  
GORF Cart. 800/400 Only **\$4.00**  
MILLIPEDE Cartridge **\$10.00**  
PLATTER MANIA Cart. by Epyx **\$7.50**  
CAVERNS OF MARS Cartridge **\$12.50**  
PENGO Cartridge **\$12.50**  
EASTERN FRONT Cartridge **\$12.50**  
TURMOIL Cartridge **\$5.00**  
ADVENTURE CREATOR Cartridge **\$12.50**  
SILICON WARRIOR Cartridge **\$12.50**  
MATH ENCOUNTER Cartridge **\$12.50**  
MICROSOFT BASIC II Cartridge **\$26.95**  
BASIC LANGUAGE Cartridge **\$15.00**  
Editor/Assembler Cart. (No Manual) **\$9.95**  
PILOT LANGUAGE PACKAGE **\$17.50**  
SPARTADOS-X Cartridge **\$59.95**  
ACTION O S S Cartridge **\$55.00**  
ACTION TOOL KIT DISK **\$19.95**  
ACTION RUN TIME (DISK) **\$19.95**  
MAC-65 O S S Cartridge **\$55.00**  
MAC-65 TOOL KIT DISK **\$19.95**  
BASIC XE Cartridge **\$55.00**  
R-TIME 8 Cartridge **\$47.95**  
EXPRESS! New Cartridge version **\$67.95**

SPINNAKER EDUCATIONAL CARTRIDGES  
KINDERCOMP Cartridge **\$8.75**  
FRACTION FEVER Cartridge **\$8.75**  
FACE MAKER Cartridge **\$8.75**  
ALPHABET ZOO Cartridge **\$8.75**  
UP FOR GRABS Cartridge **\$8.75**  
ALF IN THE COLOR CAVES Cart. **\$8.75**  
DELTA DRAWING Cartridge **\$8.75**  
STORY MACHINE 800/400 only **\$8.75**  
LINKING LOGIC (Fisher-Price) Cart. **\$8.75**  
GRANDMA'S HOUSE (Disk) **\$8.75**

### • DATASOFT DISKS •

VIDEO TITLE SHOP 3 DISK BONUS PACK **\$14.95**  
Contains VTS + 2 Companion Disks **\$14.95**  
ALTERNATE REALITY (The City) **\$12.50**  
ALTERNATE REALITY The Dungeon **\$12.50**  
SARACEN Disk **\$9.95**  
GUNSLINGER Disk (64K) **\$9.95**  
TOMAHAWK Helicopter Game 64K **\$12.50**  
THEATER EUROPE War Game **\$12.50**  
BRUCE LEE Disk **\$12.50**  
MERCENARY Disk **\$12.50**  
MERCENARY 2ND CITY DISK **\$12.50**  
THE GOONIES Disk **\$12.50**  
CONAN Disk **\$12.50**  
221-B BAKER STREET (64K) **\$12.50**  
221-B BAKER ST. Case Library 1 **\$9.95**  
221-B BAKER ST. Case Library 2 **\$9.95**  
Napoleon in Russia (Borodino 1812) **\$12.50**  
BISMARCK **\$12.50**  
ZORRO **\$9.95**  
MOONSHUTTLE **\$4.95**  
CROSSCHECK **\$7.50**

### MICROPROSE DISKS

• F-15 STRIKE EAGLE **\$14.95**  
• TOP GUNNER COLLECTION **\$14.95**  
• SILENT SERVICE **\$14.95**  
• KENNEDY APPROACH **\$14.95**  
• SPITFIRE ACE **\$14.95**  
• DECISION IN THE DESERT **\$14.95**  
• CRUSADE IN EUROPE **\$14.95**  
• CONFLICT IN VIETNAM **\$14.95**  
• HELLCAT ACE **\$9.95**

### • INFOCOM DISKS •

• WISHBRINGER **\$14.95**  
• MOONMIST **\$14.95**  
• SEA STALKER **\$9.95**  
• HOLLYWOOD HIJINX **\$14.95**  
• PLANETFALL **\$19.95**  
• INFIDEL **\$14.95**  
• LURKING HORROR **\$14.95**  
• CUT THROATS **\$14.95**  
• BALLYHOOD **\$14.95**  
• SUSPENDED **\$14.95**  
• ZORK I **\$14.95**  
• ZORK II **\$19.95**  
• ZORK III **\$12.50**

### • DISK BARGAINS •

• SUMMER GAMES BY Epyx **\$4.75**  
• ALIEN AMBUSH **\$4.95**  
• SPIDERMAN **\$4.95**  
• TECHNICAL COLOR DREAM **\$4.95**  
• REAR GUARD **\$4.95**  
• ROCKET REPAIRMAN **\$4.95**  
• SPEED KING **\$4.95**  
• STRATOS **\$4.95**  
• WOMBATS 1 **\$4.95**  
• FREAKY FACTORY **\$4.95**  
• THE GAMBLER **\$7.50**  
• MASTER CHESS Disk **\$5.00**  
• L.A. SWAT **\$7.50**  
• WOMPER STOMPER Disk **\$9.95**

### Disks-XL's/XE's/800

ATARIWRITER + With Spellcheck **\$29.95**  
GAUNTLET (64K) **\$12.50**  
Deeper Dungeons (Req. Gauntlet) **\$16.95**  
INFILTRATOR (64K) **\$16.95**  
TRAILBLAZER by Mindscape **\$16.95**  
NEWSROOM (1050 or XF551 - 64K) **\$13.50**  
CROSS COUNTRY ROAD RACE **\$12.50**  
GHOSTBUSTERS Disk **\$9.95**  
CYCLE KNIGHT **\$9.95**  
SEVEN CITIES OF GOLD **\$9.95**  
RACING DESTRUCTION SET **\$29.95**  
ONE ON ONE SQUASHBALL **\$9.95**  
LORDS OF CONQUEST **\$9.95**  
F-15 STRIKE EAGLE Disk **\$14.95**  
TOP GUNNER COLLECTION **\$14.95**  
SILENT SERVICE Disk **\$14.95**  
VISICALC Spreadsheet **\$19.95**  
FORT APOCALYPSE Disk **\$7.50**  
ELECTRA-GUIDE Disk **\$7.50**  
MIND MAZES (Educational) **\$7.50**  
FAMILY FINANCE Disk by Atari **\$9.95**  
VIDEO VEGAS Poker & Slots **\$9.95**  
STRIP POKER **\$25.00**  
ACTION BIKER **\$8.75**  
KICK START **\$8.75**  
MONEY TOOLS (Financial Utility) **\$9.95**  
DIG DUG Disk **\$9.95**  
PUZZLE PANIC Disk by Epyx **\$9.95**  
CESTE LA VE Disk **\$9.95**  
OLIN EMERALD (Lr. Adv.) **\$9.95**  
MOVIE MAKER (Graphics) **\$9.95**  
FINANCIAL COOKBOOK **\$9.95**  
SONG WRITER **\$9.95**  
PREPPIE AND PREPPIE II (2 GAMES) **\$9.95**  
GOLDEN OLDIES (4 Classic Games) **\$9.95**  
BUCKAROO BANZI **\$12.50**  
WARGAMES (Based on the Movie) **\$12.50**  
DAY AT THE RACES (Horse Race) **\$12.50**  
CHESSMASTER 2000 **\$12.50**  
PINBALL CONSTRUCTION SET **\$12.50**  
BRIDGE 40 **\$12.50**  
PEGAMMON **\$12.50**  
MUSIC CONSTRUCTION SET **\$12.50**  
MUSIC STUDIO **\$12.50**  
HOLLY ALIEN **\$12.50**  
FOOBILTSKY Disk / Board Game **\$12.50**  
CASTLE WOLFENSTEIN Disk **\$12.50**  
BEYOND CASTLE WOLFENSTEIN **\$12.50**  
TEMPLE OF APSHAI **\$12.50**  
ALI-ANTS Quest **\$12.50**  
MOUSE QUEST (64K) **\$12.50**  
ELECTRONIC DRUMMER Disk **\$12.50**  
STOCK MARKET Game **\$12.50**  
PIRATES OF THE BARBARY COAST **\$12.50**  
NICKERBOCKER Disk **\$12.50**  
BOULDER DASH Construction Set **\$12.50**  
12 SCOTT ADAMS ADVENTURES **\$12.50**  
HACKER Adventure by Activision **\$12.50**  
MIND SHADOW Adventure 64K **\$14.95**  
GHOST CHASER **\$14.95**  
REALM OF IMPOSSIBILITY **\$14.95**  
GUITAR WIZARD (Music Tutor) **\$14.95**  
BLAZING PADDLES (Graphics) **\$14.95**  
SCHEMATIC DESIGNER **\$24.95**  
THE SCALANIZER **\$24.95**  
Advanced Protection Techniques **\$24.95**  
BASIC TURBOCHARGER **\$23.95**  
YOUR ATARI COMES ALIVE **\$23.95**  
SPARTADOS CONST. SET **\$27.50**  
SPARTADOS Tool-Kit **\$27.50**  
LUK DATA PERFECT Database **\$CALL**  
PRINT SHOP **\$39.95**

### SSI QUALITY SIMULATIONS

SSI MECH BRIGADE **\$19.95**  
SSI U.S.A.F. **\$19.95**  
SSI SONS OF LIBERTY **\$19.95**  
SSI SIX GUN SHOOTOUT **\$19.95**  
SSI KNIGHTS OF THE DESERT **\$19.95**  
SSI Rebel Charge at Chickamauga **\$14.95**  
SSI SHILOH - GRANTS TRAIL **\$14.95**  
SSI THE ETERNAL DAGGER **\$14.95**  
SSI BATTLELION COMMANDER **\$14.95**  
SSI PANZER GRENADEER **\$14.95**  
SSI FIELD OF FIRE **\$14.95**  
SSI WIZARDS CROWN **\$14.95**  
SSI GEMSTONE WARRIOR **\$14.95**  
SSI IMPERIUM GALACTUM **\$19.95**  
SSI WARSHIP **\$19.95**  
SSI WAR IN RUSSIA **\$19.95**  
SSI NAM **\$19.95**  
SSI WARGAME CONSTRUCTION SET **\$14.95**  
SSI SHATTERED ALLIANCE **\$19.95**  
SSI FORTRESS (Strategy Game) **\$19.95**  
SSI CYTRON MASTERS (Arcade) **\$14.95**

### • EDUCATIONAL DISKS •

MASTER TYPE (Typing Tutor) **\$15.00**  
LINKWORD SPANISH **\$22.50**  
LINKWORD GERMAN **\$22.50**  
LINKWORD FRENCH **\$22.50**  
A+ SPELLING (4 DISKS) **\$19.95**  
A+ LEARN TO READ (3 DISKS) **\$19.95**  
A+ READING COMPREHENSION **\$19.95**  
SAT MATH **\$17.95**  
SAT VERBAL **\$17.95**  
HOMER BEAR Honey Craze Math **\$9.95**  
HODGE PODGE (AGE 1-6) **\$13.50**  
MONKEY MATH (AGE 4-10) **\$17.50**  
MONKEY NEWS (GRADES 1-6) **\$17.50**  
TEDDY BEAR Rainy Day Games **\$12.50**  
COUNTING & ADDING with Trnk **\$9.95**

CALL TOLL FREE

1-800-551-9995

IN CALIF. OR OUTSIDE U.S.

CALL 415-352-3787

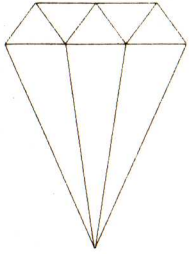
AMERICAN TECHN-VISION

Mail Order: 15338 Inverness St., San Leandro, Ca. 94579

Sales Office: 2098 Pike Ave., San Leandro, Ca. 94577

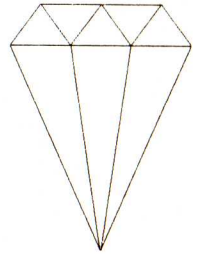
Terms: NO MINIMUM ORDER. We accept money orders, personal checks or C.O.D.s. VISA, Master/Card okay. Credit cards restricted to orders over \$18.50. No personal checks on C.O.D. - Shipping: \$4.00 shipping and handling on orders under \$150.00. Add \$3.30 for C.O.D. orders. In Canada or P.R. total \$7.00 for shipping and handling. Foreign shipping extra. Calif. residents include 7 1/4% sales tax. All products new and guaranteed. All sales final. Send S.A.S.E for free catalog.

Prices subject to change without notice. Atari is a reg. trademark of Atari Corp.



Introducing The New

# Diamond Back



Now includes *Diamond Cache!!!*

Listen to what reviewers are saying:

*"DIAMOND BACK is a very powerful, flexible program...excellent manual...highly recommended"*

David Plotkin - STart

*"The overall winner has got to be DIAMOND BACK...it creates GEM compatible disks at image backup speeds...this is the one I use and I use it a lot...It's Dependable!"*

LeRoy Valley & Ron Robinson - ST Informer

*"If you own a hard drive...then RUN, don't walk, to your nearest Atari dealer and ask him to order Diamond Back!"*

Victor T. Albino - ST World

DIAMOND BACK provides a TRUE file backup at image backup speeds with more power and flexibility than all the rest combined! Here are just a few of the features packed into DIAMOND BACK: Easy to use 100% GEM user interface with online help \* Backup/Restore ANY number of drive partitions, directory paths, single directories, or specific files in a single pass \* Flexible creation of backup sets from different paths or partitions \* Wildcard masks to include or exclude files \* Incremental backups by date or archive bit (TOS 1.4) \* Load/Save custom backup configurations \* Automatic drive switching \* Full or Partial restore \* Flexible disk formatting options \* File compression & encryption \* Disk usage estimation \* Backup to floppies or hard disk partitions \* Image backup option \* Backup Spectre(tm) partitions \* and MUCH MUCH MORE!

DIAMOND BACK was fast, but now it is *F A S T*. Introducing DIAMOND CACHE! The most powerful disk cacheing program available for the Atari ST. Diamond Cache is fully user configurable and even includes a flexible print spooler. Of course, all of Data Innovations Diamond products fully support TOS 1.4 extended partitions.

ALSO AVAILABLE FROM DATA INNOVATIONS

**FULL COUNT BASEBALL \* COURT SIDE COLLEGE BASKETBALL  
BASKETBALL, THE PRO GAME \* 3 IN 1 COLLEGE & PRO FOOTBALL**

If you are a sports lover, these are the games for you! Each game is a statistically based simulation using the actual statistics produced by past and present teams on the field and on the court. Each game comes complete with teams from the most recent season, plus great teams from the past and a stats compiler to keep track of your computer league. If your looking for statistically accurate game play in a sports simulation, these are the games for you!

## MYSTERY MANSION

Explore a century-old Victorian Mansion. Find hidden rooms, lost treasure, or maybe the rightful heir to the treasure. Mystery Mansion is an entry level and expert level text adventure! The lower floors allow entry level adventurers to explore, but to leave the mansion you will need luck, and the skill learned on previous levels of the Mansion.

**DATA INNOVATIONS, INC.**

SUGGESTED RETAIL PRICES:

127 NORTH FRONT STREET

RISING SUN, IN 47040

(812)438-2604

FAX: (812)438-2567

DIAMOND BACK & DIAMOND CACHE...\$59.95

DIAMOND CACHE...\$29.95

ALL SPORTS GAMES ARE...\$39.99 EACH

MYSTERY MANSION...\$24.95





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.

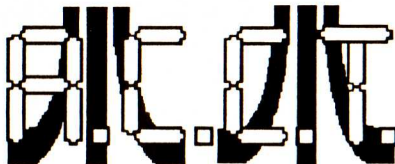
ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.

**the Atari Clubs of Denver**

<p><b>ATARI CLUB OF DENVER</b>          Enderson Chet Cox          303-339-9552          Librarian Paul          Marc          303-695-8647          Treasurer          Guy McDaniels          303-238-2366          Exec Director          means          (nothing)          Joe McMillan          303-790-7119</p>		<p><b>STARFLEET</b>          President C.J. Bender          303-468-1763          Vice Chris Guenther          303-279-4435          Secretary Thomas          Oughton 466-6344          Treasurer          Charles Robique          303-424-2887          Librarian          Wesley Crusher          (Don't ask!)</p>
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**ST Interest Group (STIG)**  
 List Speaker -  
 Fason - 371-6614  
 Librarians - Lou Mendoza  
 & Joe Ronda  
 Scribe - Chet Cox  
 PictureDrawer -  
 Jeremy Fason

**EDITORIAL MIKE**  
 Mike McCutcheon  
**EDITORIAL SCOTT**  
 Scott Andersen  
 JF



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

The August ACCT meeting continued the discussion of more direction to the meetings. Everybody agrees something specific needs to be done each meeting but there is very little volunteering to arrange things.

Also discussed was the unification of the ST application club with ACCT. Most people involved feel both clubs can benefit from the merger.

Normally September is nomination month for the every exciting and heated races of the elected officers. We may leave the nominations until the actual elections in October. Unless we have an sudden on set of nominees. (Better be there! You may get Elected for something!)

It is easy to become complacent and think it could never happen to you or your club, but...It can. Jan. through July ST Disk of the Month had a virus on it.

First of all it DID NOT come from the AIM disk. It was found on a copy program in our club library. It is a boot sector virus. It is easily eradicated with V-Killer.

I will have the latest version, as of Jan. 1990, at the meetings. All I ask is \$1 donation to the club for the disk. Read the directions carefully before executing the kill on your disks. If you have any questions call Dave, Brenda, Mike or me.

Watch for a date for an up coming lectures on viruses. (I'll volunteer somebody to do it!)

Logging off for this month. Good computing to you all!  
 Sharon



The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are \$18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
ACORN Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Exchange Newsletters	Helen Kiker	(716) 924-4809

September Hi-Lites At our August meeting, the club voted to continue our participation with AIM. After the business meeting, President Don Allis led an excellent discussion of the proper care and maintenance of computer equipment.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

# ATARI FEDERATION

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

Atari Federation meeting Aug 6, 1990  
Secretary's Report by Matt Matias

Phil opened this month's meeting with a review of new mail: The Glendale Atari show (Sept 15 & 16) is looking for volunteers to help out at the show. The ST Journal is out and they are raising their subscription price by \$5 (only a couple of our club members have even seen one). More games have been released for the Lynx. The language "Pilot" has been released for the ST. And finally, Phil briefed the members on some of the new software releases in Europe (at least someone is getting new software).

Phil reported his progress on finding the club a 520ST: No great deals yet, but he's still looking. It was also decided that the Sept. meeting is going to be the club sponsored "Pizza Night." So if you haven't been to a meeting in a while, show up for this one!

Bob had some info on START magazine. Apparently they are not putting out a Sept. issue, they plan to use that month to regroup and improve their forthcoming issues.

Other inputs: Paradise Computers is closing their doors on 15 Aug. Also, Jim Wooding is clearing shop. That concluded the formal meeting.

Demos: Paul Alhart conducted the 8-bit demo of Miniture Golf from Antic, which includes a Course Construction capability. The 16-bit demo fell through due to the lack of an RF modulator.

A final note from Herb: We have plenty of 3 1/2" and 5 1/4" disks for sale. Good prices too!

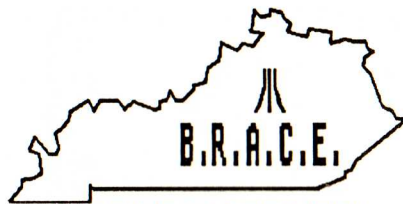
## Birmingham Atari Computer Enthusiasts

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.



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 Bradford	

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.



## 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

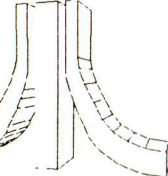


Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are \$14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings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





**C**entral  
**C**onnecticut  
**C**omputer  
**C**lub



OK...I've been on the run almost non-stop for the last 4 weeks, and pardon me if this is a bit short. We are going to conduct meetings at various members homes for the time being rather than take Joe's time away from him. Face it, why should he stay after at work for a club that really doesn't show up?? The only members to faithfully show up meeting for meeting are the officers! We can do that at my house, for crying out loud.

Anyhow, that's the main poop for this month. The club continues but now we are out of Eastern Computer-Video. IF, and I mean IF....interest develops again we will approach Joe for use of his facilities again.

Next month, for September's meet, I will contact you members and notify you of the meeting location.

This is not a disbanding of the group. There was no friction (that I know of) between us and Joe. I just feel until we grow again as a group, we should let Joe & Co. go home on time at the end of their day. The story by Joe Morando is the start of something positive...more will follow. That's all fer now....see you in September.

Rich Scheidel...da Prez.



Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow 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.



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



**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.



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: 17 August 1990**

Well, summer is slowly making way for fall, and hopefully meeting attendance will pick up as outdoor activities give way to more time for everyone to tinker with those now dusty computers. I must admit mine did not get as much attention as I would have liked. Seems about the only major keyboard projects were the wargame articles that have been appearing here in AIM.

Meetings will start covering standard topics again, since we had a lot of info demoed this summer for those who have more than the 64K memory that almost all software uses. One of the more interesting was snap, a program to allow two programs to reside in memory at the same time. Since then I have found out there are several versions of the program, one for hard disk users. I see another article coming to review these fine programs and give credit to the author.

Remember to keep the club in mind as you meet new users, and those who have just not joined yet. A lot of Atari computers are changing hands these days, and the new owners could get information and ideas at the meetings from the demos and just by talking to the more experienced users. Recommend joining the group every chance you get, more members is more information, more ideas, and more fun.

Come to the meetings, and bring a friend Tim

# G.T.A.U.G.

The Newsletter of the Golden Triangle Atarian

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September.) and is pro-rated at \$2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

**Notes from our July/August Meetings**

Well the summer months are the slowest, but our meetings have been quite informative and our attendance quite good.

In our ongoing effort to be a kinder, gentler users group, we have been trying to find ways to increase attendance, revenues and organizational structure to our group. We have bought ST Format, a fine European magazine with disk. These magazines are a part of our library and may be checked out in our monthly meetings as well as through contacting Ray St.Cyr.

Our past two meetings we have had the pleasure of demoing the latest in PD software from home and abroad. The software is definately maturing! There is good stuff out there!!!

Well that's it for now!!! If any of you readers out there have suggestions to build a stronger users group, feel free to write us or address in this magazine. We all must work together for a stronger Atari community!!!

September's meeting is scheduled for the 11th and will be held as usual at the First Federal on Highland Avenue, Beaumont, Texas. Meeting will begin at 7P.M.

Elections will be held and our dues are due! Hope to See you there and please bring your checkbook!!!

Joe B. (GTAUG Secretary)



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



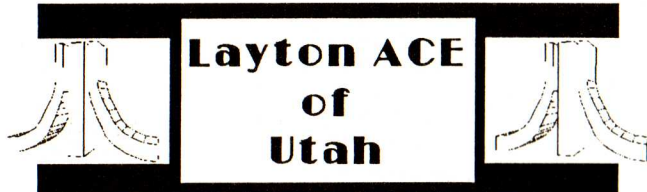
Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

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.





## 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: August 8, September 12, and October 10, 1990.

### LACE President's Column

#### HACKERS - Where have they all gone?

In the not-to-distant past, when someone called a person "a hacker" it was a compliment. The term "hacker" was popularly defined as a person who made computers their hobby. They were the ones that knew RAM from ROM, what role an interrupt played in I/O and even what 2 to the 20th power equaled without using a calculator. They were a close-knit group that knew all of the other hackers within a 20 mile radius by their first names. You could commonly find them together discussing a problem or an idea for hours on end. They had a sort of mystic air about them to the rest of the world. They talked funny, would keep weird hours and seemed to get some sort of strange enjoyment for long periods of time with an inanimate object that served no useful purpose (computer). If they weren't deemed harmless, they might have been committed to an insane asylum.

The typical hacker was a polite and nice enough person, but not the kind that you'd expect to host celebrity dinner parties. To hackers, conversations were not free-flowing. If you were to engage a hacker in one, you'd either have to speak their blend of acronymism English or just nod and say "how interesting" a lot. However, they did have their unique and valuable role.

The world needed these computer wizards to do the jobs that the rest of society didn't quite understand. For instance: an elusive system problem, perhaps an accidentally deleted, all-important data file or tracking down the critical software bug required a hacker.

That was the picture a short time ago when computers were still new enough that some people thought it was a fad that would pass with time. Now though, in these days of high priced, business-suited computer repairmen, salespeople and analysts, the situation has changed. The pervasive belief is -- computer expertise comes with a high price. While that may be true, it also comes with medium and low costs as well. The trade-off is that they come without the three piece suits, or for that matter even a tie. Although the packaging isn't as fancy, the knowledge may be the same or even better. These lower cost models are the hackers of yesterday. They're the ones that still believe in the art of Boolean algebra and micro-coding. Where did they all go? Take heart, hackers are still around. It's true that they are now harder to find in this increasingly sophisticated computer world, but when you have a 'serious' problem and a tight budget, you too will go looking for a friendly hacker and be glad you did.

Irwin L. Brooks LACE Club President August 18, 1990



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 Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
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

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!

**GKAUG Notes:** The computer picnic was certainly worth attending. The Kids that were here had the opportunity of using the new playground equipment while the rest of the kids played with various programs.

We spent much of our time looking at and exchanging program files for the Pinball Construction Set by Bill Budge. We started at about 10 am and finally had lunch about 1 pm when the kids complained of hunger pains.

There was an assortment of food as well as the ever popular hamburgers/hotdogs. There wasn't much left over but we didn't finish up until about 7 pm, so we were very productive computer wise and food wise.

One of our next projects is to use the No Frills Software program The Converter to get a few disk of Print Shop Icons converted to Print Power and the New Room format... I am sure that will take some time.

Bryant brought over his Battle Ship modem game. We played that for some time... it takes some time to play, but we all really enjoyed it.

Call me if you want to join us.

Note: Another call from an old member, wants to sell his Atari System, figures that I "KNOW" someone who wants it. My six members already have computers...these are the only members I "know".

Frank Fellheimer (616) 657-6106

### MACE Meeting Minutes for July

The July meeting of the Michigan Atari Computer Enthusiasts got underway at 7:50pm. Our special guest was Brian Cassidy, president of WAUG in Windsor Ontario. Mr. Cassidy gave a little speech about an Atari show that WAUG was planning for May 4&5 of next year and invited all to attend. Ed Hanson, MACE President, pointed out that American Atari dealers may be iffy about bringing products to sell at the show due to the import taxes that they would have to pay to bring their stuff into Canada. Brian explained that customs was being given a top priority, and as things stood now, American show-goers would not have to pay any taxes on items purchased from American developers.

Next, Brian Wilmoth gave a demo of the new game Sim City, in which players are made mayor of a city and build it up into an even bigger one while dealing with disasters, crime and other obstacles. Following this, Ed Hanson took over with the evening's main topic, Telecommunications. Ed discussed different modems and software packages to run them, and also discussed the ups and downs of running a BBS system. Next Ted Newkumet showed off the AIM disk of the month. Following a short break, the meeting was closed out by giving some of the members a chance to try out Sim City. The meeting was called to an end at 9:58pm.



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.

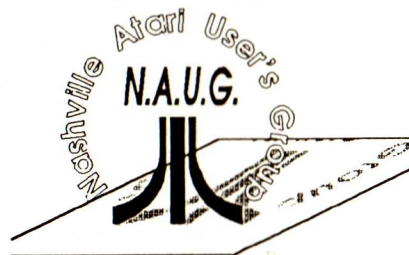
The August meeting kicked off with a discussion of the upcoming Atari Show at the local Mall. All of the preparations are moving along smoothly for the August 25th show. So far we have 10 members that will be able to make it to the show. We will have Spectre GCR, PageStream, Cad 3D, Wordprocessing, the Hand Scanner and more. The highlight of the August meeting was the 1040STe that Jimmey Howe brought to the meeting. Jim had his 1040STe hooked up with two external speakers to show off the STe's sound. Jims 1040 came with TOS 1.62 installed plus the blitter. He said that many of the games reported by ST Action (A mag. from England) as not working on the STe were working just fine on his computer. One of the games most mentioned was TV Sports Football but Jim said that it worked just fine, perhaps the TOS 1.62 is more compatible than TOS 1.4.

The MGAUG Disk of the month featured two new game demo's, ThunderStrike and Dan Dare III. A program that may be of interest to some of you was PM2DEG. PM2DEG will take a Printmaster graphic and blow it up to screen size without distorting it. You can then save it out as a Degas file. Another little program was Fireworks. Fireworks is a short graphic demo that works in low rez. Just run this program and sit back and watch some Fourth of July blasts. The last program on this month is for monochrome users only. I guess that PACMAN needs no discription. The play is fast and fun with this Mono only game.

After a LONG dry spell we have a new member. David Kelley lives in Warner Robins and is the proud owner of Jimmey Howe's old 520ST with 2.5 Meg. We hope that Dave will be able to make it to all of the meetings.

After some correspondence with the nice folks at Current Notes that I have been having you should all be receiving a FREE issue of their fine magazine. Be sure to read Dave Small's article in this month's issue, "Hey, World Stop Picking on Atari!", and I thought that I was the only one that felt that way. I enjoyed the article so much that I right away called Dave and thanked him for writing it. I'm SO tired of Atari Bashing.

It appears that our AIM issue for August has lost its way somewhere along the line. The fault appears to be mine. When I bought my DeskJet+ I started using full page lazer labels. This makes it necessary for me to ship it in a large full page envelope. Apparently it takes a LOT longer for this to get to the mail than letter size envelopes. The problem has now been rectified but I am not sure of what results we will get. We may get 2 October issues.



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
Treasurer	Michael Gardner	(615) 868-0843
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!



Portland Atari Club and the original Eugene ACE	
President Paul D. Gittins	503-667-2403
Vice-President Ben Smith	
Sec. Treasurer Mel Anderson	503-232-7231
Membership Sec. Paul Karczag	503-256-4199
ST Disk Librarian Randall Leong	503-246-6354
8-Bit Librarian Jon Johnson	
Sargeant at Arms Dutch Leanard	
Advisor Bill Pike	503-646-4471

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is from 7 pm till 9:30 pm.

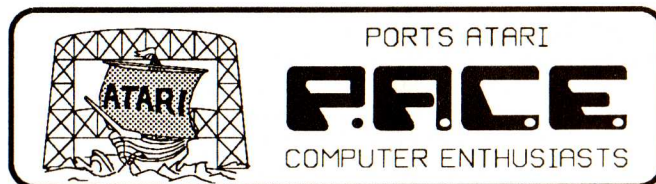
At the August meeting David Hunt was installed as BBS director and Ben Smith as Vice-President. Ben will be helping with special projects and demos at our regular meetings.

Our next swap meeting will be held at our November meeting so please pass the word along. Since we do have to pay for our meeting place all non-members will be charged a nominal fee of \$10 if they wish to use a table to sell their wares.

Beginning with August, the format for the meeting has been changed. We will be beginning with a very short general meeting of about 15 to 20 minutes. After this we will separate to your choice of 8-bit, ST or just sampling the vendor items. Our goal is to have more fun and give all of you the opportunity to show your software or hardware as well as having a little more time share conversation. Additionally, if you have something you wish to sell you may have the opportunity to demo it on club equipment provided you take the time to answer questions about your stuff.

Since you will probably be reading this article sometime after our September meeting and before the October meeting I would like to invite you to begin thinking about officers for our club for the coming year. Take your best shot but please don't run unless you are sure you can spare the time to do a good job.

We'll see you at the the next meeting!



President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	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...

It's been enjoyable having a break over the summer months. Car, home and lawn maintenance took up most of my summer; how about yours? Many of us have been in phone contact and several problems that have cropped up were solved. We've also picked up a few new members. Rest assured, we'll be back together in September, stronger than ever!

Our blank disks have arrived and prices have been set at 2/\$1.00 for 3.5"; 4/\$1.00 for 5.25". We have received several pieces of mail advertising new application software for the 8bit. I will bring them in September. Micro Simulations has moved back to Duluth at the SysOp's new business. The numbers (all 24 hours) are 626-3307, 626-3324 and 626-3325.

The Lynx has been spotted at Children's Palace as of August 9th. It was placed next to Mr. Gameboy in their display case. Two retailers in our area sell the Lynx now. I wouldn't even bother mentioning this, but Atari Corp is in dire need of CAPITAL, and if it's a portable game system that provides it, I won't complain. Atari Corp (ATC) has been establishing a good solid market base in the \$5-6 range, and some encouraging sales just could make the stock price shoot up to the ceiling.

For all who have been wanting more information on the TT, here is the latest. I have read conflicting stories on Net-Mail, but from what I gather is that Atari, in its infinite wisdom, has decided that the speed of the TT will be 32 Mhz, not 16 Mhz as planned. A turn in the right direction, I would say. Some Amiga owners are abandoning their machines for the much awaited TT because the cost for the TT is said to be around \$1000 less than the similar Amiga 3000. Folks on the west coast are already putting money down at their dealers to be the first to get TTs. October 1st has been the promised release date, however we won't hold our breaths!

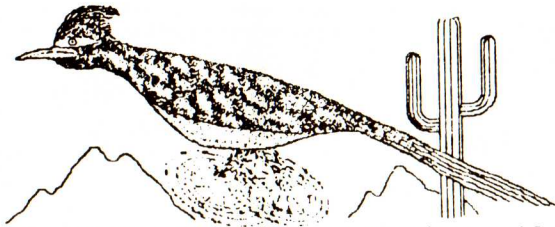
See y'all come Sunday, September 16th at the Wisconsin D.O.T. building at 6:30 pm, located near the foot of the Blatnik Bridge in Superior. Ask any officer for directions if you need help locating our meeting place.

### For Sale:

Complete Atari Package: Includes Mega 2 with Supra Drive hard disk 30 MB; SM124 monitor; Star NX-2400 printer; Superbase Database and Word Writer software. Used less than 50 hours. \$2150. Albany, NY area. Days (518) 383-5597. Evenings (518) 583-3307.

Athena II CAD package -- \$50      64K Printer Buffer -- \$50  
520ST power supply -- \$25      Call Carl Nobile (919) 836-8047

Atari 800 with 48K, 810 Disk Drive with chip and software and cartridges. All for \$75. Contact Russell Gregory at (919) 782-8122.



The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to 12pm.

President	Robert Dymire	(602)861-1903
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 Keho	(602)934-9181
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. August 11, 1990 -by Jim Keho

The meeting was called to order at 9am. There were only about 18 members and visitors in attendance. It's gotta be the heat, huh?? Well it'll be cooling down. So come on down!!

SIGs -- Mike Zachary ran a SIG on MIDI w/his system and his MIDI clarinet. Sounded great Mike! If you're interested in running a SIG at a meeting just speak up, you're needed!!

On with general business... Robert spoke about this upcoming October meeting. If all goes as planned we will have one of the Codehead's as our special guest speaker! The authors of Midimax, Maxifile, Hotwire, G+Plus, etc. Lloyd relayed the message from them to us at the meeting, and at least one of them will be able to come. We hope!! Also Thanks Lloyd for contacting them! So you won't want to miss this meeting!

Also the annual swap meet has been changed to Sat. Oct. 27, 1990. This isn't official yet!! There'll be more information about the swap meet in the near future, stay tuned! Demos: Dave Thorsen demoed the game Tower Toppler. Well that's it for this month, the next meeting is Sept. 8th, see you there!!



### P3Atari Computer Enthusiasts (P3ACE)

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

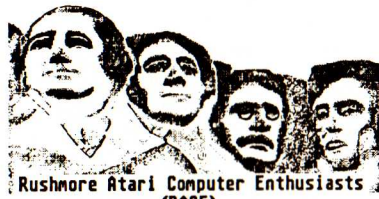
President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130



### 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



Rushmore Atari Computer Enthusiasts  
(RACE)

3312 Laurence 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

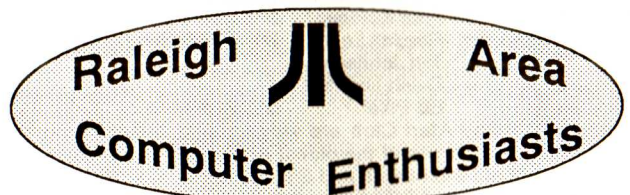
#### President's Particulars

Great demo time at the August meeting! Both 16-bit and 8-bit telecomputing were displayed and some insights and helpful hints were exchanged. Hey, that's what it's about. Then some die-hards stayed to discuss a member's desire to select a printer for school work so I printed a sampler of fonts on my trusty Panasonic. Of course there was the "really serious" test piloting of a flight simulator.

Gearing up for the Most Music Show of the Century with a good MIDI fact sheet (thnx to our resident expert), and some pricing info.

Elections coming up in October so nominate, volunteer, get ready to vote!

October meeting Saturday the 20th. See you RACEdrivers there!



Well gang, here we are! Finally got ourselves into the Atari Interface Magazine. I hope that you all enjoy the magazine since it does have a lot to offer all of us.

In case you did not notice, our name change did go through. We are still referred to as RACE, but the difference is that the A means Area rather than Atari. The reason we are doing this is because in order to promote Atari computers in an area that is so IMB oriented, we needed to drop the Atari out of our name in order to avoid prejudice against our services. Last month's meeting was a great success. Attendance was high, we had nine new members join, and we demonstrated the STe! Our club strives to give you the best support possible but this isn't possible unless you get involved with the club. So, how does the club support you?

1. We provide you with monthly meetings where you can learn many interesting things about the computers that we love so dearly.
2. We have mini-meetings every few weeks between monthly meetings so that we can help each other with software problems, hardware problems or even building hard drives, etc.
3. We offer you Atari Interface Magazine for free! The magazine subscription is free just by joining the club.
4. We now offer you the RACE disks of the month. You get two disks each month. One of the disks contains eight issues of two different online Atari magazines. The other disk will contain great PD & shareware programs. You get 24 disks in one year for just \$28 per year. If you are interested in getting this disk subscription, please call Eric Schofield at 851-5134.

So what are you waiting for? Get involved in the club and get the most out of your powerful computer system.



General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are \$18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Richard Betson	(619)630-5869
Vice President	Mike Bergman	(619)558-7866
Treasurer	Nancy Rivers	
Disk Librarian	Marc Lawson	
Chief Wizop	Michael P. Odegard	
Editor/Co-Sysop	Steven Kiepe	(619)549-3207
BBS - 24hrs, 300-2400 baud, 68MB		(619)689-8157

SDACE is happy to become a participating Atari Interface Magazine User's Group and is looking forward to a long and mutually beneficial working relationship with AIM. There is little to report this month as we just closed out our last regular newsletter prior to the changeover. The big local news is the upcoming Atari Show in Glendale, Ca., September 15th and 16th. Early reports of registered exhibitors indicate a much improved showing is expected over the recent WOA show in San Jose.

## 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:

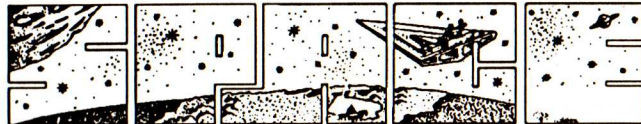
President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)964-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098

The summer monsoon has arrived and it seems some of you clever people have fled the valley for a time. The treasurer's report shows a balance of \$1400. Maybe we should set up a BBS, or have a party, or visit Atari HQ and give them some "advice".

Today we observed a demonstration of Talon Technology's OmniSwitch along with the NEC Multisync 3D. OmniSwitch combines Monitor Master and Drive Master functions along with a multisync adapter in one box which sells for \$89 with no cables included. AThe NEC 3D has up to 1024 x 768 interlaced resolution (8514A compatible) and unlike some of the other newer multisyncs, it works fine at CGA (ST medium) resolution.

You may not see this column before the September 15 meeting but Marc is planning a demo of the Datel Hand Scanner and MVG graphic software. Also Tim will show Star Flight and possibly the long anticipated new Word Up.

October 20 will be Utilities I Can't Do Without Day. Bring your favorites. On November 17 we hope to have our local GENIE Sysop here to demonstrate their service. PHAST is planning a visit from either J. Eidsvoog or C.F. Johnson of CodeHead Software. This will take place on October 13 in place of their annual Swap meet.



Meeting Notices 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.



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

## ★ NEWSLETTER ST Atlanta Roundtable



STAR (ST Atlanta Roundtable) meets at the Reid H. Cofer Library, 4316 Church St, Tucker, GA at 7:30p.m on the Third Monday of each month. Membership dues are \$15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Messenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885



The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

President	Bryant LaFrenier	(517) 835-2234
ST Librarian	LeRoy Valley	(517) 686-6796
Tres./Sec.	Marty Schmidt	(517) 792-6029
8bit Librarian	Ted Beauchamp	(517) 686-8872

Club dues are only \$20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.

# ST CLUB EL PASO

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't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

## Salinas Valley Atari Computer Enthusiasts

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.

## SWAG SOUTHWEST WASHINGTON ATARI GROUP

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



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 73110 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

## UNYACE Upper NY Atari Computer Enthusiasts

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.



Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are \$24 for a full year, pro-rated monthly. Renewals are only \$20 a year. Newsletter membership only is \$15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova



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







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.



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.

## ENHANCE GEM

### TUI the Textual User Interface

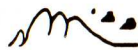
- Control your computer using typed commands:
- Type one command to execute many with batch files.
- Manipulate many files with one command using wildcards.
- Send output to screen, printer, a file, or even a program.
- Link programs together to perform complex tasks (utility programs included).
- It's a desk accessory, giving you an immediate choice: graphical (GEM) or textual (TUI).
- Leave its window open and interact with other windows.

## PROTECT YOUR DATA

### STASH Hard disk backup/restore system

- Easy to use, fast, reliable, GEM-based.
- Backup all files or only the changed ones.
- Automatically formats floppies if needed. • Audible prompting.
- Backup files larger than a single floppy.
- User-configurable default settings + unlimited number of other configuration files.
- Includes utility programs.

Silicon Mountain Systems  
5989 Ohio River Rd  
Huntington WV 25702  
304-525-0164



Each  
\$29.95  
suggested  
retail

The August meeting of WAUG was held on 8/14. Craig roused everyone to order at 7:40pm by announcing the feature topic: Music.

Dave Brzezinski, Vice President (in Charge of Vice, we assume...) started the show with an in-depth review of the Antic Music Processor v2.0 showing us how it can play standard .AMS file by converting them to .AMP format. Dave seemed particularly pleased that AMP permits the addition of lyrics to music files, but also demonstrated the cut/copy/paste capabilities.

Mike Millage, our indestructible 8-bit Disk Librarian, announced a 3-disk special price of \$5 containing Daisy Dot III and some associated fonts as well as the latest version of TextPro. Mike distributed sample printouts of the various fontsets available.

Craig informed the members of continuing progress in the planning of the Windsor/Detroit International Atarifest, announced the next meeting date and invited interested members to attend. Pattie showed a promo in ST World magazine announcing the show which also listed times and dates. Many thanx to ST World!!!

Craig also announced that Dave B. has been looking for a meeting place where better parking is available, but nothing he's found thus far compares to the free room rental we enjoy at the Michigan Union. Other sites on campus are too restrictive to be plausible at this time.

Rick Schrader, club MIDI/Music guru and ex-vice president, brought a rack of unknown hardware upon which he proceeded to demonstrate how music can be created-modified-stretched-folded-spindled-mutilated and otherwise thoroughly improved and/or abused. Rick demonstrated several different software packages, including Music Mouse, while fielding questions from the members. Rick also played some music he found on cassette which contained a variety of Atari sounds from game software. (Nobody really knows where Rick manages to find such things, but it was neat to listen to!)

Bill Rayl, ST Disk Librarian, described the contents of the current AIM disk (lovingly referred to as "WAUG Disk of the Month" by all loyal members...) but was unfortunately stymied by the absence of a working double-sided disk drive when he attempted to demonstrate some of the goodies.

Craig announced we will be raffling the second copy of PageStream during the October meeting. Tickets were sold at \$.50 each. (Let's hope Dave B. didn't buy one!)

The meeting was adjourned at 9:45pm. The next meeting will be held on September 11 featuring Games. The October meeting will feature a demonstration of SuperCharger (IBM emulator); for November we have a tentatively Tim Purves from Michtron as guest speaker; and December will be the Christmas Party/Entertainment Night.

**Q: What's the Most Versatile Way to Print Your Documents and Text Files?**

**A: Use the Presswork's Assistant Version 1.1!**

Stop wasting time loading a wordprocessor or desktop publishing program just to print your files. The Presswork's Assistant loads quickly to give you access to the printing features you need. The intuitive **GEM** interface allows for easy control of margins, headers, page numbers, and other features--all with simple mouse-clicks. You'll never have to touch the keyboard again! Ideal for ".DOC", ".TXT", and "README" files, or most any quick printing job. Best of all, online **HELP** is always just a mouse-click away (GEM mode only).

The Presswork's Assistant version 1.1 is available now for just \$10.00 (US). Available only from:

**The Presswork's Assistant**  
By Chris Sorensen  
3250 West 53rd Avenue, Ste 201  
Denver, CO 80221-6564

**A9010**

New! Version 1.1  
for Command Lines!

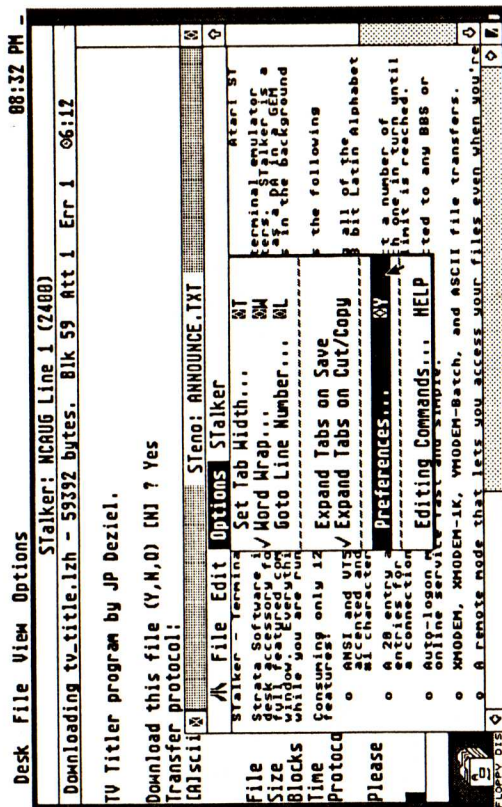
# STalker and STeno

an unbeatable accessory combination at an unbelievable price: **\$30 for both!**

**STalker** is a complete terminal emulator that does **everything** in the background. **STeno** is a text editor that uses as little as 90K of memory. Both programs utilize the GEM clipboard to exchange data, allowing you to cut and paste between them, and both programs are Moniterm compatible!

**STalker features:** fast popup menu or convenient ALT-keys for command entry ♦ **background** file transfers ♦ **background** dialing of any group of numbers ♦ separate terminal / RS232 / auto-logon settings for each dialer entry ♦ scroll-back buffer of up to 2000 lines ♦ 20 programmable function keys ♦ VT100 & Atari VT52 emulation ♦ can optionally be used with Shadow™ ♦ capture directly to **STeno** ♦ New "Remote Access" (BBS) mode ♦ Easy to use - ideal for new users!

"A GREAT, Full Featured Terminal Program" - ST Report #112



**STeno features:** command entry via ALT-keys or the unique menu bar *inside the accessory window* ♦ configurable word-wrap ♦ search and replace ♦ **background** printing ♦ variable tabs ♦ choice of font sizes ♦ Mac-like cut/copy/paste and text block selection using the mouse ♦ hot-key to/from **STalker** ♦ fast paragraph reformatting ♦ can be used as a type-ahead buffer for **STalker**

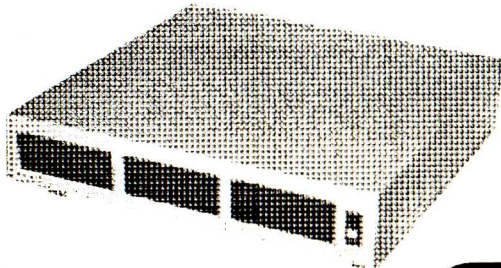
**STalker and STeno are available now at your local dealer, or from:**  
**Strata Software 94 Rowe Drive, Kanata Ontario Canada, K2L 3Y9, (613) 591-1922**

## AIM ADVERTISERS

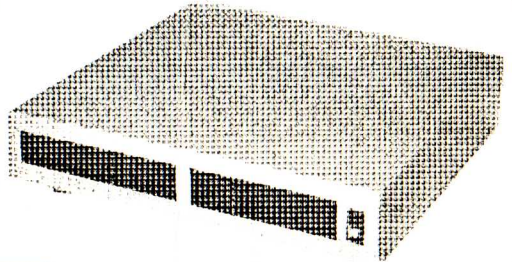
ABCO Computers (800) 562-4037	31	Innovative Concepts (313) 293-0730	Ins. Front
American Techna-Vision (800) 551-9995	43	ISDMarketing (419) 479-1880	12
Artisan Software (209) 239-1552	26	Joppa Computers (800) 876-6040	23
Best Electronics (408) 243-6950	34	Lexicor Software (415) 453-0271	Ins. 2nd Cover
Branch Always Software (519) 570-4340	22	Olympian Software (518) 482-7149	24
Carter Graphics (801) 628-6111	37	Paper Express (800) 373-3605	24
Chris Sorenson CodeHead Software (213) 386-5735	55 24	Silicon Mountain Systems (304) 525-0164	55
D&P Computer Supply (800) 535-4290	Ins. Back	Software Plus (708) 837-6900	34
Data Innovations (812) 438-2604	44	Strata Software (613) 591-1922	56
DreamPark (801) 943-4374	29	Talon Technology (619) 792-6511	19
Double Click Software (713) 645-3759	27	Tidbit Software (508) 897-7429	34
GEnie (800) 638-9636	Back Cover	Toad Computers (301) 544-6943	24
IAAD	16		

**D & P Computer Supply**  
**P.O. Box 811**  
**Elyria, Ohio 44036**  
**800-535-4290**  
**Tech & Info 216-926-3842**  
**9AM- 9PM EST**

**Ordering Info:** Visa, MasterCard or COD. No personal Checks  
 No surcharge for credit cards. COD add \$3.50 Restocking fee \$10.  
 .Ohio residents add 5.5% state tax  
**Shipping Info:** Free shipping on Orders over \$100, in the  
 continental USA. We ship UPS..  
 International: Actual freight.



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. Dual monitor hold dual 5.25" or 3.5" Tri monitor holds 3 - 3.5" all cases **\$124.95**



## D & P HARD DRIVES

Your choice of above enclosure. Complete assembled unit, using *ICD Advantage Plus* host(w/clock) and software, Seagate drive, SCSI cable, and fan! *Ready to plug in and use.* . All units have a one year warranty. (Syquest drives 2 Years). Available without clock for \$10 less. This enclosure is of the highest quality, buy ours & buy theirs, if you don't agree, we will take ours back!!!

### DRIVES only

ST125N-0 3.5" 20MEGS 40MS- \$255  
 ST125N-1 3.5" 20MEGS 28MS \$279  
 ST138N-0 3.5" 30MEGS 40MS- \$285  
 ST138N-1 3.5" 30MEGS 28MS- \$309  
 ST157N-0 3.5" 50MEGS 40MS- \$319  
 ST157N-1 3.5" 50MEGS 28MS- \$345  
 ST277N-1 5.25" 65MEGS 28MS- \$349  
 ST296N-1 5.25" 85MEGS 28MS-\$369  
 ST1096N 3.5" 85MEGS 24MS-\$409  
 SYQUEST SQ555 44MEG- \$519  
 SYQUEST SQ555 & CARTRIDGE - \$604  
 EXTRA CARTS- \$85ea

### Complete systems Ready to use!

20 MEG 40MS- \$470  
 20 MEG 28MS- \$494  
 30 MEG 40MS- \$500  
 30 MEG 28MS- \$524  
 50 MEG 40MS- \$534  
 50 MEG 28MS- \$560  
 65 MEG 28MS- \$564  
 85 MEG 28MS- \$584  
 85 MEG 24 MSEC - \$624  
 SYQUEST 44MEG REMOVABLE- \$799

### SQ555 & HD combinations

30 MEG 40MSEC & 44 - \$1084  
 30 MEG 28MSEC & 44 - \$1108  
 50 MEG 40MSEC & 44 - \$1118  
 50 MEG 28MSEC & 44 - \$1144  
 65MEG 28MSEC & 44 - \$1148  
 85MEG 28MSEC & 44 - \$1168  
 85MEG 24MSEC & 44 - \$1208  
 DUAL 44MEG SYQUEST - \$1399  
 Larger drives and other combinations available!

## Gadgets

### COMPUTERS

1040 STE - call  
 520FM - call  
 SM124 mono monitor - \$155  
 SC1224 color monitor - \$319  
 PORTFOLIO - call

### MODEMS

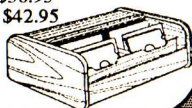
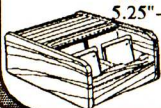
Modem cable - \$7  
 Supra 2400 baud modem - \$109  
 Zoom 2400 baud modem - \$99  
 US Robotics Courier 2400 - \$299  
 US Robotics Courier HST 9600Bd - \$599

### FLOPPY DRIVES

Master 3S - \$139  
 Master 5S (5.25") - \$205  
 Atari SF314 - \$165  
 MFD 1080 - \$305  
 (Switchable as drive B 3.5" & 5.25")  
 Drive extension cable 6 ft - \$13.95  
 (Ideal for home brew Blitz cables)

### Teakwood Disk Cases

3.5" - 90disks- \$26.95  
 3.5" - 135disks- \$38.95  
 5.25" - 120disks- \$42.95



### MEMORY UPGRADES

Z-Ram - 2.5 or 4 megs - \$105  
 (Board w/chips 2.5Mega- \$217 4 Mega- \$329)  
 Z-Ram/2.5- 520 ST-2.5Meg - \$100  
 (Board w/chips 2.5Mega- \$212)  
 Z-Ram/Mega II- 4Mega- \$115  
 (Board w/chips- \$227)  
 STE SIMMS - 1meg each - \$65

256K120ns Chips \$2.10 ea  
 1Meg 80ns Chips \$7.00 ea call price change

### MISC. ITEMS

Blitz cable w/software - \$46.95  
 Cordless Mouse (Practical) - \$84  
 Drive Master - \$32  
 DVT-VCR hd backup - \$129.95  
 50pin SCSI drive cable 18" - \$10  
 HP Deskjet printer - \$599  
 HP Deskjet Plus printer - \$699  
 ICD Advantage Plus w/clock - \$93.77  
 ICD Advantage (no clock) - \$83.77  
 ICD Advantage Micro (Mega's) - \$77  
 IMG Scan (Seymour-Radix) - \$58  
 Mega Keyboard Extension 6ft - \$11  
 Mega Keyboard Extension 8ft - \$12  
 Mega Keyboard Extension 12ft - \$13  
 Mega Keyboard Extension 25ft - \$14

### MISC. ITEMS

Mega Touch springs - \$9.49  
 Migraph Hand Scanner(w/Touchup) \$389  
 Monitor Master - \$32  
 Monitor Stand (adjustable) - \$14  
 Monitor Stand w/power strip - \$45.95  
 Mouse Master - \$26  
 Mouse (Atari) - \$48  
 Mouse (Golden Image) - \$37  
 Multisynch Monitor (Acer) - \$39  
 Omniswitch - \$79  
 PC Speed (Michtron Version)- \$339  
 PC Speed Bridge - \$65  
 SGS Starter Kit - \$124  
 SGS Network Node - \$79  
 Spectre GCR(cart)- \$215 Roms- \$125  
 Printer or Modem Cable - \$7  
 Star NX1000 II 9pin printer - \$169.60  
 Star NX-2410 24pin printer - \$290  
 ST/time (under rom clock) - \$43  
 Supercharger W/1Meg - \$429  
 Supercharger Power Supply - \$26.95  
 Supercharger Math coprocessor- \$145  
 Turbo16 Accelerator - \$257  
 Tweety Board - \$37  
 Universal Printer Stand - \$13  
 Video Key - \$59  
 Vidi ST - \$124.95  
 Z-Keys (use IBM keyboard) - \$96.95

# GENie

Retrieve more online for less with GENie.

The GENie ST Roundtable Special Interest Group features over 16,000 software files, a dynamic, active bulletin board with not only most of your favourite software developers ONLINE regularly, but GENie is also the Official information service of Atari Corporation

#### Services Available

Electronics Mail, CB, Sig User Groups, Travel, Shopping, Finance, Reference, Professional, Leisure, Games, News, Etc,...

Compare and Save	Registration	Non Prime Time Rates
GENie	\$0.00	\$6.00 for 300/1200/2400
Compuserve	\$39.95	\$6.00 for 300 \$12.50 for 1200/2400
Other	\$49.95	\$8.40 for 300 \$10.80 for 1200/2400

Just \$6.00 per hour. Get online today.

1. Have your major credit card or checking account number ready.
2. Set your modem for local Echo (half Duplex).
3. Dial 1(800) 638-8369, When connected type HHH
4. At the U#= prompt enter XJM11887,ATARI then hit RETURN.

Need help or more information? No modem yet? We can help.  
In U.S. or Canada call 1(800) 638-9636 or write  
GENie, 401 N. Washington St. Rockville MD 20850



*We bring Good things to life.*

Non prime rates are Monday to Friday 6pm to 8am local time and all day Saturday and Sunday and National Holidays

Unicorn Publications  
3487 Braeburn Circle  
Ann Arbor, MI 48108  
(313) 973-8825  
(313) 973-9137 BBS

BULK RATE  
US POSTAGE  
PAID  
PERMIT #27  
DES PLAINES, IL