

# ATARI

VOLUME 2  
Nov. 1990

\$2.95 US  
\$3.50 Canadian

# INTERFACE



**Piracy on the Atari Seas**  
**Ex-Pirate Talks Back**  
**Right on Target—Piracy**

**Pagestream at a Glance**  
**Super Atari Users Group Meeting**  
**Atari Safari Big Hit in Houston**

**8-bit Support Is Alive and Well**  
**Beating Large Drives into Submission**  
**Disk Directories within BASIC**  
**Mouse Handling in GFA BASIC**

### *Features*

<b>Basics of BASIC</b>	<b>A-T-A-R-I</b>
<b>DBMan TipSTer</b>	<b>AtariWriter+</b>
<b>Is There a Tactician In You?</b>	
<b>Basically Speaking</b>	

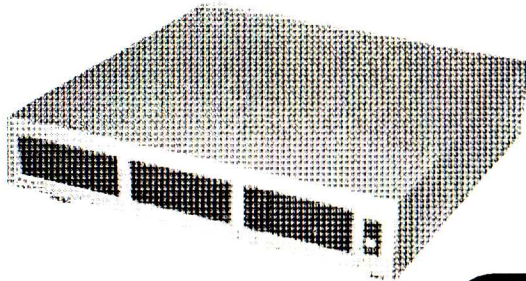
### *Reviews*

<b>Best Joystick</b>	<b>Aquanaut</b>
<b>Harmony</b>	<b>Loom</b>
<b>Cordless Mouse</b>	

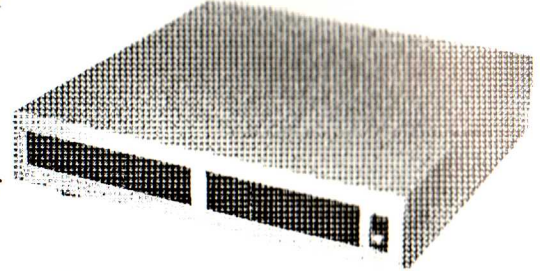


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### PORTFOLIO - call

### MODEMS

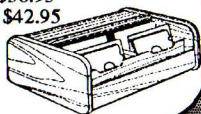
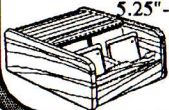
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 (Board w/chips- \$211)  
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256K 120ns Chips \$2.10 ea  
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 Mega Keyboard Extension 6ft - \$11  
 Mega Keyboard Extension 8ft - \$12  
 Mega Keyboard Extension 12ft - \$13  
 Mega Keyboard Extension 25ft - \$14

### MISC. ITEMS

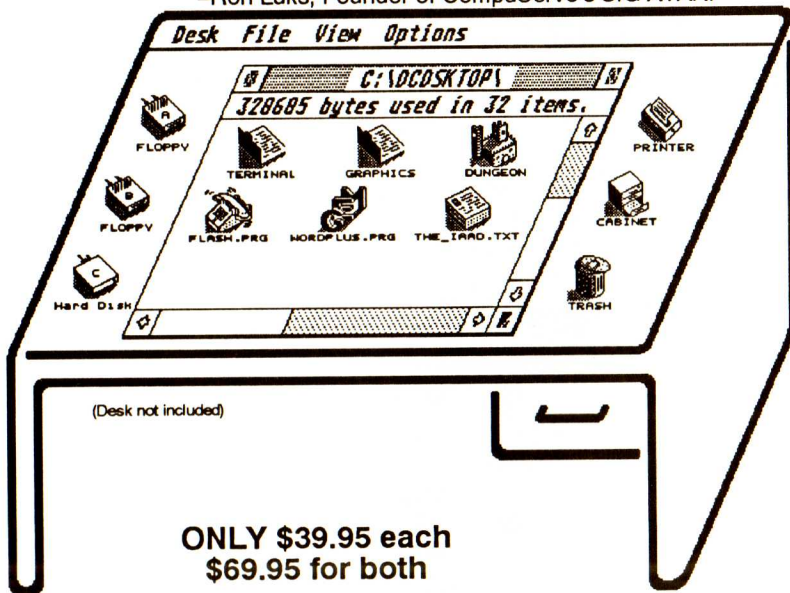
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 Migraph Hand Scanner (w/Touchup) \$339  
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 Monitor Stand (adjustable) - \$14  
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 Star NX-2410 24pin printer - \$290  
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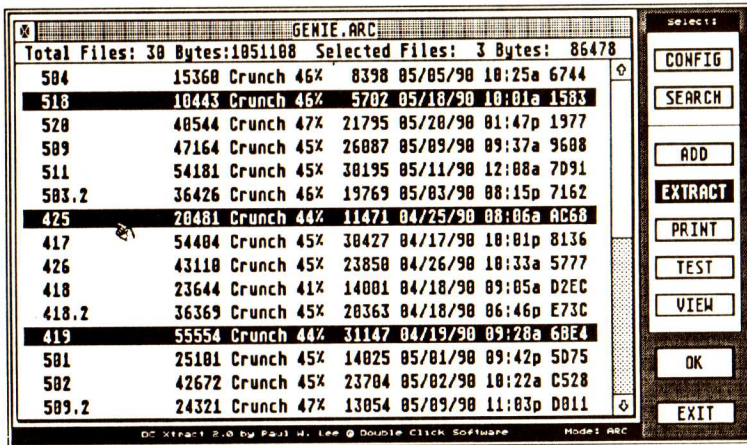
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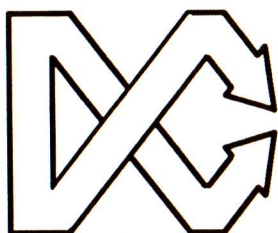


DC Xtract 2.0 shown. Throw away your ARC shell!

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-David Plotkin, SStart Contributing Editor

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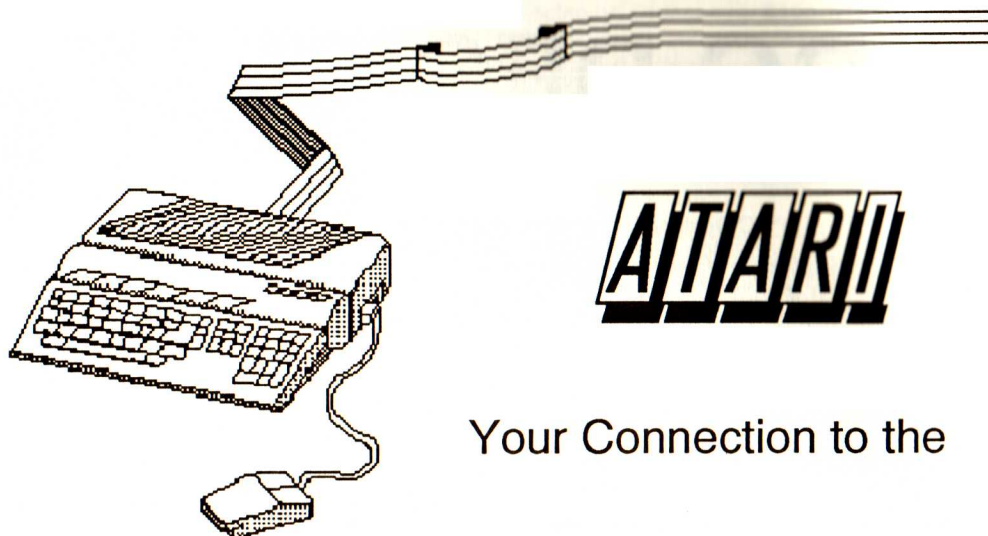
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**Volume 2**

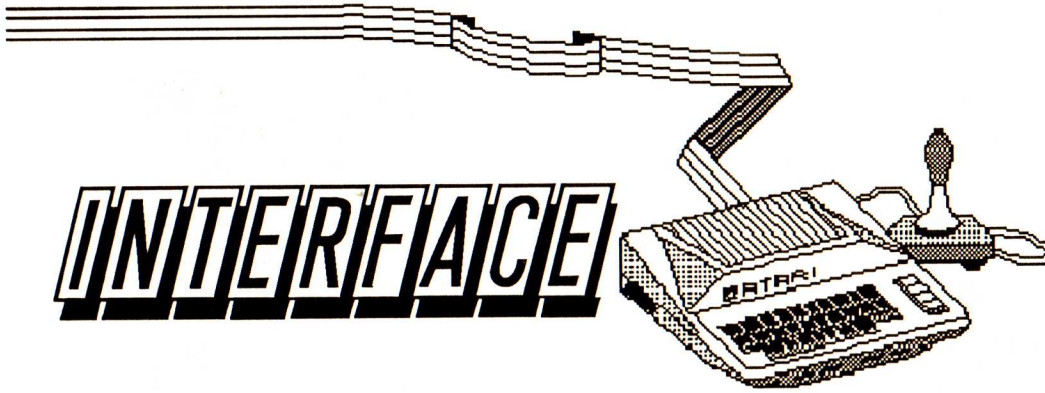
Your Connection to the

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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Atari Users Community

Number 11

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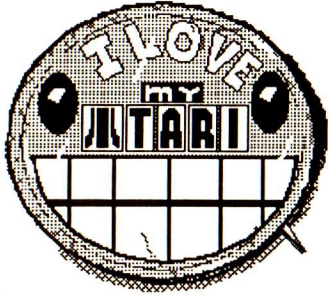
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**On the Cover**

Amiga IFF artwork from artist Bill Eddy.

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

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



# ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Bill Rehbock, a sysop of GENIE's new Portfolio Roundtable, has been hired by Atari to replace Charles Cherry. As ST/TT Applications Manager, Rehbock handles much of Atari's developer relations.

US developers have begun receiving TTs, usually a sign that release to the general public is imminent. Most developers, however, have reportedly received 16 MHz versions, while 32MHz versions are on sale now in Germany. In those German machines, it seems that only the CPU runs at 32 MHz and all other functions clock in at 16MHz.

The new TT desktop has a number of interesting added features, such as the ability to place customized file/device icons onto the desktop. You can also define fill patterns and colors to the desktop background *and* to windows. A 'bootleg' version of the TT TOS has been circulating, and reportedly runs on a standard ST or STe. A number of US users have reported to us they received a copy of this "TOS 2.0 Boot Disk" from their local dealer.

Some US dealers have begun selling Atari's CD ROM drive at a list price of \$699. There are only a couple CDs currently available specifically for the drive. However, because the drive can read both ISO and High Sierra formats, most IBM and Macintosh CDs are readable by the drive.

Atari had a very strong presence at the Glendale AtariFest held on September 15&16. Thanks to

Bob Brodie, developers and many of Atari's technical personnel participated in "debugging sessions" on the new TT. [Ed: We'll have a write-up on the Glendale show, and the WAACE show, in next month's issue.]

## Developer News

Artisan Software has announced an updated, paperback version of The Revolution Handbook. The book includes seven new chapters assisting first-time computer buyers in their shopping and a new calendar of events.

For every book sold, \$1 will go toward the purchase of Atari computer for schools! The book retails for \$14.95, and Artisan is allowing Atari Interface subscribers to buy copies for only \$9.95. Artisan Software, PO Box 849, Manteca, CA 95336, (209) 239-1552.

If you need to keep track of your record albums, tapes, CDs or VCR tapes, Software Development Systems has created the Home Entertainment Management System.

This software can easily record everything from cassette tapes to sheet music, print labels for your VCR tapes and cassettes and even keep track of the total value of your collections for insurance purposes. Retail price is \$34.95.

The package includes the Data-Desk database environment, allowing you to create your own customized modules. SDS, 996 Redondo Ave, Ste. 404, Long Beach, CA 90804, (213) 434-5751.

Diverse Data Products has released 'KX', the Keyboard X-tender, which allows ST owners to easily connect an IBM AT-style keyboard to their systems. The KX

interface plugs into the ST's MIDI In port—no need to open your computer! For MIDI users, KX still allows you to leave your existing setup connected by providing a MIDI In plug on their interface.

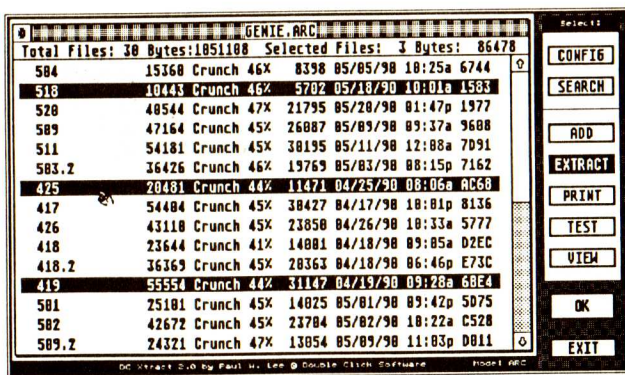
The software drivers can be installed or deinstalled at any time. Retail price is \$74.95. DDP, PO Box 695324, Miami, FL 33269, (305) 651-2393.

Stik-Gripper T.C.S. (Total Control System) is now available from Duggan DeZign. The makers of the popular Stik-Gripper has taken the design one step further, giving your flight simulators "the true 'Flying by the Stick' feeling."

The product is "a rugged, three piece plastic stand which you mount your joystick to and place on your chair." You then sit on the base of the Stik-Gripper T.C.S., which holds your joystick "front and center of you, where you need it!" Retail price is only \$19.99. Duggan DeZign, 300 Quaker Lane, Suite #7, Warwick, RI 02886, (401) 823-8073.

Want to prevent dirt and other nasty things from fouling up your ST keyboard? Then get a KeySkin from Computer Supply House! These nifty, thin plastic, see-through covers fit snugly over your ST's keyboard, protecting from spills and dust. Retail price is \$25.95, but AIM readers can purchase KeySkins for only \$19.95 plus \$2 shipping/handling. Computer Supply House, 1112 Second St, Kenai, AK 99611-7210, (907) 283-5837.

The folks at Double Click have been busily upgrading DC Desktop and DC Utilities. New features in DC Desktop version 1.2 include the ability to place folders on the



## DC Xtract in action!

desktop, color icons, the addition of DC Terminal to the package, the ability to create unique icons for folders and more. Owners of version 1.0 can upgrade for \$7.50 for new disk, an extra \$7.50 to include a new manual, and \$3 S/H. Retail price is \$39.95.

DC Utilities programs DC Xtract and DC SEA have been updated to include ZIP, ZOO and LZH file compression formats. You can now use DC SEA to create self-extracting ARC, LZH, ZIP or ZOO files! DC Xtract can now be used to add to, extract or print from, test or view contents of ARC, LZH, ZIP or ZOO archives. Completely GEM-based, DC Xtract does away with the need for separate archive utilities and shell programs. Contact Double Click for upgrade info. Retail price is also \$39.95. Both DC Desktop and DC Utilities can be purchased together for only \$69.95. Double Click Software, PO Box 741206, Houston, TX 77274, (713) 977-6520.

The CodeHeads have been busy! Following closely on the heels of the release of LookIt and PopIt, the availability of CodeKeys has been announced. CodeKeys is a macro program that records keypresses and mouse actions, allowing them to be played back at a later time. These macros can be edited and saved for future use and can even be set to autorun at bootup time (great for demos!).

You can use CodeKeys to create keyboard equivalents to drop down menu items...just press the defined key combination and you're off! CodeKeys retails for \$39.95 (plus \$2 S/H US, \$3 Canadian, \$5 Foreign). CodeHead Software, PO Box 74090, Los Angeles, CA 90004, (213) 386-5735.

Migraph has lowered the price of their Touch-Up and scanner bundle by \$100. ST owners can now purchase the package for \$399. Migraph has a special User Group deal, as well. User groups can purchase a single club package for only \$250. To qualify, clubs must send the check along with a letter requesting the 'User Group Atari ST Bundle.' The letter must be on official club letterhead and signed by the club's president.

And finally, Migraph is making an offer to all owners of pirated copies of Touch-Up. Simply send in

the disk with your illegal copy along with a check or money order for \$79.95 US and Migraph will send you a legal, registered copy of the latest version of Touch-Up. No questions asked. Migraph, Inc., 200 South 3334d St, Suite 220, Federal Way, WA 98003.

## Online News

GENIE has instituted its \*Star Services plan, a \$4.95/month (\$5.95 Canadian) flat fee that gives you access to over 100 services during non-prime time (6 PM to 8 AM). You can now send and receive electronic mail, play classic one-player games, access Grolier's Encyclopedia, get closing stock quotes and more at no extra charge. Bulletin Boards for Roundtables such as Science Fiction, Jerry Pournelle, Genealogy, Photography and Scuba are included in the flat rate.

While many users seem pleased with this change, a number of others have voiced disapproval. The \$4.95 is not an option—users who do not wish to sign up for \*Star Services will no longer be able to access GENIE. [Ed: See the club sections at the back of this issue for a "cross-section" of opinions on GENIE's new plan.]

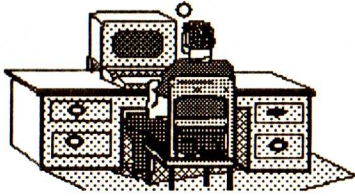
In conjunction with the opening of \*Star Services, GENIE has reduced their non-prime time 2400 baud rate from \$10 to only \$6 US/\$8 Canadian. Prime time rates for 300-1200 baud remain at \$18 US/\$25 Canadian. All areas not covered by the \*Star Services—such as the computer Roundtables, all software libraries, LiveWire chat lines and multi-player games—will be charged at these new rates.

The Softsource database is now open to the public free of charge on GENIE. Atarians can search the database for products of interest and, in many cases, download a demo version of the software. Softsource has been created by Atari Corp. to give developers a centralized place to let the public know about their products.

Dan MacNamee, creator of the database, encourages all developers to post information about their products. The Softsource database and accompanying demo programs are planned to be put on a CD ROM in the near future. This CD is to be distributed to Atari stores (and possibly user groups) to help promote developer products. Call GENIE and type SOFTSOURCE to check it out!

Atari's "official" support area for the Portfolio has opened on GENIE, as well. Users of the palmtop PC can access the area by calling GENIE and typing PORTFOLIO.

CompuServe welcomes Bob Retelle as a SysOp in the Atari areas. Readers of AIM will probably recognize Bob's name; he's been a contributor to the magazine since the very first issue. BobR, as he's known online, originally built up the Atari Roundtable on GENIE as its first SysOp. He was also SysOp of the Atari area on Delphi.



# EDITORIAL RAMBLINGS

## LOOKING BACK

Unicorn Publications celebrates its third anniversary this month! It was back in November of 1987 when we took over publication of Michigan Atari Magazine from John Nagy (now senior editor for ST Journal). Looking at our first issue of that magazine (December '87), it's obvious how far we've come.

That first issue had only eight participating clubs. Five of those clubs [GKAUG, GRASS, MACE, TAG (now STAG) and WAUG] are still with us. We lost two of the others (CHAOS and GAG) when we decided to open the magazine up to national participation. The final original club, BCAUG of Battle Creek, MI, unfortunately folded long ago due to lack of Atari support in their area and their officers/members lost faith in the computer's and club's future.

## LOOKING AHEAD

It's hard to believe we've come this far! People can now buy copies of Atari Interface Magazine at their local B. Dalton's, Waldensoftware (and hopefully Waldenbooks soon) and other major and independent bookstore chains in the US and Canada. And we plan to expand into overseas sales within the next six months!

Atari user groups continue to be the backbone and driving force of the magazine. Now, with over 50 participating clubs and more contacting us each month, there seems to be no end in sight to how many clubs the magazine will eventually serve.

Although a number of the larger (i.e., expensive) Atari shows are still beyond our budget, we've promoted the magazine at a number of AtariFests this year, including Toronto, Pittsburgh and this month's Chicago show. Next year, we plan to have booths at more of these shows, including the ones scheduled for Windsor, Ontario, Canada in May '91 and Portland, OR in November '91.

While many other magazines supporting Atari 8-bit and ST computers have disappeared or are 'tightening their belts' and shrinking, we're continuing a plan of slow but sure growth.

## DECISIONS, DECISIONS

We know some clubs have experienced delays in receiving issues of AIM via the mail. Due mainly to the slowness of third class mail delivery, this is one of the "most heard complaints" we receive here at AIM Headquarters. We are continuing to explore options, such as alternative mailing sources or changing class of mailing.

Which brings us to asking those of you who are participating club members what you'd like us to do. We were hoping in the near future to decrease the price per issue for participating clubs again. However, we could keep the price at 50 cents per issue (hopefully) and move to second class mailing.

Of course, this all assumes that we keep the magazine around its current size. We are starting to feel a little cramped, even with the additional eight pages we've added in the last couple months. Another option would be to increase the size and quality of the magazine, keeping the price per issue at its current level. Increasing the size would allow us to be more creative with the layout while giving you more news, reviews and info for your money.

Since first class mailing would cost at least \$1.25 per issue, we can't see any way to move to first class mailing and still keep costs to the clubs low. For any clubs wishing to receive their issues first class, we'd be willing to pay for the cost of printing the issues (basically giving the issues free) if you're willing to pay the \$1.25 per issue for postage. We doubt we'll have any takers on that offer, however.

Here, in a nutshell, are the options we've come up with:

- Decrease the price per issue to clubs, keeping the size and quality the same
- Keep the price, size and quality the same, but move to second class mailing
- Keep the price and third class mailing the same, but gradually increase the size and quality of the magazine

Participating club members should contact their club officers to cast your vote.



# From the Reader's Viewpoint



## To the Editors:

As usual, AIM delivered a good magazine with oodles of useful, fun-to-read, well-written information. Without getting too "slobbery," kudos for a job consistently well-done.

## Two Opinions

Jay Skotcher makes a very valid point concerning shareware (See the October, 1990 issue). Demos make for far better control of the distribution of a programmer's brainchild than simply giving the program to our something-for-nothing society of the 90s. For those who *do* consider the value of someone else's time and effort, it's altogether too easy to simply forget to forward the expected contribution. (An admission of guilt? Emphatically, *yes*, but I'm getting caught up.)

And here's another boring comment on the tired ol' piracy dilemma. This opinion generated some personal responses—to the negative—when expressed in the Jan./Feb., 1990 issue of Atari Explorer. However, it still seems reasonable that writers and publishers of software should copy-protect their work, and market the programs at a reasonable margin of profit!

As a professional musician and aspiring songwriter, I've found C-Lab's Notator (DigiDesign) to be an indispensable help to making my living. And every single time I boot up that wonderful program, I have to make sure the dongle is sitting in the cartridge port. Seems a small price to pay to make sure that the developers continue to upgrade the program and offer the support that they do. The owner's

manual repeatedly states, "Lose the dongle, lose the program." They *will not* replace the key if I lose it. Good!

Enter Mr. X, an acquaintance (friend?) who has been eager to tear the dongle apart to find out how to defeat it. (Of course, he wants to tear *mine* apart. Guess what, guy?)

And there were letters galore chiding me for suggesting (in the Explorer letter) that those who spend months/years developing PageStream and Notator and Calamus and programs of that calibre have the *raw nerve* to pass the costs of protecting their efforts on to We, the Benefactors.

However, the real eye-opener is in the Jan./Feb. 1988 issue of Explorer. Read of an honorable "Consulting Engineer" who makes \$100,000 annually, and who feels that "So much software is junkie that I can't see paying for it if I don't have to." Or the 48-year-old writer who "doesn't use the packages," but "just [collects] them." Um hmm.... How 'bout the 30-year-old Man of the Cloth who steals to better serve "the Lord's work?" Beautiful.

Although I've never sold any of my musical writing, it *is* all registered with the Copyright Office, and with ASCAP, of which I am a writer member. There is all kinds of protection for my stuff.

Imagine my surprise to walk into a nightclub here in Phoenix and be treated to a performance of one of my songs by an entertainer who lives in Boston, and travels all over the country...*doing my material!* An attorney said there was nothing I can do, and *he* wouldn't do anything because

there "wasn't enough in it" for *him!*

But software developers have an edge that the publishing musician is not afforded—developers can, should and must develop foolproof ways to copy-protect their wares, and then *do it!*

Those who realize the worth of a good program will buy it at any reasonable cost, and the creeps who would steal the works (for the most part) will be discouraged for their "craft" by sheer inconvenience. If publications and dealers refuse to advertise programs that can defeat copy protection procedures, and SysOps act responsibly (I suspect most do), legitimate ownership of software might become a little less dependent on morals and ethics.

Truly Yours,  
Johnny Harris

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PS. Remember Pro-Copy, which *will* copy protected disks?

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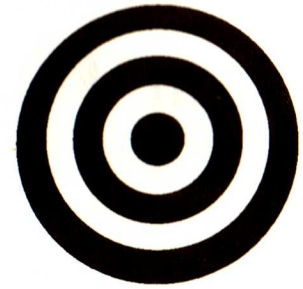
## Dear Editors,

I am impressed with the quality of your newsletter and the expertise of your writers. What I'd really like to know is how Dave Plotkin (Right On Target) rigged switchable ROMs in his Mega as I've got a Pro-Tablet digitizing board that won't run in TOS 1.4. I've heard of it being done but haven't found anyone who actually knows how to do it. If you can twist his arm enough to get it put in print, I think a lot of your readers would benefit greatly.

Steven Kiepe (SDACE)  
San Diego, California

[Eds.: Dave, Are you listening?]

# Right On Target



David Plotkin

It's early September as I write this, and I have finally found the time to read through the September issue of AIM. I am particularly fascinated by the article written by an admitted pirate. While I don't agree with his methods (can you spell journalistic suicide, boys and girls?), he raises some interesting points.

In the article, the author "justifies" stealing software by saying he only does it so he can try the software out. He maintains that if he likes the software well enough, that is, it meets his needs, he then goes and buys a copy. For anyone who has purchased software only to find it is worthless (or worse buggy!), it sounds reasonable, doesn't it?

In fact, there is software distributed using just such a method. It is called shareware, and you are actually encouraged to copy it and give copies to friends. If you like it, you register the copy, pay some money, and in return get the latest version plus a manual and (usually) support. The catch, of course, is that a large percentage of people never register and pay, so shareware has not been a raging success.

It hasn't done all that badly in the IBM PC world, where the arcane DOS interface makes programs hard to use without a manual. In the ST world, however, shareware tends to be tripped up by that darned easy-to-use GEM interface, often making manuals completely unnecessary and removing the need to register.

The problem remains, however, how do you protect yourself against some of the really terrible software that is out there? One way is to be patient—word gets around that software is unfit, and the company usually either fixes it or self-destructs. However, if you aren't the patient sort (in the ST world it's hard to be patient in the face of very few releases), the temptation is strong to obtain an illicit copy and try it out.

I have to admit, I have done it myself on rare occasions. Now, before you get all indignant, let's see a show of hands of everyone who has *not* pulled this little stunt....no one? I thought so.

You don't have this problem in many other places in everyday life. If you buy a shirt that doesn't fit right, you take it back. Toaster burns your bagel? Take it back. You get the picture. Ideally, then, you should be able to buy a piece of software, try it out for a reasonable length of time, and return it (in resalable condition) to the store or mail order house if it doesn't fit your needs. However, in *real* life, it's next to impossible to find a dealer who will let you do this.

It's not hard to see why. In these days of copy machines and manuals-on-disk, it's so easy to just make a copy of that \$200 package and return it. Dealers who had policies allowing a tryout period found that they had turned into a free lending library. Why do you think your local toy store doesn't allow returns of Nintendo cartridges?

Software has been compared to the music industry. It has been said that just as the availability of cassette tapes makes it possible to

record LPs and CDs (which has not killed the record industry), copying of disks won't kill the software industry.

There is an important difference here, however. A cassette tape is not the quality of the original record unless you spend considerable amounts of money for a good stereo system and use very high grade (read: expensive) cassettes. Even then, each copy degrades slightly. However, each copy of a software diskette is functionally indistinguishable from the original, and the 100th copy is just as good as the first.

The author of that controversial piece does have a good idea in encouraging product demos—software that functions like the real thing, but is crippled in some way so that you can't just use it in place of the real thing. For example, a



database that only allows 25 records, or a word processor that won't allow you to save your work or has a length limit on the text.

More and more software publishers are providing such demos, but not enough of them are. What you can do, though, is vote with your pocketbook. Favor the products you can try out with demos—the other publishers will get the picture soon enough.

You can also read reviews in this magazine and the others that support the ST market. This is tricky, though. Reviews are necessarily subjective, they represent at least in part the author's opinion. If you intend to use the software the same way as the reviewer, fine. Chances are, though, that you will want to do at least some things differently, so a good review must provide you with all the background on why the author feels the way he or she does.

For example, I read about a word processor recently that was pretty severely downgraded because its index generator was clumsy and it couldn't produce a table of contents. The author of that review was absolutely incensed by this, as he writes books and needs such features. Well heck, I don't need those things for my work, so it didn't matter to me.

Another tricky point is that some "reviews" are very self-serving. I was absolutely amazed to see a

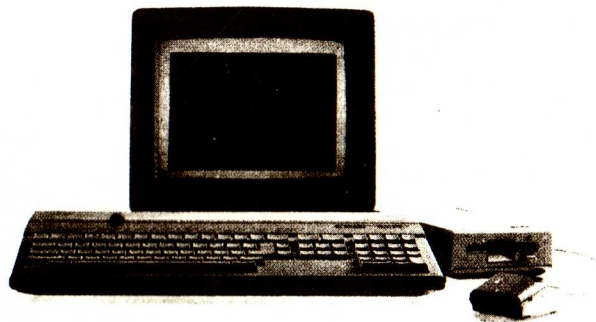
"review" in another publication (which shall remain nameless) that was written by the programmer of the software package being reviewed! As you can probably imagine, it was a *glowing* review indeed. In fact, the title was "Why you need xxxxxxxx".

Nowhere was there a disclaimer, or a note that the "reviewer" was also the programmer. Now admittedly, this was a rare occurrence, but someone who didn't know might run right out and buy this package. There are other subtle ways a review can get biased, so be very careful about trusting reviews.

I don't like piracy. In the long run, it hurts the ST community. But I'm also not a hypocrite—I do have some software in my collection I don't remember paying for. In fact, the reason I became a reviewer in the first place was because I needed a way to get software without paying for it (I couldn't afford everything I wanted) and I refused to steal it.

Not everyone has the knack for being a writer, however, and I've been around long enough that most of the major players know my name and will send me stuff I am interested in. But until a way for people to really try out software is devised, I am afraid that people like the pirates of September will be around—and there are more of them than you might guess!

See you next month.



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# Ex-Pirate Talks Back

Steven Leser (P3ACE)

I was disturbed at the apparent nonchalance with which the admitted pirate pled his case in last month's AIM. When I was a young teenager, I traded software with my friends; I was, as well, a pirate. But, once I got older, became an adult and realized the true score, I threw out my unauthorized copies and started *paying* for what I wanted.

I am also proud to say that I register my shareware, which is something far too few of us do. My letter is not *all* full of scorn for the pirates, however. I understand where they are coming from in one sense.

## Economics of Piracy

The software companies have taken altogether the *wrong* approach to dealing with the piracy issue. Elementary economics tells us that there will almost always be somewhat of a black market. People will always steal to some extent.

If a product that costs \$5 to market and sell, and is currently selling for \$25, is the victim of extensive piracy, the software company has two options if it wants to continue to sell the product: raise prices so the good customers, who would buy it anyway, foot the bill of the pirates, or it can attempt to lower prices so much so that it becomes better for the majority of pirates to buy rather than steal. Who wouldn't rather have the documentation and the support?

Piracy, as I see it, deals mostly with game software. The *best* game

I have ever played on a computer is Falcon. You can mail order it for \$23. As far as I am concerned, no game is worth more than that one. We all have our favorites, but the best shouldn't cost more than about \$20-\$25.

If you look at things objectively, it really becomes clear. Who plays games? Kids for the most part. How many kids do you know that can routinely fork over \$35 for a game? The companies are dreaming when they price things as high as they do. Twenty bucks. Or \$15 for the less entertaining, but still viable games.

## Pirating Productivity Programs Stinks

Piracy of productivity is another realm. If you do this, you are a *real* heel. Games are ever abundant, but how many word processors and such can you use? Do some comparison shopping, and *buy* the best one for you.

Most people don't *use* that much non-PD or shareware productivity software. I use just a few, and I have bought them all. Lattice C, WordWriter, and a few others. Productivity for the ST is *very* reasonably priced. And as I said, you don't get "sick" of your productivity software and need to buy new ones, like you do with games. There is, in my opinion, no excuse for this type of piracy.

## Finding a Solution

In conclusion, there is a problem out there. But it will only be solved when both sides stop blaming the other. Let me outline my solutions to the problem....

To the software companies:

#1 Price game software from



\$25 on down. More than that is, in my opinion, inviting piracy.

#2 Don't just advertise (which is expensive), send out demo's of your software! Make them self deleting after a few tries, or something like that. Allow people to see what they are buying. I love this one, because it is cheap! Just upload your demo to Atari's BBS in Sunnyvale and the online services, and it will soon be doing the talking for your product all over the country (and world).

To the pirates:

You obviously know what you are doing is wrong and illegal. Try purchasing software that you think is priced right. *Don't* pirate productivity! Join a users group, and ask someone to demo it for you.

We at P3ACE do things like that all the time. If you *really* want to test drive something, someone at your local users group is bound to have it.

If you are satisfying your conscience by telling yourself that stuff is priced too high, ask yourself this one: "when was the last time I registered some shareware that I frequently use?" Most shareware can be registered for about \$10.

If you don't even do this, you are kidding yourself. You are a thief!

# Piracy on the Atari Seas

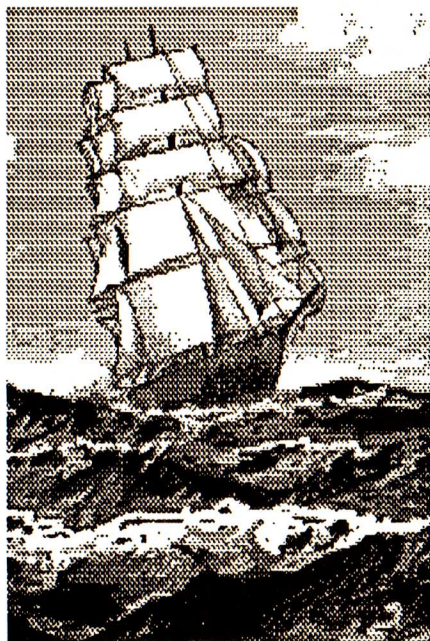
**George W. Hulseman**

The long-winded argument suggesting piracy of software isn't all bad (AIM September 1990) was indeed an eye opener. An admitted pirate, Mr. "Billy Bob Ray," and probably thousands of other Atari users are apparently in the habit of making illegal copies of software under the notion that it is their right to try the software out before making a commitment to buy it.

Such pretzel logic falls apart under scrutiny.

## Don't Think Twice, It's Alright

But before going on, I would like to put forth my own theory of why many computer users think it's alright to obtain and use illegal copies of software. Simply put,



they don't—think that is. It's not that the so-called "pirates" don't know better, they do. It's the don't think twice, it's alright attitude that prevails here.

Take for example, someone who would never consciously steal from anyone—my mother. She owns a Macintosh and in her collection are several illegal copies. How did they get there?

They were put there by my brother, someone else who doesn't have criminal tendencies as far as I know. My brother, also a Mac user, has gobs of pirated software in his collection, including MacPaint, a music program and several Infocom games. His copies came from his brother-in-law who undoubtedly copied them from his own collection.

## Unaware of the Harm

I doubt that any of them gave much thought to the possibility that all this copying is not only illegal, but immoral in the sense that it is stealing from the programmers and distributors who are trying to make a profit in a highly competitive and limited market. This is not a victimless crime, although it may seem that way because the copiers don't see the end result of their actions.

## Computer Crooks

These are the same people who make copies of video cassette tapes and think nothing of it. Are they culpable for the crimes? You bet they are. A convicted criminal doesn't get off because he is ignorant of the law. This is already a significant problem in the music industry, worsening with the advent of digital compact discs and

now the digital audio tape. It is becoming all too obvious that we are a society of criminals.

But the casual copiers of magnetic and digital data differ from the common criminal in one important respect. They don't get caught. Nor is any effort being made to catch them because of the potentially exorbitant costs involved. Does this make it morally acceptable? I think not. Does it make it socially acceptable? Unfortunately, I think it does.

## Back to Atari

Which brings us back to Mr. "Billy Bob Ray" and the Atari issue. Mr. "Ray" represents a different breed. He knows what he does is illegal and damaging to the Atari software market. Yet he does it anyway. His excuse is that he shouldn't have to pay for something that doesn't meet up to his expectations. Sure there is a lot of lousy stuff for the ST out there, but this hardly makes piracy acceptable. There is no "correct" way to steal something as Mr. "Ray" so ineptly insists.

## Harming the Atari World

This piracy especially hurts the Atari community. The company's relatively small size makes it a less profitable market for software developers and they are becoming more reluctant to get involved in this limited niche.

Have you noticed? Chalk up another reason why Atari users should not pirate.

The only recourse for software developers is copy protection. There are several different schemes out there; many are annoying, most are ineffective. There are

ways to make a "backup" of just about any commercial program.

Most developers have resorted to using a password system where you have look up a specific word in the owner's manual (i.e., see page 46, paragraph three, second word). Or you must match an icon from a specific page in your manual to the one displayed on the screen. These schemes are cumbersome and annoying, but you can hardly blame the developers.

## The On-Line Solution

Like "Billy Bob," I purchase most of my software from mail order houses. But instead of trying them out via illegal copy, I often turn to computer publications, such as AIM and Current Notes, and to bulletin board systems to find out if a program is worth buying or not. There are other recourses too. I recently purchased Federation, a space trade simulation from Cinemaware, while shopping on GENie. After ordering, I came across a review that was less than enthusiastic. I returned the package unopened and exchanged it for Ultima V, which I meant to buy anyway. Origin Systems is a proven winner in my book.

Not that I don't get stuck from time to time. My collection is filled with lemons, the most recent of which is Greg Norman's Ultimate Golf or Shark Attack as it is known overseas. You have to take the good with the bad.

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*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

## Let He Who Is Without Sin ...

I must admit there is a program in my collection that I tried out beforehand as a copy—Desktop Publisher ST from Timeworks. A friend volunteered it, and I accepted, having not an inkling of what desktop publishing was really about.

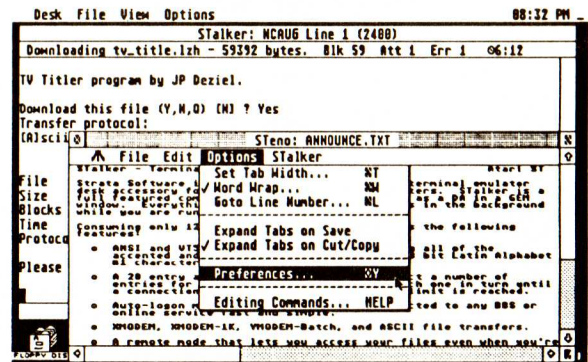
Without documentation, however, I was completely lost. I ended up purchasing the program for \$79.95 without knowing whether it was worth it or not. It was, by the way. My next purchase could very well be Wordflair which received a favorable review in the September issue of AIM.

So I will not cast the first stone at Mr. "Billy Bob Ray", my relatives, and those who are supplying the illegal copies of commercial software.

But I would like to say this. There is no justification for piracy. Most of us should know better. Careful shoppers can try software out before they buy at most software stores. Or they can turn to computer magazines, informational networks and bulletin board systems.

If you purchase a program that isn't worth the magnetic medium it is printed on, send the message out and warn other users. Write the company and tell them you think it's a dog. The reputable distributors will refund your money or give you credit.

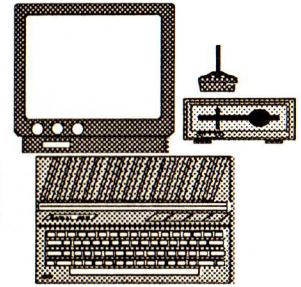
Don't steal it and try to justify the act with a barage of excuses. It just doesn't copy.



**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 tollfrom *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





## 8Bit Support—Alive and Well

### Tim Feenstra (GRASS)

When most of us hear the term Shareware, we think of a few titles like Textpro, now up to version 4.54, the whole series of Express terminal programs; BobTerm with version 1.21 now available; Diskcomm 3.2; MyDOS, and TurboBasic. These have become the best programs available for the Atari, at any price.

Even SpartaDOS, the best disk operating system, is only marginally better than MyDOS and more expensive. You could do a lot worse than to find these and other Shareware and public domain programs and base your whole productive computing system around them.

At this point, I guess I should recommend that you consider paying Shareware fees if you use one. This does not include the programs that take up space in a disk box, but those that have proved themselves good and get used all the time. Even if you can not afford the asking price, send them something. Anything will be better than nothing. It will help maintain a healthy and productive programming base capable of giving us some really great software. Enough said.

At a recent GRASS meeting I was impressed with a program brought in by a member called Snapshot, and was interested to find out he got it from a BBS that had a whole section devoted to expanded memory Ataris. I got the number, and called, and sure enough, there was a wealth of programs that allow use of the extra

memory for something other than a ramdisk, as well as some nifty little things that have not made it here yet. I will give you the BBS name and number at the end of this article.

I found a screen accelerator, called HYPER\_E, which speeds up screen use a lot. It does cause problems with a couple programs, but if used where it works, it speeds up things more than enough to make it worth the effort to figure out which of your favorites it works with. This program was written by Doug Wokoun.

I also got a ramdisk program to set up a 256K or 320K machine with two ramdisks, configured in single-density, single-sided format. This has uses where Atari DOS must be used because of conflicts with a boot-type program. Called RD78XL, it was written by John Oakley.

From PSI Labs, comes a ramdisk program for use with SpartaDOS that allows you to set the size, something you can't do with the RD.COM file from ICD. PSI RD has uses for those with the need for a specific size RD for their particular needs.

The next two programs make the article I wrote a while back on using a standard ramdisk to run games obsolete. The first is RAMBOOT, from Russ Babylon. This will give you a ramdisk, number one, which will run games without the sector work involved in the method I used to do. To access the real drive one, hold the SELECT key while the access is being performed.

You do need 256K or more for this one, but memory chips are cheap now, so now is the time to

put the extra banks in your machine. Great work Russ.

The second program, RAMBOOT2, also requires 256K or more. This one gives you two ramdisks, switchable with the real drives by means of a switch box, called a joybyter, that is easily built from a broken joystick with the included doc file.

This setup has to be an adventure gamer's dream, getting two disk sides to run from ramdisk at the same time. A simple flip of the switches will get the real drives back online, or they can be accessed as their number plus two, that is drive one becomes drive three. Written by Charles Hughes, this has to be about the best game setup I have ever seen, almost perfect.

If you are interested in these two programs, fire up the modem, because I have BBS numbers where they can be reached. Russ can be found on the RATCOM BBS at 301-437-9813. I have not called this one yet, but I will. Charles has two numbers, The Atari Base BBS at (408) 745-5306 or the BAAUG BBS at (408) 986-0215. Call and leave them a little note, they would like to hear your comments to help them with their ideas for more projects.

There is also a program, I got it through the mail, called Daisy-Dot III by Roy Goldman. I think it is probably as good as Print-Shop, but I haven't had either long enough to have formed an opinion. It shouldn't be too long before this one is on BBSees all over.

Now for the good stuff. Except for Daisy-Dot III, I got all this from the Closer To Home BBS in Ohio. It's run by Tom Hunt, an avid Atari buff and a great program-



mer. I have been calling his BBS for about three weeks now and like to think that we are becoming good friends. He has produced several expanded memory programs all of which have some great potential to Atari users.

He told me (typed, as we have never really talked, yet) that he programs to stay frustrated. What I can tell you about him is he is 34, is the father of three, and has been computing since about 1982, when he bought his first computer, a Vic-20. A friend got him interested in the Atari, and it has ballooned from there.

Always keeping up with the latest in Atari developments, he got on the expanded memory bandwagon even before the 130XE came out, and once it became easy for anyone to upgrade their memory, he set about several projects to get use from this memory.

Maximus, an adventure that stores the map in the expanded banks, was first. He told me a tale of a lose monster which got out of the program proper, and was running rampant through the game code causing lockups from time to time and then unlock all by itself. I think I would have given up about that time.

In 1988, multi-tasking got his interest and MTOS was born. Still available on his BBS, this allows up to four programs to run at the same time, at a slower rate

than normal, of course, but no software company would have spent the time and money to develop this for the Atari, let alone one that requires 256K or more.

When MTOS was about as far as Tom thought it could go, he came up with another idea. What if the computer only ran one program at a time, but could switch to another program with the touch of a button? With this Snapshot was born.

There are now several versions that cover almost any hardware setup you could have, but still requires 256K or more. The memory versions of this switch back and forth between a program running and one stored in the expanded banks. You can even use different DOS setups for the two programs. Neat, huh? Well, that is not all!

He has what he calls the hard drive versions, which save the snapshots to a HD or large ramdisk or even floppy. You need about 260 double density sectors for each though, so floppy users will not be able to get the full potential, having ten snapshot available with the touch of a button. In fact, Tom uses his BBS system to program on, and uses Snapshot to quickly switch back when a call comes in.

I have found Tom a great source of knowledge, and he is always there to answer questions I have about his programs. Mainly, I guess I am impressed with his programming ability and the programs readily available to anyone who calls his BBS.

There must be other such programmers, with their works on some other BBS, but it is not readily available to all of us because we do not know the phone number, or even that the BBS exists. What we need is some easily accessed information base that will allow us to find these programmers' work. From what I have found so far, there is now stuff being developed that commercial developers would never have attempted because of the limited user base for some of these ideas.

If you know about one or more of these treasure boards, why not call the Treasure Chest BBS (313) 973-9137, the one AIM uses to keep in touch with its member user groups, and put the information there with a note that this is a special BBS with original works of interest to Atari owners. This will help to bring us all, from all over the country, together now when we need it most. With commercial support on the decline, this private programming segment could keep us in new and promising developments for a long time to come.

The Closer To Home BBS can be reached at (419) 368-4413. Give Tom a call and say hi. Express your appreciation for his efforts to keep the Atari going the way of the dinosaur. We must unite to provide this service for ourselves. The alternative is a stagnant software base, with very little new products reaching any local area. The rewards are more than even I can imagine, for many minds are still tinkering with ideas new to us, and products that will keep us productive and useful.

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# A-T-A-R-I

## Answers, Tips And Relevant Information

### Paul V. Alhart (AFED)

We may feel lost in the shadows lately, but us 8biters are still around. And you might be surprised by our numbers. "Why then," you ask, "don't we get any support?" Think about it. Why is it so hard to find a new release on 8-track tape anymore? Same reasons. There's more money to be made selling cassettes and CDs.

### New Software

Does that mean we won't see any new software for our 8bit computers? Although a sudden flood of new commercial software is about as likely as a comeback of the 8-track, there is still a lot of terrific PD/Shareware software being written.

The biggest problem is in getting it to the users. One of the best methods is through a user group Disk of the Month (DOM). AIM offers a DOM that provides the 16-bit readers with some really great new software.

### An 8Bit Disk Each Month?

Could AIM be persuaded to also offer a DOM for its 8bit readers? I don't know what the answer will be or the reasons that there was no 8bit DOM in the first place.

In hopes of encouraging Pattie and Bill, here are some possible responses to their possible answers.

#### No 8bit equipment at AIM?

Put a couple 8bit programs on the same disk as the 16bit programs. Antic used to put 16bit software on their 8bit disks. The user groups can then strip off the pro-

grams using a modem link or possibly by using Transformer.

#### No 8bit software at AIM?

Just ask. I would be glad to share some of the PD software I have written or collected over the years and I am sure there are many readers of AIM that would be happy to contribute also.

#### No one is interested.

OK, 8biters. Let 'em know you are out there and willing to help out by contributing if called upon to do so. AIM is one of the best

things to happen to us and our Ataris in some time. Let's all work together and make it even better.

PS: Thanks Pattie & Bill. AIM is super.

### Oops

Somewhere between my keyboard and the printing of the June/July issue of AIM some of my data got transmogrified. I hope none of you lost too much sleep trying to figure out the results. Here are the correct Atari-Writer+ printer driver locations:

Sector	Byte	Selection	Use
113	7C		Not used for printing
114	1E	A:	825
114	54	B:	1025
114	78	C:	1027
1E1	1A	E:	FX-80
1E2	09	I:	IDS-480
1E2	58	J:	JUNKI
1E3	0D	<RETURN>	Blank
1E3	2B	D:	1020
1E3	47	E:	1029
1E3	6B	F:	XMM-801
1EF	4C	G:	XDM-121

## A Comment from the Editors

Paul, we've only gotten a few inquiries about doing a disk of the month for the Atari 8bit. At AIM Headquarters (the spare bedroom in our two bedroom townhouse), you can't find any 8bit equipment, so this hinders us in making up 8bit disks.

We could put a few 8bit files on the ST disk of the month, if people want that and ST users don't mind.

The Atari Computer Clubs of Denver did volunteer to produce an 8bit disk of the month, but we

were unsure how to handle the funds, since we offer the disks as a service to clubs and commercially as well.

Plus, one problem that comes to mind with 8bit files on an ST disk is what do the 8bit only clubs do to get the files we've provided on a media they can't use?

We'd like to hear club members opinions on this issue, and how we can resolve it so no one and no club feels left out, overlooked or disadvantaged.

# In Search of the Perfect Joystick

## Gary Klugman (SVACE)

I never thought of myself as a joystick collector. As I began to review the Best Joystick, I looked over my collection of joysticks. I didn't count the joysticks that I boxed up and put in the garage during the great American computer room purge.

I also didn't include the joysticks I broke, that didn't work or I hated. What I have left are six joysticks that I can't live without. There is one joystick I haven't taken out of the box yet, and a track ball that I've yet to find a use for.

### The Perfect Joystick

Like the surfer looking for the perfect wave, I seem to be looking for the perfect joystick. What then constitutes the perfect joystick? For one thing it should be comfortable to hold. After all, who really

uses their joystick on their desk? The stick should have a short throw, for faster responses. The users should have a definite feel that he had engaged the stick in a certain direction. A click would be nice. The joystick should not make it hard to find the diagonal directions. It should be durable.

Enter the Best Joystick from Best Electronics. Best Electronics are the same people that brought you the Best Mouse and a number of other upgrades for the Atari computer as well as an endless supply of replacement parts.

The Best Joystick is designed to be hand-held and is roughly rectangular in shape. It has red fire buttons on either side of the joystick, enabling it to be used by both left and right handed players. There is also an auto fire switch on top. It can be used on all Atari computers except the 5200.

It is ruggedly built. Two philips screws open it up to expose solid construction and easily re-

placeable parts. Best Electronics keeps the parts in stock for the unlikely repair. Everything inside can be removed with the same screw driver that opened it up.

I used the joystick on a number of games that were joystick intensive. Is it the perfect joystick? No. But, that would ruin the fun of the search. I liked the feel of the base. It was comfortable to hold for long periods. The fire buttons had a longer throw to them than I would have preferred. After extended use my thumb grew tired from pushing them the distance required to activate them.

That looked like something that could be easily improved on by the user, but don't tell anybody I said it. The throw distance on the joystick itself was in the mid-range of the joysticks I use. You can't tell when you've made contact in a specific direction until the game shows you you've done something, or you physically can't push the stick any further.

### Final Thoughts

Don't let me appear too critical. I like the joystick. It will be one of the first ones I pull out when I am playing a joystick game. It would take the qualities of at least 4 of my other joysticks to make the perfect one.

The things I liked least about the Best were at least in the mid-range of the other joysticks. It has the best base of all of them.

Another one of the nice things about this product is that it comes from Best Electronics, a company that's been around, and should be around, for a long time.

I would buy the Best Joystick. It suggested retail is \$14.95.



# AtariWriter+ XII

## For Those Who Don't Want to Read the Book

### Jimmy Boyce (CACE)

Well, this time two years ago, we were at the end of the worst draught of the century. This year Bunky and I are building an oil tanker. I just wish they'd figure out how much money the futures market is supposed to bleed out of us for gas.

But that has nothing to do what so ever with creating a record format <pg 66>. First of all, stay away from the [RETURN] key until you are all done creating your own record format. I think a good use for this particular utility is a list of all of your possessions.

You can create a file on disk and put it in a safe place like a lock-box at the bank or a fire-proof vault at home. This way, you have a listing of everything in your house. Don't forget to include those little things that a fire destroys like cloth napkins, cosmetics, clothes brush.

You may think this is silly, but when disaster strikes, those items must be replaced and cost money. That is why you have insurance—to cover all of the costs of starting over.

### Home Inventory Records

With my lecture for the day over, we shall begin creating a home inventory record format. Insert your AW+ disk and boot up. When the menu appears, depress [M] and follow the directions on the screen. Having gotten to Mail Merge, now press the [C] for—you got it!—CREATE FILE!!! Please notice that you have the default format before your very eyes.

What's that you say Bunky? You want to create your own format? You don't want to use that crazy old default thingamajig?

Relax Bunky, we all have to start somewhere, and this is where we begin depressing the [SHIFT] key and striking the [DELETE BK SP] key. See, all of the garbage is disappearing. Once it is all gone a new message appears at the bottom of the screen. See Bunky, it reads—MINIMUM FIELDS REACHED.

As you and Bunky have already noticed, Home Phone is still there. Not to worry. No! Don't hit return! Now hold down the [SHIFT] key and start striking the [INSERT] key until you have as many lines as you need for your inventory record. Now, still holding down the [SHIFT] key, give the old [DELETE BK SP] key a lick and Home Phone has gone the way the rest of the default format has already gone.

In front of you should be a bunch of lines with a 20 at the end of each one. Arrow back up to the top of the screen and over to the left.

Type in a name for the line—like ITEM for instance—No! Don't type return!!! Arrow down to the

next line and type in whatever and so on until you have entered a name for all of your lines.

I left DESCRIPTION until last so I could have several lines to tell about the item I record. Remember, you have fifteen lines maximum with twenty characters per line. Your title names are restricted to twelve characters.

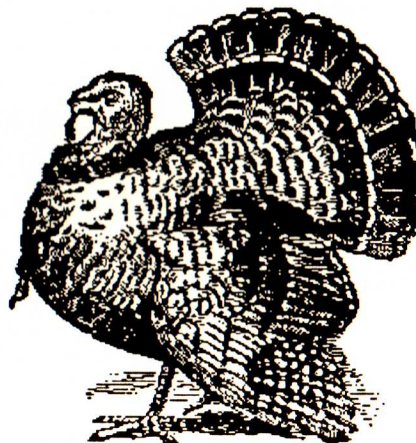
In the book on <pg 67> ignore rule 6; it is wrong. *Do not hit [RETURN] until you have filled in all of the line names in the manner described above.*

To do it their way is a pain in the butt.

Once you have entered your last line name, hit [RETURN] and then when it asks DEFINITIONS COMPLETE, Y/N?, press the [Y] key and ignore the data loss message. Now, you are back at the Mail Merge Menu. *Save your new record format.*

Ok, Bunky, I will go through the steps. First put your pinky on the [S] key and type in your file name at the prompt. Bash the [RETURN] key and it is yours until you screw up.

Next month, we will build a subset <pg 68> and pull off a data base merger. See you next month.





# AdSpeed™ ST

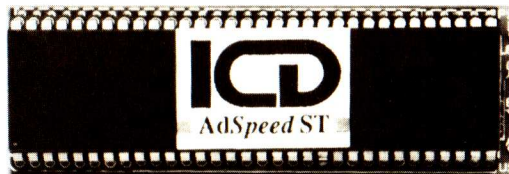
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# Super Atari Users Group Meeting!

## Steve Traxler (SWAG)

Well, here Carl Wirth and I go on what amounts to our first trip to an Atari get-together of this magnitude.

We left Vancouver, Washington about 9:20 a.m., riding in style in his mom's new Suburu Legacy. We drove it to break it in for his mom (grin).

The trip was pretty uneventful. Most of our time was spent keeping up a running dialog. Carl is not only a fellow Atari ST owner and enthusiast, but a fellow worker as well, so we have plenty to chat about.

The weather was fine on the way up, about 75 with sun and patchy clouds. It looks like we should arrive in Seattle around 12:30 p.m. We will try to get some lunch before we get there, but we might be running a little short of time. We are keeping close to the speed limit so we don't get detained for any reason.

Carl and I are both very enthusiastic about this journey. I brought about 50 shareware disks and 10 blank disks just in case we have an opportunity to do some swapping.

We pass Tacoma around noon. The anticipation is mounting as we pass one of my favorite landmarks, the Tacoma Dome.

We decided to make a fuel and food stop just off exit 136. We made a quick right for our gas. With that out of the way, we spotted "Burger Box" just across the street and around the corner. This was an old converted gas station, and I had some reservations about

eating there until the smell wafting off the grill hit my nose. The food turned out to taste as good as it smelled. The prices were reasonable as well.

Time was running out, so we wolfed down the rest of our meal and headed on up the highway. The weather was playing musical sun glasses. Looks like we are about 15 minutes behind schedule, (good food takes longer to cook).

Our target exit is 172. We pass exit 161 at 12:59 p.m. I had forgotten how big Seattle is. (One nice thing about being the copilot is that you get to look at the sights).

Exit 172 in sight at 1:11 p.m. The distances shown on the map we had were very misleading. After a period of brief concern that we had gone the wrong way, we finally pulled into the parking lot at 1:30 p.m.

As we entered the Ballard Community Center we located the ticket booth and payed our \$2 entrance fee and received our tickets for the raffle.

Just off to the right was a room with seating for over 120 people. Along the walls were lined tables piled high with software and hardware, manned by members of various user groups around the Seattle area. There were STs and 8bit Ataris in abundance, running various programs.

We spent some time browsing through the tables, then were interrupted by a request for everyone to be seated so the meeting could start.

The man holding the microphone introduced himself as Steve Drake, president of Starbase. He told us Bob Brodie would be arriving in about 5 minutes. In looking

around, I saw a packed house. Not all of the chairs were taken, but there were many standing up along the walls and sitting at the user group tables.

Bob showed up and there was some humor exchanged as they attempted to get the equipment Bob brought up and running.

Bob began to tell us about how the airlines had explained their late arrival on weather conditions over Seattle. Later when he was in the air, they told him that the reason for the delay was a malfunction in the air traffic control system for Seatac (shudder).

The meeting started with a few announcements regarding a local computer fair booth being set up. With that, they turned the meeting over to Bob. He looked around with a large smile on his face and told us how delighted he was to see such a good turnout and the large number of user groups being represented (here's where I did my part).

Darek Mihocka was one of the developers to show up along with several others. Bob was in the process of telling us about his background as President of an Orange County user group. Bob had worked for Brinks Armored Car Service for nine years when he responded to an opening in Atari's staff.

A ripple of laughter went through the room when Bob told about how long and hard they have been trying to change the toy/game machine image, then Atari comes out with the Lynx.

Games are being released for the Lynx that have one or two meg of data in them. Bob got even more laughter when he referred to the ad currently being run for the

Lynx. Bob then started telling us some info about the Portfolio. He mentioned a plug-in card that goes into the Atari PC clone and then into the Portfolio, and is able to communicate as if the Portfolio were a disk drive.

I would like to mention here that I was struck by the fact that Bob was very much an Atari Enthusiast. (He seems to be a very easy-going type of person.)

The next topic of conversation revolves around the demo Stacy that he brought with him that includes 4 Meg of ram, the serial number 2, and 20,000 miles of airtime. (This brought a ripple of laughter out of the crowd.) He moved fairly swiftly from one topic to the next. He put his endorsement on the Syquest 44 megabyte removable hard disk. Bob uses them all the time and has had very good luck with them.

Bob went on to discuss the STe (now we're hitting close to home). In talking about software development for the STe, he puts emphasis on making use of the new expanded color palette. Bob goes on to say Atari is working on the DMA problem and should be sending some information to the dealers pretty soon regarding a fix.

Discussion turns to the Stacy, and questions are raised as to why it was so slow in getting to the US market. He said one hold-up was the Conner hard drives were auto parking the heads when other SCSI devices were being addressed. Conner came out with a new set of eproms to correct the problem.

A question from the audience voiced concern about the diminishing dealer support and lack of advertising. Bob said Atari plans on advertising the STe and TT. He also addressed concerns for developer support by pointing out that most new Atari/developer communications were being carried out on GENie, in the form of a Roundtable forum.

To answer questions regarding Atari's financial condition and possible pending move, he indicated that Atari Corp. was in sound financial condition. He also noted that although Atari US answers to Atari Corp., they are separate entities. If there is to be a move, it would be Atari US and not Atari Corp.

Next came answers to questions regarding the TT. Bob seemed reluctant to pinpoint a time, but he said the TT should be available in the US around the time of the Comdex show. Bob mentioned that Moniterm monitors will not be adequate for use with the TT. The TT will be competitively priced with the 80386 clones.

The transputer work station is now being referred to as the ATW, and will sell for around \$70,000 (ouch), as a class A machine only. No plans are currently being made for it in the US (sound familiar?).

Bob answers a question about the TT by saying they are trying to make the TT compatible with existing ST software, but problems are many. The mood in the room seemed to change as discussions focused on problems. His answer regarding software incompatibility with the new TOSes and machines was the

responsibility of the developers to fix. The discussion became specific to individual software problems and suggested fixes.

Bob refused to comment on a question about the new Atari laser printer. The Atari CD ROM is now being made available to developers at a "reasonable price."

The question of diminishing 8bit support, (i.e., the demise of the 130XE), was brought up. He answered this question by comparing the price of a 520ST to an 8bit system, and said it was just not economically sound to keep supporting the 8bit machines at the manufacturing level.

By 3:40 pm, the meeting turned to looking at the demo machines that Bob and others had set up, so I wandered over to Darek Mihocka to talk to him about problems I was having with my STe. He wasn't very surprised about my problem with games, (illegal system calls mostly). He did explain that when older STs encounter an IBM format disk with a corrupted directory or FAT table they would give you a window with no files showing. The STe would give you the desktop, but would not open a window.

About that time several other people had gathered around to have their questions answered, so I decided to take this opportunity to go check out the user group tables.

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# Houston's Atari Safari



## Tracy Webber (HACE)

The efforts of the Houston Atari Computer Enthusiasts (HACE), with help from Houston Atari ST Enthusiasts (HASTE), resulted in the biggest Atari show seen in Houston for four or five years.

Saturday, September 1, from 1 to 6 pm saw over two hundred people come through the doors to look at the equipment of six commercial vendors and six user tables and to see and hear the star of the show: Bob Brodie of Atari Corp.

## Getting Organized for the Show

The word of Bob Brodie's trip to Houston was released in early August. With their usual grit and extra effort, the HACE bunch organized the show, contacted commercial vendors, sent out the word on various BBSes, in local ad sheets and local computer stores, reserved the hall, sold tables and contracted for the printing.

Mr. Brodie's host in Houston was Mike Vederman of Double Click Software. The fine folks at

Double Click picked up the tab for the meeting room at the Quality Inn.

## The Word from Bob Brodie

Mr. Brodie spoke of Atari's plans in the marketplace (more advertising) and teased the crowd with hints of (possible) coming announcements at COMDEX in November. He showed off the Lynx, the Portfolio, two Stacys, the STe and the (Double Click's) TT.

After his 45-minute presentation, including comments about the Atari doings in Europe, the crowd fired 45 minutes of ques-

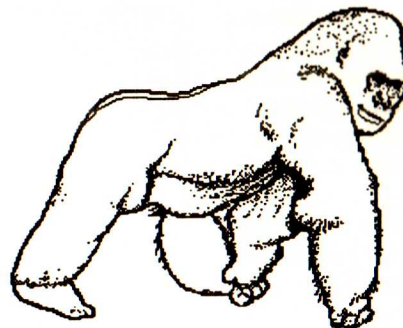
ware were in evidence, and sales appeared very brisk.

MegaByte+ (a local dealer) showed some advanced ST hardware modifications (ISAC board and ATspeed). Maxwell CPU (from Louisville, Colorado), Atari-Ville (from San Antonio), Resale Electronics (from Hurst, Texas), and Computer Emporium (from Fort Worth) were exhibiting.

Several clubs from the region were represented. The Austin ACE (AACE), the Golden Triangle Atari User Group (GTAUG, Beaumont, Texas), Computers Are Fun and Educational (CAFE, from northwest Houston), the Alamo Area Atari User Association (AAAUA, from San Antonio), and (even) the Commodore Houston club had members present.

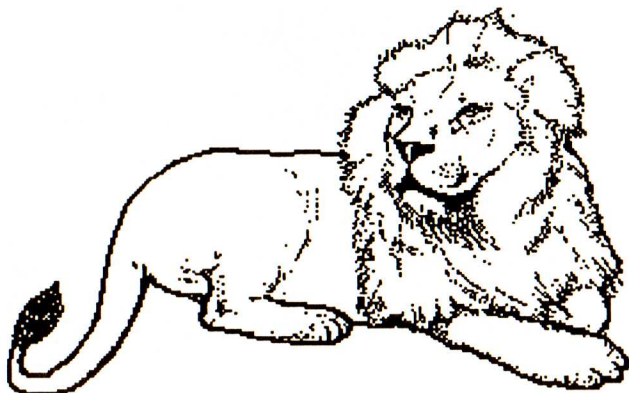
Atari, Double Click and others provided door prizes; drawings were held every hour or so to give away ST (TOS 1.4 upgrade chips and DC Software) and 8bit (Atari Light Pen, Antic w/disc, Analog w/disc, and an Atari cassette recorder) prizes.

This kind of success breeds pride and satisfaction. HACE is planning for a larger show next year; stay tuned.



tions at him. Later, he commented that the crowd was "very polite." (We do know our manners in the South.)

Lots of 8bit software and hard-





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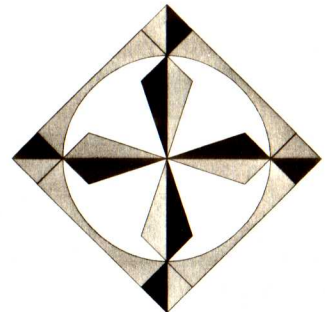
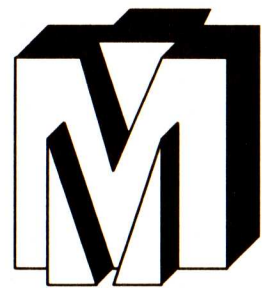
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# Aquanaut on the ST

## David Koster (P3ACE)

It's great being a part of the AIM family! Just when things were getting a bit old, the Rayls come through with some software to review. And best of all, it's a game!

Aquanaut is copyrighted by Addictive Games (a division of Prism Software), produced by Fissionchip (think about it) Software, Ltd, published by Miles Computing, Inc. and distributed by Electronic Arts. Who's On First? I Don't Know?! Third base!?!

The game comes with three double sided disks, a "manual" that is pretty much just a hint book, a xerox-proof map, and the usual warranty card/catalog/survey stuff.

The manual presents the scenario in fictional format—a first person report on the mysterious undersea happenings around "Yendor Island." The Aquanauts, an elite team of scuba-commandos, have been called in. They find hyperactive marine beasties, toxic waste, friendly mermaids and alien mutants. What luck.

There are no computer-specific instructions in the manual, not even booting instructions. No playing instructions at all.

The disks are copy protected. In addition, there's this map showing the ocean depth around Yendor Island. It's printed in low-contrast (read nearly invisible) colors. The opening screen gives you latitude and longitude and you have to read the depth at that location off the map and type it in. Not too hard. But if you're going to do

that, why not uncopyprotect the disks and let the game be backed-up and played off hard disk?

The first level has the intrepid Aquanaut swimming left and right (and a little up and down) along the "normal" ocean floor. Everything is nicely animated, especially the flip-turns the 'nauts and sharks do when they change direction.

Your guys are equipped with explosive blaster shots. You're up against swordfish, sharks and jellyfish, with dolphins and little fishies thrown in for confusion factor.

You'll not survive until you learn the technique for getting behind things that are following you. There are tools, weapons and additional air along the way. Blow up the aliens' surface installation and you can proceed to the second level...

Which is much harder. You're now in caves under the ocean floor, facing gross mutant beasties. Each has its particular mode of movement and attack, which you have to figure out (and remember!) to make progress. The caves are actually a maze, mapping (from memory, there's no time during play) is recommended.

There are also traps and tricks to test your powers of observation and logic. For instance, you have to shoot a stalagmite to make it fall through the (classified) which blocks further progress. That stopped me for an hour.

There's a peculiar rock formation that indicates the roof's going to fall on you when you go through. It's hard to spot when you're running from something purple and slimy, but it's there.

Haven't completed this level

(see below), but I was going great guns for awhile. I'm not that hot on shoot-em-ups, but this one requires more brain than reflex. Most of the time. Don't get me wrong, though, it's not Shanghai! You need your Number One joystick.

On the third level, you actually break into the undersea alien city. The picture on the box shows the Aquanaut sans scuba, walking around in his skivvies, shooting things which look deserving of

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being shot. Looks like fun. The reason I haven't gotten to the third level (no, not bad reflexes) is my disks have crashed twice. Looks like the fault of my homebrew disk drives, which use NEC guts.

The problem started when I saved the level I had completed (Access code" in game parlance). You have to do that, otherwise you have to finish the game in one sitting. It works out that the information is saved using tracks 81-82, which are not reliably accessed by the NEC drives. Saving the game trashed the disk. I sent back the disks and quickly got replacement disks. And a copy of another Miles Computing game, The Fool's Errand. For the Amiga. I sent the Amy game back with my thanks, impressed with Miles' customer service. I sat down to play Aquanaut again, thinking the Rayls will cancel my subscription if I don't get this review in (grin), and crashed the disks again (hey, I didn't know!).

Another call to Miles, who worked out the problem and offered to send me a special copy with all levels


enabled. I've seen enough of the game for this review, so I probably won't bother.

I got something better instead! Those fine folks sent me the ST version of The Fool's Errand, completely unsolicited! You'll see a review of this software soon.

Back to Aquanaut. I was impressed with the graphics and animation. The first level seemed a little slow and simple, but after I got to the second, I realized it was a good warm-up. The docs provide little information on loading or playing the game... part of the plan, I suppose. The problems I had with the disks weren't directly the fault of Miles, but Atari doesn't explicitly support the 80+ tracks, so why use them?

I enjoyed playing Aquanaut, even though it's not really my style. The puzzles are interesting and supplement the arcade aspects well. It's a testament to this balance that I'm tempted to ask Miles for those new disks! Well, we'll see.

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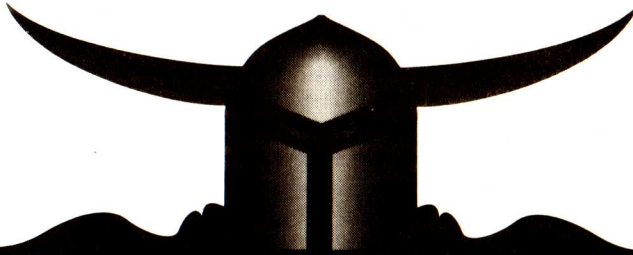


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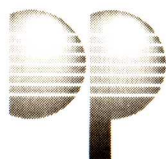
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# Beating Large Drives Into Submission

Robert C. Arp, Jr.

Up front, let me say that although I will mention the Atari Megafile 44 removable hard disk drive in particular, the omission of other brands by name indicates only my lack of knowledge concerning those brands. I've not heard disparaging remarks about any of the removable hard disk drives available for the ST.

Cartridge drives from other manufacturers have been available for some time now, but my having waited for Atari's model should come as no surprise to any reader of AIM or the GENIE bulletin boards.

In addition, I'll also point out immediately that I'm not pushing cartridge drives to the extent that I'd recommend the purchase of one in place of a "standard" (non-removable) drive. I do want you to know that I'm very happy with mine, but I've had it for only one month; therefore, I certainly don't qualify as someone knowledgeable concerning the present state of cartridge drive reliability.

## Larger Can Be Better

The focus of this article is certain aspects of large drives and/or partitions in general, not cartridge drives nor the Megafile 44 in particular. Specifically, I shall be directing your attention to the care with which you should choose partition sizes for your hard disks, be they standard or cartridge, and to the subject of file fragmentation—its effects and elimination.

The many other aspects of maintaining hard disk speed and

reliability can be studied in a reference such as "The Hard Disk Companion", by Peter Norton and Robert Jourdain; one of my recommendations in a previous article.

Not mentioning "Hard Disk Smarts" by Chris A. Bosshardt in that article was an oversight I'd like to correct at this time. The Bosshardt book is much more likely to satisfy curiosity about hardware than is the Norton/Jourdain book.

Neither of these books discuss cartridge drives in much detail, simply because those drives were neither plentiful nor reliable at the time those books were being written; furthermore, the word expensive hardly expresses the unfavorable cost/benefit ratio of cartridge drives prior to their introduction to ST users.

## Indispensable Hard Drives

Speaking of cost/benefit ratios, I'd say that those of hard disk drives compare admirably with those of floppy disk drives nowadays; so, by now, you should be deciding which brand and how big, not when. If the removable cartridges prove to be anywhere near as reliable as floppies, I'll be glad to chuck my floppies, with relish.

In fact, I'd commit to the attestation that hard disk drives have become indispensable computer peripherals; their significance being overshadowed only by monitors. As for printers, their acquisition, compared to that of a hard disk drive, is luxurious.

For my own use, the cartridge drive itself has become the newest indispensable. I consider the fact that the current popular size is 40

or so megabytes to be a personal favor because I find that size to be the most convenient for a programming environment.

The access time of the Megafile 44 is specified to be 34.3 milliseconds. I've seen that some manufacturers claim faster access times, but I suspect they are not adding the latency time to the average seek time.

Latency time is the time required for the platter to rotate so the requested sector is under the read/write head(s); seek time is the time required for the drive to move its head assembly to the selected cylinder and settle. Access time is the sum of latency time and seek time.

Armed with this information, you can question a dealer or manufacturer before you purchase and factor the information you receive into your purchasing decision. There's no reason to fudge the access time figure; 34.3 milliseconds for a cartridge drive is damn respectable as far as I'm concerned.

## Maintaining a Hard Drive's Speed

A hard drive's access speed is significant because it is an indication of how rapidly data can be transferred from disk to memory and disk to disk. And while access speed certainly affects a disk's data transfer rate, other influences on that data transfer rate can totally nullify a spectacular access speed.

As you know, data is stored on disk in files; files are stored in directories or subdirectories. Directory and subdirectory organization is but one of those other influences.

Portions of each file are stored in locations called clusters. Clusters are composed of sectors; sectors are composed of bytes, and, of course, bytes are composed of bits. Clusters can be logically contiguous, physically contiguous or both. When a hard drive is formatted with an interleave of 1:1, clusters are physically contiguous.

Only the fastest computers can operate with the ideal interleave 1:1. The ST is one such computer. In the IBM world, you'd need one of the newer 80386 processors to achieve the required speeds. A file's clusters are logically contiguous if, neglecting interleave, each of its clusters is the closest one that it can be.

When a file's clusters are logically contiguous, the file is said to be contiguous. When its clusters are not logically contiguous, a file is said to be fragmented. The same labels are applied to unused disk space.

Files can be written to contiguous free space faster than they can be written to fragmented free space. Contiguous files can be read faster than can be fragmented files.

Files and free space become fragmented during the normal use of a nonstagnant hard disk. A stagnant hard disk would be one in which no alterations ever occurred—no new files would be created, no files would be deleted and the size of the files contained therein would never grow.

When files grow, the additional clusters required must be allocated from whatever free space is available. If there are other files between a growing file's currently allocated clusters and the free space, then the newest cluster to be allocated will certainly not be contiguous with the eldest cluster allocated. As soon as that new cluster is allocated, the growing file will be fragmented.

When new files are created, clusters are allocated from available free space. When files are deleted or reduced in size, the clusters they occupy become part of the free space. Fragmentation increases with each of these file manipulative processes. There need not be many files on a hard disk before the situation becomes chaotic, with the read/write head spending too much of its time accessing instead of reading or writing.

Subdirectories are simply files that contain information about other files. When subdirectories are fragmented, it may take several head moves just to find a file's first cluster; that's in addition to the moves required to find the subdirectory in the first place.

Figure 1 depicts a simplified situation of con-

0 1 2 3 4 5 6 7 8 9

a. Contiguous free clusters.

FILE 1 FILE 2 FILE 3  
0-1-2-3 4-5-6 7-8-9  
FREE

b. Three files; each stored in contiguous clusters.

tiguous free space subsequently occupied by three contiguous files. Initially, the free disk space is one long stream of contiguous clusters. As each file is stored, the clusters it occupies are connected by information in the FAT (File Allocation Table). In figure 1(b), the arrows indicate cluster connections.

In figure 2, a fragmented situation develops. As files, or portions of some files are eliminated; and as current files grow, or as new files are stored, both free clusters and those occupied by files become discontinuous (or fragmented).

FILE 1 FILE 2 FILE 3  
0-1 2 3 4-5-6 7-8-9  
FREE

a. Size of FILE 1 has been reduced to 2 clusters. Size of FILE 3 has been increased one cluster.

FILE 1 FILE 2 FILE 3  
0-1 2 3 4-5 6 7-8-9  
FREE FREE

b. Size of File 3 has been increased one cluster. Size of File 2 has been decreased one cluster. File 3 is fragmented; free space is fragmented.

## Choosing a Partition Size

Bigger is not always better, even when the size being discussed is that of a hard disk. The location of each file stored on disk must itself be stored. Furthermore, since a file is divided into clusters, the location of each cluster must be stored. There are three primary indexes to file and cluster locations; FAT 1, FAT 2 (a copy of FAT 1) and the root directory.

Without boundaries of some sort, the larger the disk, the larger the FATs and root directory. When the first cluster of a file must be located, the search begins in the root directory. After the first cluster is located—in the root directory or in some subdirectory—the next file cluster is located in one of the FATs.

The larger the root directory and subdirectories (if any), the longer it takes to locate that first cluster. The locations of subsequent clusters are found in the FAT; these locations are found much faster than is that of the first cluster.

When a file is being stored, however, subsequent free clusters can be as difficult to find as the first free cluster; search time for all free clusters depends on the extent of fragmentation. Fragmentation also affects FAT search speed when files are altered in size.

The size of each FAT slot depends on the size of the addresses that must be stored in a slot. Each address indexes a chunk of disk memory. The more chunks on the disk, the larger the address (numerically) required to access each chunk.

For example, on a 40 megabyte disk, if cluster size is 512 bytes, there are 78,125 512-byte chunks. Each of the addresses of those chunks would fit in a 3-byte FAT slot. The FAT size would be, neglecting the chunks consumed by the FATs and root directory,

3x78,125=234,375 bytes—a healthy chunk of disk real estate. An even healthier chunk of RAM real estate if the system wants to read in the entire FAT to increase search speed.

Obviously, some sort of compromise is required in order to keep FAT sizes reasonable while permitting disk size to grow. That can be accomplished by letting cluster size increase as disk size increases. For example, if cluster size is increased to 4096 bytes, then there are only 9,766 clusters on a 40 megabyte disk.

The addresses for 4096-byte chunks require only 2 bytes per FAT slot. In this case, FAT size has to be only  $2 \times 9766 = 19,532$  bytes. Is there anything wrong with this picture? Depends on your average file size.

Working against us here is "minimum allotable disk space." Every file stored on disk occupies at least one cluster—that's because disk space is allocated by cluster. If a file is 4097 bytes long, it would consume 8192 bytes on this 40 megabyte disk. A file's overbyte is wasted disk space.

## Dividing a Large Disk into Partitions

Another way to reduce FAT real estate and increase FAT search speed is to divide that large 40 megabyte disk into two or more small sections, formally called partitions. If the disk were divided into two 20 megabyte partitions, the cluster size for each partition could drop to 2048 bytes; yet there would be no increase in FAT size.

If the cluster size were kept constant at 4096 bytes, then FAT size would decrease and search speed would naturally increase. Dividing the 40 megabytes into four 10 megabyte partitions increases the options. The cluster size could be dropped to 1024 bytes, keeping FAT size and search speed constant, or cluster size could be kept constant to decrease FAT size and increase search speed.

I have many small files on my hard disk, but few large ones; therefore I go for the smaller partitions. I favor a partition size near 4 megabytes for speed, but compromise near 10 megabytes for convenience.

## Eliminating Fragmentation

Both free space fragmentation and file fragmentation can be eliminated, temporarily, by simply copying all of a partition's files to a clean partition. The clean partition can be one that is freshly formatted or one from which all files have been erased.

Fragmentation can be only temporarily eliminated because the process begins again as soon as you begin eliminating files and/or portions of files, increasing the size of others or storing new ones.

I am about to describe a program that quickly and safely eliminates fragmentation; but, first, I want to state clearly that you can do the job with system or file selector utilities. It will take you a while, but you'll get the job done, and you can combine the process with generating a backup. Getting both jobs accomplished together will lessen the impact of the time involved.

To proceed, you erase all of the files on a destination partition (or sufficient floppies) before you copy to it all of the files on the partition you want to reorganize. To restore your data, unfragmented, simply perform the erase and copy procedure again, using the original partition as the destination.

On the AIM monthly disk, you will find a fragmentation tutorial program, REORGTUT.PRG. This program graphically illustrates the manner in which data storage retrieval speeds deteriorate as files and free space become fragmented; then it pictorially describes reading versus writing optimization.

The defragmentation and optimization program is REORG\_HD.PRG. I've designed this program to do one thing—and to do it well. The program uses a proprietary assembly language algorithm to quickly copy all of the files from an origin partition to a destination partition.

From a Seagate 251-1 hard disk partition to a Megaflex 44 cartridge partition, the data transfer rate is about 10 megabytes/minute with subdirectory levels about three deep. Since the algorithm spends about half of its time reading and half writing, it is reading 20 megabytes/minute and writing 20 megabytes/minute.

The speed of the algorithm is only slightly dependent on available RAM beyond that required to contain the program plus about 50K bytes for the destination buffer. When data is being moved at 20 megabytes/minute, there's not much time to be saved with a few extra megs of RAM.

Furthermore, there's little time for anything else, such as choosing which files to transfer. The job's done before you can make decisions and selections. That's why I haven't included options to copy less than a partition of data. There are only two run time options. You can choose to zero the destination partition before copy begins, and you can choose the location where the reorganized free space will be collected.

I included the first option because the algorithm must not write data to clusters that are marked bad in the destination partition's FAT. While it is avoiding bad clusters, the algorithm can look out for data occupied clusters just as well.

Therefore, if there is data on the destination partition, REORG\_HD will not write over it; nor will it attempt to relocate existing data. So, no problem if you want to merge the data from the origin partition with that on the destination partition.

Using the second option you can optimize the partition's data for reading or writing. If you choose to direct the free space to the beginning of the partition, data will be stored faster. If the free space is sent to the end of the partition, existing data will be read faster.

You can order a disk which contains the fragmentation tutorial and REORG\_HD from: Machine Specific Software, 278-1 San Tomas Aquino Rd, Campbell, Ca 94008, (408)370-9039. The disk price is \$59.95, check or money order. Shipping charge is \$2 for USA, \$3 for

# MOUSE HANDLING in GFA BASIC

## (OR, HERE MOUSEY, MOUSEX, MOUSEK)

**Micheal A. Calvin (SWAG)**

First, buy a cat, some Surefire traps, and some cheese.... Oops, wrong kind of mouse!

GFA Basic carries three registers that allow the programmer to find the resident rodent at any time.

Here are the keywords and meanings:

**MOUSEK** - Which, if any, of the buttons are pressed. 0 = No button pressed. 1 = Left button pressed. 2 = Right button pressed. 3 = Both buttons pressed.

**MOUSEX** - Horizontal screen position in pixels.

**MOUSEY** - Vertical screen position in pixels.

No matter what the resolution, the upper left corner of the screen is **MOUSEX**=0, **MOUSEY**=0. If you create a box on the screen, the graphic coordinates are the same for the mouse.

An Example: **BOX 20,20,80,40** will draw a box in the upper left corner of the screen that is 60 pixels wide by 20 pixels high. If you want this box to be an action button, **MOUSEX** from 20 to 80 is within bounds.

Ok, now that we know where the little rodent is, and we know which button is pressed, here are some other mouse functions:

**HIDEM** - Hides the mouse pointer from the user.

**SHOWM** - Restores hidden pointer.

**DEFMOUSE(x)** - Change the pointer to one of 7 different internal shapes or a user-defined shape.

x=0 - Standard arrow

x=1 - Double parentheses

x=2 - Bee (busy)

x=3 - Pointing hand

x=4 - Open hand

x=5 - Thin cross hairs

x=6 - Fat cross hairs

x=7 - Framed cross hairs

(see manual page 322 for info on defining your own pointer.)

The following program will work in high or medium resolution.

```
' (here mousey, mousex, mousek.....)
' EEEEEEEEEEEEEEEEEK! it's the CAT!

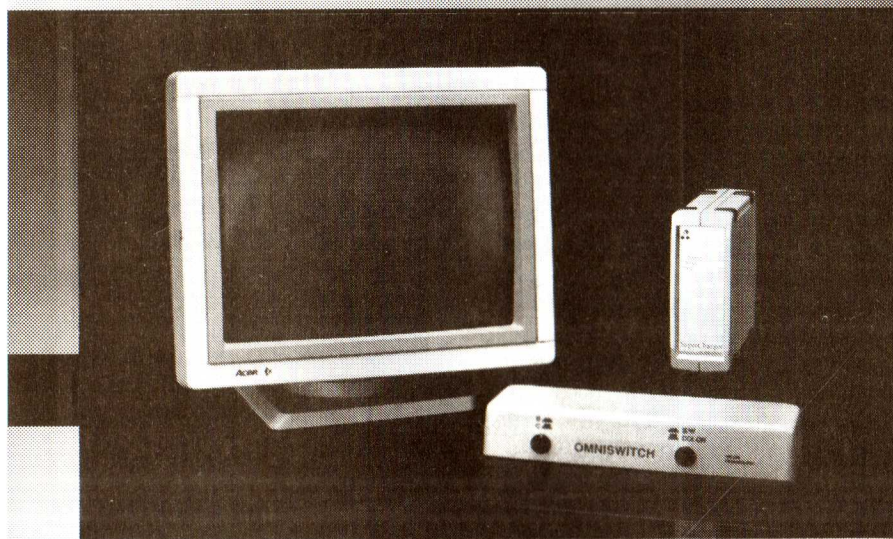
RBOX 15,30,80,50
RBOX 14,29,81,51
RBOX 13,28,82,52
'
' Make a round button in the left corner of the screen
PRINT AT(4,3);"Button" ! add a label
'
BOX 100,30,190,50
BOX 99,29,191,51
BOX 191,30,215,50
BOX 191,29,216,51
'
' And a box next to it with a number window
PRINT AT(14,3);"Mouse Type" ! add a label
PRINT AT(26,3);mouse_type! ! put value in window
BOX 230,29,300,50
BOX 232,31,298,48
'
' and another box, the EXIT button
PRINT AT(32,3);"Exit"
DO ! DO/LOOP to avoid GOTO & labels, think structured.
  REPEAT
  '
  IF MOUSEY>80 ! If user moves out of the active
  HIDEM ! range, hide the mouse
  ENDIF
  '
  IF MOUSEY<80 ! If back into the active range,
  SHOWM ! show it again
  ENDIF
  '
  UNTIL MOUSEK ! wait here for a mouse key press...
  '
  xt=MOUSEX ! save typing later, equate the three..
  yt=MOUSEY
  kt=MOUSEK
  ' alternately, use the form MOUSE xt,yt,kt above

'
IF xt>224 AND xt<299 AND yt>30 AND yt<50 AND kt
  END ! Find exit box and quit the program
ENDIF
'
IF xt>100 AND xt<200 AND yt>30 AND yt<50
  IF kt=2
    INC mouse_type!
  ELSE
    DEC mouse_type!
  ENDIF
  '
  IF mouse_type!>7 ! limits values...
  mouse_type!=0
  ENDIF
  '
  IF mouse_type!<0
  mouse_type!=7
  ENDIF
  '
  PRINT AT(26,3);mouse_type! ! put value in window
  DEFMOUSE (mouse_type!)
  PAUSE 20 ! wait 20 ticks, so mouse isn't a blur.
  '
ENDIF
'
IF xt>15 AND xt<80 AND yt>30 AND yt<50
  PRINT AT(4,6);"Button and " ;
  '
  IF kt=1
    PRINT "Left mouse key " "
  ENDIF
  '
  IF kt=2
    PRINT "Right mouse key " "
  ENDIF
  '
  IF kt=3
    PRINT "Both mouse keys " "
  ENDIF
  '
  PAUSE 20
  '
ENDIF
'
LOOP
```



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# PageStream at a Glance

Allan Coker (SWAG)

PageStream, Version 1.8, from Soft-Logik Publishing, allows anyone to become a publisher. You can create any kind of document. You are only limited by your own imagination.

PageStream not only uses columns for text, but what I think one of its greatest strengths, is the use of text as an object. This is text that is not locked into any column and can be placed anywhere on the page. Also you can create a master page that allows you to have consistency throughout the document.

The program has some graphic capabilities but you should have a good graphics program also. You may import artwork from most of the graphic programs out for the ST. Also, you can import text from most of the word processors for the ST.

The problem I have seen most people have is putting the program on their hard drive. You have to copy all the files from the program disk, but PSFONTS must

be copied from the font disk. If you are working from only floppies, you must have the fonts that you will be using on your document disk or work disk, not the program disk. The program will bomb out if it cannot find the fonts you are using.

If you are not printing to 8.5x11 paper, you must change paper size in the printer setup on the Global pull-down menu. This is one thing I would like to see changed. I always forget to do this and I get mad when it does not print out the way I think it should.

The manual is clear, with many ideas explaining how to do some of the fancy things. The tutorials help you get started and quickly allow you to become functional with PageStream.

Another good source of information on using PageStream is Radical Type, a bi-monthly newsletter for electronic publishing using PageStream. It covers many things—fonts, macros, different

sources of graphics, etc. It is well worth the price of \$15 (US) for a subscription.

Their address is Radical Type, PO Box 107, Lazo, British Columbia, VOR 2K0 Canada.

As I said earlier, you can create anything. Here is an example—a one-of-a-kind logo on a shirt.

You produce the logo in PageStream. When you finally have what you want, have PageStream output it for a transparency. This will be a reversed image for use with an overhead projector.

Now you run down and have this xeroxed. Cut out the logo along the outside edge. Glue the copy to the shirt, toner side of the paper toward the fabric, with a transparent washable fabric glue.

After the glue has dried, 24 hours or longer, you wash the paper free leaving the toner bonded to the fabric by the glue.

This is what I meant by you are only limited by your own imagination.

# The Cordless Mouse

Gary Lentz (SWAG)

I wrote an initial review of this product for our newsletter. I have now had time to really run the mouse through its paces, as have two other SWAG members.

All of us had some problems with the lag time between moving the mouse and the receiver picking up and sending the signal to the computer. We were able to overcome nearly all this "lag time" with the addition of one of the mouse accelerator programs in the public domain.

The other problem I had was placement of the receiver unit to get the best line of sight between

the transmitter (mouse) and the receiver unit.

I rearranged my desk and placed the receiver so that it would be eight to 12 inches away from the mouse. Previously, I was using the mouse with a distance of about four inches separating the receiver and transmitter. One of the other SWAG members located the receiver under his printer which is on a printer stand on his desk. He experienced none of the problems I had.

As I stated in the previous article, the best thing I liked about the mouse was the shape and feel

of it. The absence of the sharp corners that are present on the Atari mouse did a lot to cut down on hand and wrist fatigue. Also the absence of the mouse cord, although I kind of miss the cord being in the way all the time (joke), is a really big plus.

I own Monitor Master and Mouse Master from Practical Solutions. I will be adding a Cordless Mouse to those fine products.

We collectively give the Cordless Mouse a B+ rating and if you have considered buying a cordless mouse you should consider buying one of these units.

# Disk DIRECTORY within BASIC

David Bryant (GKAUG)

This program will list your Disk Directory to the screen while within the BASIC editor. It *will not* alter your BASIC program that is in memory. To use, just type the following line in immediate mode:

```
ENTER "D:D"
```

The screen will clear and the disk directory for Drive 1 will appear. Afterwards you will return to the immediate mode in BASIC. The disk directory will appear in expanded format if using SpartaDOS or the short format if using AtariDOS 2.0 or 2.5. I found it handy to be able to do this without exiting to DOS first with DOS 2.5.

The program is nothing more than a one line statement in BASIC. It does not contain a line number, so after ENTERing the program it is executed immediately. Since it does not have a line number, it is

not added to any existing program you may have in memory, nor does it take up any additional memory from your program.

```
B=0:? CHR$(125):CL. #1:O.
#1,6,128,"D:*. *":F. C=1 TO
999:GET #1,A:? CHR$(A);:IF
A<>155 OR B<>83 THEN B=A:N. C
```

The program was created with a text processor and saved.

Normal BASIC programs that have been LISTed to disk may be made to run automatically by appending a GOTO XXX statement at the end of the program without a line number. Remember to substitute a valid line number for the "XXX" in the statement.

```
10 FOR LOOP=1 TO 100
20 SOUND 0,LOOP,10,8
30 NEXT LOOP
40 END
GOTO 10
```

Program chaining without los-

ing any variables can be done this way also. Just have the first program ENTER the second program. The second program must have the GOTO statement appended for execution to continue.

```
(PROG1.LST)
10 DIM A$(18),B$(18)
20 A$="THIS IS A TEST OF "
30 B$="THE SECOND PROGRAM"
40 PRINT A$
50 ENTER "D:PROG2.LST"
(PROG2.LST)
10 REM
20 PRINT B$
30 END
40
50 GOTO 10
```

Note that line numbers without a statement will erase that line when the second program is ENTERed. Several possibilities exist using these methods, so just experiment.

## THE BASICS of BASIC

Rick Burton (RACE)

Last month we did a metric conversion using string variables. This month we'll pick up where we left off and tidy up that last demo by improving the "user interface." It's not very convenient to re-run the program for each conversion so let's add a few lines:

```
4 DIM P$(1)
80 POSITION 12,20
90 ? "PRESS <RETURN>";
100 INPUT P$
110 IF P$<>" " THEN GOTO 10
120 END
```

What have we got now? Line 4: DIM dimensions one character space in memory for the P string. Line 80: Positions printing to screen. Line 90: Prints instruction to screen. (Don't forget the semicolon). Line 110: IF/ THEN computer logic! If P string is not equal to "nothing" then back to line 10.

Use the CLEAR and INSERT keys without the SHIFT to type the "not equal" symbol. Line 120: The end!

We can now just press the RETURN key for each conversion. The computer thinks you entered data for string P that is "not equal to nothing" and goes back to line 10. Fine and dandy but the program still crashes when anything but a number is entered for the kilometer value *and* we get an error statement. Let's type:

```
35 TRAP 80
```

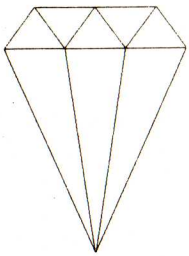
The TRAP command traps those errors and drops down to line 80 which then tells the user to press the RETURN key. Now let's add a heading by typing:

```
15 POSITION 12,20
16 ? "METRIC CONVERTER"
```

Our finished product:

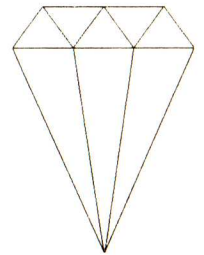
```
4 DIM P$(1)
5 POKE 755,0
10 ? "}"
15 POSITION 7,14
16 ? "METRIC CONVERTER"
20 POSITION 10,10
30 ? "ENTER KILOMETERS"
35 TRAP 80
40 INPUT K
50 M=K*0.621
60 POSITION 5,14
70 ? "The Equivalent of ";M;"
Miles"
80 POSITION 12,20
90 ? "PRESS <RETURN>";
100 INPUT P$
110 IF P$<>" " THEN GOTO 10
120 END
```

As you can see, line 50 is the heart of the program and the rest is user convenience. What's your Atari for if problems can't be quickly solved and tasks easily performed? Stay with us as we further explore the BASICS!



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# dBMan TipSTer -- Part III

## dBBase III Compatibility

**Peter Killian (O—ACES)**

In the first two parts of this series, I talked about some specific commands used by both dBBase and dBMan, along with some suggestions to write programs that will work under either system. Some of the commands and routines I covered were:

FIND (do *not* use ampersand as you do in dBBase)

Routines to create a database that doesn't already exist, including COPY STRUCTURE EXTENDED, SET ALTERNATE TO, and CREATE FROM

INKEY() and routines to read a key from the keyboard

SET ESCAPE ON/OFF and dBMan debugging keys

### Chapter and Verse in the Manual

I should also point out that the dBMan V manual includes two chapters on compatibility with both dBBase II and III, although they did not cover the areas I am covering in this series.

Please also refer to these chapters as they give you a list of commands that dBMan either ignores or gives an error when attempted. Like many such chapters or methods of conversion, they are written primarily with the view that the conversion will be one-way and give little attention to going back to the other system (dBBase in this case).

This is natural, since they have no control over any modifications the other system may institute and indeed have a vested interest in your using their product rather

than their competitors'. Even though this may be natural, it tends to overlook the reality that some people want to freely go back and forth between the two systems and must find out some of the incompatibilities that get in the way.

### Procedure File Limits in dBBase

One such other incompatibility that drove me nuts for quite a while has to do with limits dBBase has which dBMan does not on PROCEDURE files.

It seems that dBBase III+ is inexplicably limited to only 32 procedures per PROCEDURE file, while dBMan and the Quicksilver compiler on my MS-DOS machine at work both have no such limitation!

This drove me nuts because I would write and add a routine to my procedure file and it would work with the compiler and dBMan, but not with the original dBBase interpreter I was trying to double check it with (dBBase would report that the program did not exist.)! I finally found the actual limitation after a lot of digging in the dBBase III+ manuals, separated from the other specifications such as file, field, memory variables, and other specification limits.

### Report Compatibility

In my earlier columns, I also talked about reports, stating that reports were not created the same way with the two different systems and you could not use reports created with one system under the other. This observation was based on info in the dBMan manual and the fact that the two look quite different when generating reports.

Strictly speaking however, the first part is true but the last part (about incompatible report formats or .FRM files) is not completely correct. You can use many reports with either system if you use version 5 of dBMan and do not use some of the special features of that system.

One of the most important functions of any database manager is to get lists, reports, labels, and similar outputs that can be done as reports, and I think I should talk more about these here. I originally thought dBMan and dBBase reports would be very incompatible since creating them is quite different. I found out, to my delight, that there is almost as much compatibility as there is in the rest of each system.

Like using the language, there are some things to watch out for. Reports under dBBase are flexible enough but dBMan report writing allows some extra features and it seems that as long as you avoid these extra features you can use a report created in one with the other.

Getting used to using dBMan's report writer took quite a bit of effort, however. I had already been using dBBase for some time and had gotten used to their method of constructing reports. Specifically, I was used to answering a group of questions up front or having assumed responses for them that could be modified later.

This also held for adding columns, since you create the left-most column first and add columns from there toward the right side. You could insert or delete columns, but could not move one from one location to another or simply rearrange them. With

dBMan, on the other hand, I got a basically blank screen after telling it what database (and index, if any) to use. This blank screen was rather intimidating at first. In fact, I did not use the dBMan report writer at all for a while, preferring instead to use simpler things such as LIST, DISPLAY, BROWSE, SAY, and ? (PRINT) commands or even programmed combinations of them. I can safely say now that this initial intimidation was largely unfounded.

First of all, I found that drop down menus similar to those used in dBase III+ were just a help-key away. Furthermore, I found the blank screen allowed me to place the right-most column first or any inbetween and then move it around if it did not fit in the first location after adding other fields. I could move fields, headers, etc. around almost at will while seeing basically what they would look like in the finished report. I could even test print the report either on the screen or on paper without leaving the report writer—something I have never been able to do with dBase.

I also found that version 5 seemed to do something I don't remember previous versions of dBMan reports doing: it can wrap one column around into the next line if it does not fit in the allotted space for a single line. Under previous versions I remember it always truncating a character expression if it was too long to fit in the space reserved. Now, I can have it either way (wrapped to additional lines or truncated).

After experimenting a little with creating a dBMan report, I took a simple one to an MS-DOS machine

with dBase III+ and found it could use it with no problem. I started experimenting with a few other features and soon found that dBase III+ did not like or understand some of the things I was doing with dBMan. All this is true despite the comment in the manual that says the report formats are not compatible and you must first run CNVDB3RW (actually CNV2RW.TTP) to convert dBase III reports for use with dBMan.

Unfortunately, when going from dBase to dBMan, this is true: you *do* have to convert using the conversion program. Notice, however, that there is no conversion program back to dBase, nor is there one needed apparently as dBMan reports seem to normally work under dBase.

Some of the things to avoid when creating your dBMan report for use with dBase include hidden fields, special group headings, functions within headings of any type. A good way I have found to figure out what does and does not work is to create the report under dBMan and try it out under dBase. I have found that generally, despite what the dBMan manual says, a simple report that works under dBMan will work fine under dBase.

As I find other compatibility areas to comment on, I will report them here, but for now I will plan next time to report on some of the special features of dBMan without regard to compatibility with dBase. These special features are what can make dBMan shine.

As always, you can contact me by writing to AIM, O-ACES, or leave E-MAIL on GENIE to P.Killian.

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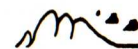
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# IS THERE A TACTICIAN IN YOU?

## PART 8

**Tim Feenstra (GRASS)**

By December 1944, the Nazi empire was in danger of collapse. Allied armies approached from both east and west.

With a sizable military force still under their command, the high command gathered a large Panzer army together and positioned them in the remote Ardennes Forest, an area where both sides sent tired units to rest and green units with no combat experience.

As the deployment neared completion, they watched the weather, looking for a heavy overcast front to work its way into the area. On December 15, the weather forecasters predicted several days of overcast.

Early on the 16th, a massive artillery bombardment began what has become known as the Battle of the Bulge.

### **Breakthrough in the Ardennes**

Breakthrough in the Ardennes is a simulation of the first two weeks of Hitler's last offensive move in the west. A single player commands the German forces from a regimental perspective.

Each turn is one day of the battle, the game has both a day and night phase, with air operation during the day if the weather permits. Your forces are Panzer divisions, Panzergrenadier divisions, and some Panzer brigades.

These divisions may be divided into their component regiments to cover a larger area, or combined

into a single unit for a very strong unit. You get a bonus value added to the unit if it is in division form.

Movement orders are given directly, with the unit moving in the desired direction until it has used all its operation points, or until it comes to a hex with an enemy unit.

When directed to enter an enemy hex, the unit is plotted to have combat during the next combat phase. Supply is handled by the computer, which will check each unit to make sure it is not cut off or out of supply. Air operations may be used to supply advance units that get a little ahead and outrun the supply train but at a lower level than ground supply, and only in acceptable weather.

Your forces are divided into corps which have a corps artillery pool. This pool is used to allocate heavy artillery to units in that corp, but there is seldom enough to go around, and you still face the biggest problem the Germans had, fuel. After the third day there is a 12% chance that any mobile unit might run out of fuel.

One more headache is the American efforts to blow up all the bridges in your path. Only engineer units may rebuild a bridge, and they will not do so if an enemy unit exerts a zone of control over the bridge hex. A zone of control is all the hexes next to a unit, giving the effect that large units had on large areas of the battlefield.

Each turn you have a limited number of replacement points to allocate to your weakest units, or those you want to build up for another attack, but these points do not accumulate. You must use them every turn or lose them.

The air operations consist of selecting targets and assigning a number of bombers from the bomber pool to that objective, and assigning a number of fighters as escort. Unused fighters fly interdiction missions to intercept enemy aircraft.

This game is very playable, and is one of my favorite large scale land-based games. Though it is easy to advance far into the enemy rear, it is difficult, at best, to keep supply and reinforcement lines open and to block the counterstrikes by American units left behind by your spearhead.

The objective is to exit your units off the west edge of the map, putting them on their way to the English Channel and the isolation of several Allied Corps. If you play a lot, you can usually play this game in about a week, or even a weekend if you don't get much sleep.

### **War In Russia**

War in Russia is probably the largest game available for the Atari, and the most involved. You are responsible for the production of factories, (ie., type of production), the formation of new corps, and the overall strategic planning of the entire Russian front, from the invasion in 1941 to the conclusion in 1945.

Turns are one week game time, and your units are corps of up to six divisions each. Movements are strategic, tactical, rail and naval if you control both ports involved in the movement.

I am not going to do an in depth here, it would require perhaps an article of its own. I just wanted those who have started playing these to know about this

one. It is the ultimate challenge to someone who has already discovered the tactics of large scale warfare, and who wants to experience the entire Russian war.

It may also be played by two people, but it takes months to complete this one, and that is a large investment of time for two to get together. It is possible to play by mail, where the game is saved after each player takes his turn, sends it to the opponent, who then takes his turn and so on, but this takes an incredible amount of time to complete a game that has over 200 turns.

### Desert Warfare

Not long ago I got involved in a series of battles in the Mideast Arab/Israeli War in 1973. I was losing interest in it (having won five of seven battles) when there started a new skirmish in the Mideast. Quickly I worked out which games might allow me to see just how a battle might go before there is one.

The first is Combat Leader, a realtime construction set that lets you command up to three armor and two mech platoons. Armor, speed, and fire accuracy may be set for the tanks, and the manual gives the data for tanks from several countries from WWII to the present. The map data input has enough information that a realistic map of the flat, featureless terrain can be created. A maximum of 15 tanks per side would be a very small part of a major battle, but the outcome should prove fairly accurate if you get the data setting correct.

The second possibility is Battalion Commander. This is a larger version of the previous game, but only has one type of tank for each of three countries. With M60A1 and Soviet T62 tanks, the battle would be more like Iraq pitting itself against one of its neighbors without US intervention. The game has 40 built-in maps, of which a few have the proper terrain of the Mideast desert. The advantage to this game is that you can have up to 4 full companies, a complete battalion, under your command.

### Mech Brigade

The first two games are OK, but the best one I found is Mech Brigade. With this one, you can set up each side with the proper AFVs (armored fighting vehicles) to simulate the battles with or without direct US support. The terrain features are primarily from Europe, but with a little effort, and not many trees, a good map can be made. The good guys can use either the M48 or the M60 tanks, or even the M1 if you want to command a US force.

The bad guys can be given T55 and T62 Soviet tanks, which match up well with the M60 and M48, but don't hold up well under the assault of M1 Abrahms. You can also add mech platoons to round out the force. About the only thing lacking is the air cover that is available there now, but the game has no provision for air operations beyond the use of helicopters.

Of course you should use some helicopters; the US

will if there should be a battle in the sand out there. Just be sure to give your opponent some anti-aircraft capability (it would only be fair) that includes old Soviet SAM type missiles. With a little imagination, some Apache helicopters could represent A-10's, those little tank hunters being deployed in Saudi Arabia right now.

### One Final Warning

Well, I am off to the mideast, I have enjoyed doing these articles and hope some of you try a few war-games before you say they are too hard or not much fun. I will warn you now though, they can become very addicting, just ask my wife. I would be interested in hearing from those who find they enjoy war gaming. Perhaps we can exchange tactics, hints and stories.

Farewell, and good hunting.

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## Steve Volker (STAG)

Gather 'round children and listen to a tale of wonder and amazement. Of hearts full of courage and resolve, and a world full of the abstract and the malevolent...of the world of LOOM.

In the mid-1970's, the first adventure game was written on a large mainframe by Willie Crowther and Don Woods (In FORTRAN). Though devoid of color, sound or graphics of any kind, it took us easily into the depths of a Colossal Cave and made us believe we were there!

You smelled the dankness, heard the echo and felt the *fear* as the excitement of the moment dragged you ever deeper into the bowels of this first rate story.

Well, our computers have come a long way since then; massive memory, the addition of dazzling graphics and melodic sounds. (Oh! How I love it!!) Why, sometimes we find ourselves literally hypnotized by a visual Tsunami of color and activity and action! In all this, something was missing. Something Loom has. A story.

Though it becomes obvious almost immediately that Loom was meant for the young, (you are helped through most of it, and the general rhythm of the storyline is idealistic and limited), the underlying richness of the tale is sweeping and alluring to all ages.

In the box we find three double-sided disks (chock-full), a Dolby stereo cassette tape with an audio-drama to help you get in the mood, one red gel (used for read-

ing the musical symbols to bypass the copy protection), a reference card, game manual and a most amazing book of spells called the Book of Patterns. The whole thing is really quite exciting and has a number of unique and fun characteristics, such as:

- no matter how 'inexperienced' you are, the program helps you through each scene or puzzle
- you can explore impulsively, even recklessly with no real fear, the program doesn't LET YOU DIE!!
- the way to solve each dilemma is through thought, logic, and attention to detail, not brute strength or interminable hacking and slashing
- the procedure for 'casting'

spells is ingenious, fun and almost believable!

- the game contains a truly terrifying nemesis
- and, in spite of all this, you still feel the tension of a life and death struggle to save your new world

Here's the game you want to go through *with* your children!

Brought together by Lucas-Films, distributed by Electronic Arts, and woven expertly by the imaginations of Brian Moriarty, Loom is a visual novelette of unsurpassed beauty. And like a great book, you feel the need to pick it up and 'read' it over and over again.

*(Author's Note: Brian. If you're reading this,..I've seen the 'movie', now write the book!!)*

THROW	BEAT	TREADLE	REST	

# The Game of Harmony

## From Accolade

Tim Holt (El Paso)

Have you checked your crystal lately? Have you chanted your mantra? Is your Ying out of synch with your Yang?

Well, I have a game for you! Billed as the first "New Age Game," Accolade has come out with The Game of Harmony, a game to relax you, rather than raise your blood pressure. Actually, the idea is pretty neat. I personally am growing tired of "shoot-em until the entire population is destroyed" games. There are far too few games where the objective is not to kill and destroy. Harmony is a step in the right direction.

The idea of Harmony is very basic: push similar colored orbs together, cancelling each other out, and when all the orbs of a screen are eliminated, move on to the next level. The manual calls this synergy. Sounds easy, but like any good game, a simple idea can sometimes get complicated.

If two unlike colored orbs hit, they make an altogether different colored pod. You can grab the pod and get more energy. But if you let them lie too long, then you have to cancel them out by pushing them against a similarly colored orb.

Still with me? It gets more complicated. There are barriers of all different configurations (fifty in all) that prevent you from moving forward. Also, spheres can be "rubber banded" together, so where you push one sphere affects the one that is attached to it. If you push them together in such a way

that they keep hitting each other over and over, well, they create more pods, more spheres, and on and on.

### How Hard Can It Be?

Okay, so what? Well, you have to get out of a screen before the spheres explode with tension. The more spheres you get on screen, the less time you have to cancel out each color. It can really get out of hand if you have 20 or 30 orbs all getting ready to explode. When the explosion happens, you lose a life. You have 4 per game.

Okay, how do you push all these spheres together, how do you collect the energy pods? Well, you control a sphere of your own (called a "seeker") that can be controlled by the joystick or keyboard. It will go in the direction you tell it, and the direction is pointed out on top of the seeker. Be careful though, you only have between 10 and 30 seconds per level.

You can move on to bonus rounds, where you acquire more time, more lives or more energy. There is even a random pod that pops up and if you run it over, you get a new life. Sort of a reincarnation if you will.

### Getting Down to Specifics

The manual is very brief, as it has the loading instruction for all versions of the game and takes six of the thirteen pages to tell you how to start. The instructions are brief and hold to the theme of "New Age"; you are reminded to relax and not to breed tension. You could easily figure out the game from the onscreen instructions appearing in the demo mode.

There are three modes: demo,

mantra and normal. Demo is self explanatory, but as I said, does have good instructions.

Mantra mode is known in most worlds as practice. No scoring, you can't be eliminated, the spheres do not explode with tension and you can go through all fifty levels if you wish.

However, don't expect to play the normal mode as you did the practice mode. In practice, the pods do not appear as in regular mode, and there is no time limit.

The game is not copy protected, and *may* be placed on a hard drive. This is a nice touch. However, you must get through the copy protection scheme and match a screen picture with a list of pictures on a separate piece of paper.

An interesting note: The paper for the copy protection screens is a very dark red color and cannot be duplicated with a photo copier. This is a very smart move by Accolade. However, it is so dark the actual screens on the paper are most difficult to discern. I guess they knew that would happen, because they give you three chances to enter the correct screen number.

Do I like Harmony? Yes. It isn't the greatest game I have ever played, but it is very pleasant to play. It is, as it claims, relaxing to play.

The sound is very nice, and comes out really loud and clear when you have it hooked up to speakers on your STe. The colors used are all pastels, not seen too often in games. Very pleasant to look at.

Sick and tired of killing games? Then check out The Game of Harmony. After a hard day at work, you deserve it.



## Batter's UP!

### Irwin Brooks (LACE)

Ladies and Gentlemen, it's the bottom of the ninth inning with two outs when the Atari TT steps up to the plate with the bases loaded.

On 3rd base we have the Atari 8bit, the ST is on 2nd and the rookie Lynx is on 1st. The scoreboard shows the grim situation in this David and Goliath game of computer survival. The opposing IBM team has scored five runs in the last eight innings with the Atari team scoring their only run in the very first inning.

It looks like the Atari lineup is faced with impossible odds at this late point in the game. However, scouting rumors bring us tales of the power and speed of this newest Atari team member, TT.

For more than a year now, we have learned tidbits of information on the flexibility, versatility, speed and outright brute strength of this newest champion of the Atari lineup. Doubts were squelched when a muscle flexing sneak preview was done. What remains to be seen though, is the ability of TT to square off against the aggressive opposition to rally the Atari team and give them a fighting chance.

I have to admit, morale is at an all time low in the Atari bullpen. The squabbling and infighting have really taken its toll. Managers, coaches and team members have been fired almost before being played. Even now, the cheerleaders are dozing on the benches and the Atari fans are leaving early, counting this game as another in a long list of defeats.

But wait, all eyes are watching TT move into batting position. All activity in and around the stadium ceases. There is a long pause followed by a loud sigh when the first pitch is thrown. It looks like a curve ball going for the inside corner. The crowd holds their breath and TT pulls back the bat and narrowly misses the ball. "Strike!" yells the umpire.

It looks like the catcher is talking to TT, trying to stir him up. The pitcher winds into the pitch and releases what looks like a low slider. Again, the eyes of the crowd follow the ball down the alley. With a flex of his muscles and a move of his foot, TT swings the bat for another strike.

The Atari coach, Sam Tramiel has called a Time Out and is now walking toward TT. Folks, let's take this moment and talk about some of the things that have been troubling the Atari team.

The Atari team is the first team in history that has tried to make the transition from the minor to the major leagues. The Atari team is not a newcomer to baseball, dating back to the late seventies.

However, their biggest problem seems to be rooted in the fact that they are still playing by minor league rules. What used to work there is child's play in the majors.

Atari team spirit is a big fat zero. Heck, new members don't stay long enough to get acquainted let alone become a team player. With a turnover like that, it's no wonder words like team-work, cooperation and planning are foreign.

One of the rumors that keeps cropping up is the inevitable withdrawal of the Atari team from the

majors. An Atari loss of this game certainly could validate this rumor.

It seems the fate of the Atari team is resting squarely on the shoulders of TT. However, even if he is successful in hitting a grand slam, the score will still be only a tie. Victory will still be a run away. Although somewhat unlikely, it will send the game into extra innings, where the deciding points can be gained or lost.

Back to the game, where the coach is now leaving TT. It looks like he fired up ol' TT. The umpire has resumed the game. The fans, myself included, have crossed our fingers for this next pitch.

The long pause is broken by the sly smirk on the pitcher's face. The wind up is released into a fast, dead-on pitch headed straight down the alley.

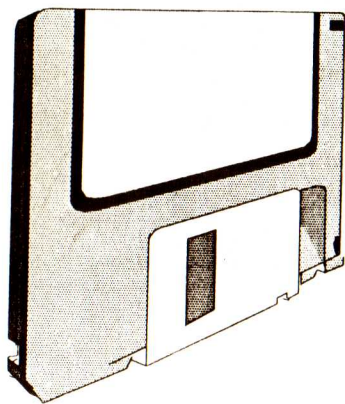
TT eyes the ball with unflinching determination and swings at precisely the right instant to send the ball shooting out toward center field. The ball continues its climb, sending the center-fielder back toward the fence. It starts its descent while the center-fielder starts climbing the twelve-foot fence for a possible intercept.

My guess is it will be a close one, with the ball definitely headed over the fence. It looks like it will be close enough that the center-fielder could reach it from the top of the fence.

So, ladies and gentlemen, it looks like a race to the top of the fence. A lot rides on the outcome of this play.

Will it be intercepted or a game-saving GRAND SLAM?

Stay tuned to your local Atari information source to find out the outcome of this exhilarating game.



## AIM Disk of the Month November 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 plenty of free space and double click the files. The files automatically unARC themselves into the runnable programs.

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

**ARCLZH23.TOS**—Allows conversion of ARC <-> LZH files. Version 2.3 adds an error log reporting and backwards formatting. You can now format a disk backwards and abort if you change your mind. This will keep you from destroying the disk's FAT & Directory tables. Also added is the ability to convert a single file.

**CHEATS2.TOS**—Cheats for 53 ST games. These cheats were not verified by the author, so they may or may not work. If you're stuck in a game, these just may help you out.

**CHEATS.TOS**—Various cheats for 49 ST games. Cheats range from level codes to unlimited lives, energy, extra weapons and level skips.

**COWS\_70.TOS**—Cows v7.0 is a text adventure game that should run with virtually any BBS software that allows doors programs. Can also be run from the desktop. Cows contains graphic violence (a graphic violence text adventure?) and borderline adult language, so it may not be for all. However, if you're not easily offended, chances are you'll LOVE this game. It has GREAT humor throughout... "Nothing fancy, but then cows are stupid anyway."

**DTERM99F.TOS**—This short term program, has Xmodem, Ymodem, Ymodem-G and Zmodem protocols. Other features include 5 editable macros, and a resizable capture buffer.

**EDHACK2.TOS**—Version 2.0 of what used to be called DIARY, the text editor written by Craig Harvey, President of the Washenaw Atari Users Group. It takes 77K of RAM minimum when run as an ACC, but lets you edit files up to 99 megs in size on a 512K machine! Runs in low, med, and high resolution as an ACC or PRG. Shareware.

**ENCH\_FOR.TOS**—This game is a variant of 'Shutes and Ladders' and 'Candyland'. It's suitable for children 3 and above. The

game options are configurable to make it easier for younger children. Shareware. Color ONLY.

**FASTGIF.TOS**—Fast GIF allows you to view/convert GIF pictures. It converts to DEGAS .PI1 files. Fast GIF is better and faster than any other GIF viewer. This program is shareware...and well worth it!

**GRAB BAG.TOS**—Three little programs... DRIVE.PRG sits in your AUTO folder and checks for viruses when you boot your computer. DRIVE2.TOS lets you check piles of disks for viruses as fast as you can cram them in. SCREEN\_D.PRG is a screen to disk dumper. The C source code for all three programs is included.

**HDFREE.TOS**—HDFree Pro v2.0 displays useful information about your hard drive partitions, including Used Space, Free Space, Total Space, File Count and Folder Count, Percent Free/Used. You can display info in bytes or megabytes! GEM Based.

**IGCLIP15.TOS**—A DEGAS to Instant Graphics! converter. Allows online viewing of DEGAS pics or portions thereof to be viewed online with the Instant Graphics! setup (supplied on the Oct. '90 AIM disk).

**KALEN.TOS**—Dual language English/ German program which calculates weekday of a given date, holidays within a given year and tells about their significance, calculates Julian days, dates of Easter, number of days between given dates and more.

**KV\_MATCH.TOS**—Flip over squares to match baby and parent animals. Names of animals are spelled in upper and lower case. Each match found helps complete the picture. Color ONLY.

**LEONARD6.TOS**—Leonard6 (named after the movie "Leonard - Part VI") is a replacement for the system bomb handler. Install it in your system and instead of bombs appearing after a crash, little heads with ones and zeros will appear. Works in any resolution and on the TT.

**LTRHUNT.TOS**—This matching game will help young children learn the alphabet. There are three levels of difficulty. Color (low rez) ONLY.

**MOUSE\_DB.TOS**—Mouse Doubler 3.0. Scales up your mouse movements, to make it easier to move the mouse pointer around the screen. Has 5 modes: Doubling, Tripling, Quadrupling, and two levels of exponential acceleration.

**NEVER750.TOS**—Mount Neverest v7.50 online multi-player game. Put this game on your BBS (Forem, Express, anything) and people play it against other people. Players

climb a mountain, cast spells and try to get to the top first and become powerful. Once at the top, you have to try and stay there, because there are new players who try and get you. Crash-Safe coded. U.S. edited trivia file included. Time limits enforced within game.

**OUTERLMT.TOS**—Fast, action-packed arcade game written in GFA Basic 2.0. Shoot the alien ships and defend against meteorite storms. Written by Rich Betson, President of the San Diego Atari Computer Enthusiasts.

**REORTUT.TOS**—Program accompanying Robert Arp's article on hard drive fragmentation and reorganization, this tutorial graphically shows how file fragmentation slows down a drive and how defragmentation works.

**SUPRPOLY.TOS**—The best "psychedelic emulator" yet! Yes, it has swirling, shifting colors and gliding, changing shapes! Lets you set parameters "on the fly" and select from 5 inherent cyclical animation palettes or loadable, savable user-defined palettes (84 colors!) Color ONLY.

**TLC\_ATTR.TOS**—Change any file's attributes. Change a file to 'Hidden' status, a 'Read Only' status, a 'System File' (won't be shown on desktop), etc. Even change the date and time when the file was created. Runs as an ACC or a PRG.

**TLCPLAY.TOS**—Play any sound format file. You can amplify, soften, stretch, or squeeze a sound. There are three save options: Digisound format, SoundOff! (ST-Replay) or raw data file. Excellent manipulation tool. Written by Tom Hayslett from Germany.

**YMG125.TOS**—This is the fastest transfer protocol currently available for the ST. For use with error-correcting modems or null-modem setups.

**ZMODEM14.TOS**—Version 1.4 of two Zmodem programs for up- and download. They report the file name, up/download time, etc. in a GEM dialog box. You can use them from the desktop or from other programs (like Flash), or even from command shells.

Readers can purchase the November '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 November '90 disk when ordering.



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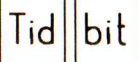
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Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

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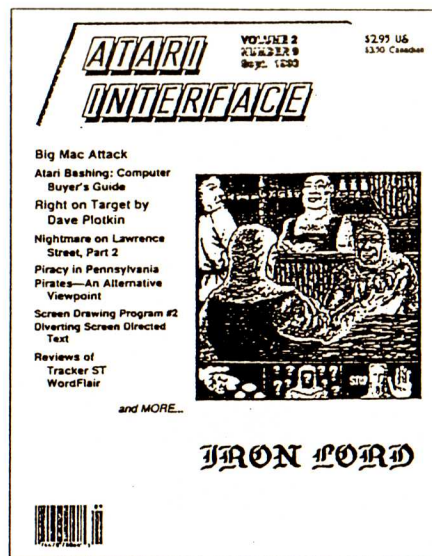
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The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and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

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Starfleet Meeting Minutes by Thomas Oughton September 14, 1990

Officers present: Guenther, Robique, Oughton  
 The meeting started with a total of seven members present. Anyone who wants to attend our meeting, we meet at the Denny's at about 79th Avenue on north Wadsworth in Arvada, Colorado.

We started with a discussion of printer trivia. If you own an 800XL, 65XE, 130XE, or XEGS two or more printers can be simultaneously connected to your system. Just like two or more disk drives can be attached to the system and addressed by D1:, D2:, D3: etc. The printers can be addressed by P2:, P3: etc. As the printers don't have switches, like the disk drives, each type of printer or interface has it's own number.

Printer/interface	Number
850	P2:
1025	P3:
1020	P4:
1027	P5:
1029	P6:

Of course, each printer interface will still respond to P: or P1:. If There is a need to use a printer and a plotter in one program, this is one way to do it.

Next we talked about the Atari Clubs of Denver's Bulletin board. Mike bought a 256K MIO to attach to our 130XE. We then voted on the purchase of a hard disk and controller to attach to the MIO. It was decided that all member clubs will pay part of the cost of running the board.

Next was the demonstration of Fooblitsky, even though it is no longer being made, some stores still have copies. In this game 1 to 4 players play and each player is a dog in the city of Fooblitsky. The object is to find four objects before the other players find them. The items are found in different stores located around town. There are four locations for each store, this allows all players a chance to get all the items. There are several things that are placed to hinder the players quest. Among these are cars on the streets, and the "chance man." This game is good fun for a family that wants to play together and dislikes shooting aliens.

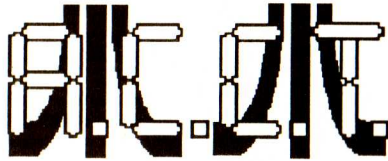
We next demonstrated The Halley Project. This game is very accurate in the placement and size of the planets in our solar system. It does not include some of the moons found by Voyager and no planets include rings. The mission is to fly from Halley's comet to a named planet. This is very educational as you must know things like Charon is the moon of Pluto, and where Pluto is in the solar system. The major problems with this game is once completed, there is no reason to play it again. The second problem is that the ship will not automatically orbit any of the planets. This makes landing really tricky. This game is still available from Thunder Mountain software.

The Meeting broke up at 9:45.

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 Magazines: ST Action & ST User w/disk \$5 each. ST Applications, Atari, Compute, and Antic Send S.A.S.E. for list. Most \$3.  
 COLOR Object \$20, Value Greeting Card Program \$10, Tool Box \$20, Rogue \$10, Time Bandit, \$10 Flip Side \$10, Print Master \$15, Print Master Art Gallery \$10, 4 X Forth Language \$60 (O.B.O), 8 Ball \$15, Lands of Havoc \$10, Degaz Paint Program \$20, Starglider \$20, Hardball \$20, World Games \$15, Championship Wrestling \$15, Major Motion \$20, Animator \$20, Pinball Factory \$20  
 Arthur C. Vasconcellos (303) 6464517





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
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Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
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Many topics came up for discussion at the September meeting. If any member has an opinion or wishes to vote on the following motions, come to the November meeting.

It's been suggested to make all memberships come due the same month. Right now it's up in the air which month. It's likely to be May or October. Some members think a different meeting day (such as Wednesday) would bring more members to the meeting. Some feel on Monday most people have too much to do.

WE NEED PEOPLE to work the Computer Fest In November. Volunteer your time or your system or part of your system or All of the above. If you can't come to the meeting to Volunteer. Call Dave and tell him what you can do and bring. Bring an Idea if nothing else.

Kevin Rutherford reported Genie has gone to a flat \$4.95 a month for certain sections, such as the message bases. Other sections are a flat \$6.00 an hour for 1200 and 2400 bauds.

That's all for this month. If this get's in before our October meeting, Remember October is Election month. Be there! You might get elected for something if you're not!



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.

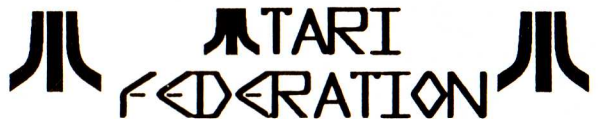
President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 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
Ex. Newsletters	Helen Kiker	(716) 924-4809

October Hi-Lites

At our September meeting, Sysop Chris Freemesser set up our BBS on the club's ST, and hooked up another system to demonstrate how the BBS worked at both ends.

Written ballots were collected for the vote between permanent meeting places - Brighton High School, Sunset Recreation, or Rochester Institute of Technology. As of this writing, the final vote had not been determined.

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.



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

Atari Federation Meeting -- Sep 10, 1990

This month's turn out was pretty slim, only 10 members showed. Of course that is typical of a holiday month. Bob Ribortone briefed the changes at GENIE. Both the good and bad points, overall it was agreed that the changes were for the good. However, there is a minimum monthly charge now of \$4.95.

Phil Rominger briefed some Atari news: The Glendale Show is next week. Calamus and Universal Item Selector III are not compatible. And there is a new 80286 emulator out for the ST. (I saw it at the Glendale show, it's called the AT-Speed.)

Doug Hadland talked about his new HP Deskjet. He is very happy with its performance. To prove how well it works, he brought in several sample prints, very impressive. (I use an HP Laserjet II at work, and the Deskjet looked just as good!)

This is an offer to Clubs with MIDI Sigs

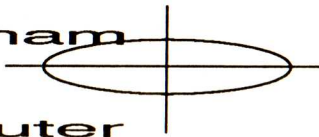
M & D Enterprises... (Micheal & Donna Calvin) would like to offer free of charge (except for postage) our 2 Demo Disks of Sequences in MIDI Standard Format. This is a single disk ARC package. Included are the Pagestream files to create the labels.

This is a one-time, limited offer and expires December 1st, 1990. If you are interested send a SASE (business size with 85 cents postage please!) with your club and either your Librarian's name or your President's name to us at:

**M & D Enterprises**  
7700 N.E. 120th Ave  
Vancouver, WA 98682-4129

We will send the disk package along with catalogues of the sequences presently available.

# Birmingham Atari Computer Enthusiasts

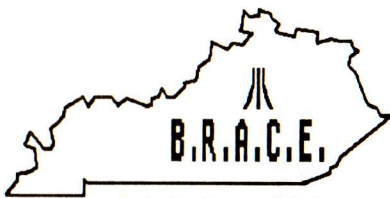


The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

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 Bradfield	

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

## BRAG ST



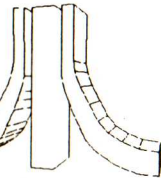
### Buffalo Region Atari Group for ST's

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

BRAG ST, PO Box 1035, Buffalo, New York, 14225  
Chairman Mark Pierro (716) 691-7844

As there was no August meeting, there's not much to report this month. However, it's time to think about elections. We need to fill the positions -- nominations will be in October and elections will be held during our November meeting. Consider giving the club some of your time -- run for office today! By the time you read this, the revised PD library should be available, both at our regular meetings and through the mail. More details in the next BOAST Quarterly.

# Central Connecticut Computer Club



Hi dere... Notice that all this text is going to be referenced to as future. Such as, Joe Mirando WILL be bringing a 520STe and his 1040 with P.C. Ditto II installed to the September meeting this month.

This is to be the first official meeting of CCCC held out of Eastern Computer Video. All members are being notified of the change, although I really don't think that anyone will show up at Joe's store anyhow! It appears that to survive as a club, new blood is needed. Does anyone know of a store left in Connecticut still selling Atari so that we might be able to beg a customer list off of them?? I know that they are out there....

Atari owners, that is...got to be a few of them still around that could benefit from a users group. Appears that all our previous members know everything there is to know about Atari and have moved on to other challenges, such as Unix and Messy-Dos. Whatever. CCCC will remain until buried. I guess that means we will be here till I decide to quit.

Reminder to all those still breathing—Boston Computer Society has a meet at the U-MASS Boston Harbor campus on Saturday, October 27th from 9am to 4pm. Good 'ol Bob Brodie will be in attendance along with most of the East coast developers.

Sour Note—Why is GENie holding all of us hostage?? As of October 1st, they are beginning a new service offering all kind of freebies for a low monthly price of \$4.95. To someone who has a need for unlimited Email or whatever else was offered, this is great. HOWEVER, there are going to be a lot of us who have *no need whatsoever* for this service and *if you do not join, you are thrown off the service!!*

Am I nuts or is this extortion, plain and simple?? We go on GENie for various reasons, myself mainly to use the Conference system and keep in touch with as many of you as possible. But I don't use Email unless I am responding to someone else's mail. I would prefer to use the telephone, fax or even (shudder) an answering machine! SO in effect, I would be paying a \$5 surcharge a month merely for the pleasure of remaining on GENie as a subscriber, and would be responsible for that payment per month even if I didn't log on all year!

Is General Electric doing so bad that they now have to jack their rates?? If so, I would prefer they do it up front. Reminds me of our water company in town. We had a dry year, so to boost efficiency of water use they jacked the rates. A higher rate would make people more cost concerned, they figured. They were right. We slowed right down. Lawns browned, cars stayed dirty, and we saved money. THEN...they noticed they weren't going to make enough of a profit that quarter, so to offset the fact people weren't using enough water, they raised the rates again! Ohhhhh, never before have so few needed lynching by so many before!! Jeez, I don't normally even use 2400 baud. For me it's either 300 or 9600.

And GENie doesn't even have the tech in place to foreseeably offer 9600...ever. I may have to eat crow and return to Compuserve, where it is now a cheaper alternative (for now). My solution is "Let those who wish to subscribe do so, and leave the rest of us to enjoy GENie as we always have."

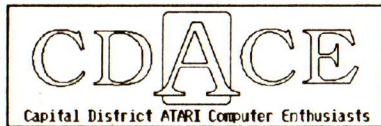
And please GENie,.....I hate crow!



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





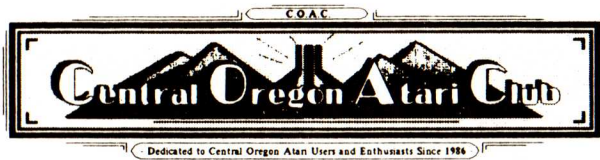


**Who We Are:** Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin 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.



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



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 summer has been lean for members attending club meetings. All that summer fun stuff: vacations, fishing, camping, family get togethers. Some of our younger people have summer jobs that they work. Am I the only one coming to the meetings regularly? The September meeting turned out pretty good actually. Jim Bergen brought a synthesizer and hooked it up to an ST and demoed the new "Band In A BOX" software along with showing off his musical equipment. I don't know anything about it, but I was impressed anyway. More people came than I thought would. We even got a new-comer, Greg Coleman, brought along by Mike Viegas. Greg bought one of Mike's STs and is going to use it to help him with his construction business. He is looking for the right software to use and seeing what's available.

I hope that our members are keeping track of when their dues are due. Look at the label on your AIM magazine. You can pay your dues early if you like, your membership will just be added on.

Andy Gray has back to school again. Back to Harvy Mudd College where he begins his third year of computer science courses. Norman's son, David Moore, is also leaving for college, this is his first year. David Powers is moving back to California.

BBS -- go'n online

By the way, for those who don't know, Andy has set it up so that there is an Atari section on a local Bend bulletin board. We can have access to the Bit Bucket at 503-389-5404. This BBS has files and information for IBM, MAC, other Apple computers, and thanks to Any Gray, Atari ST. You will have to do a log on, and I think, a waiting period before full access. Call them up. Me, now that I also have a PC clone there is more for me to look into. Oh my, I may have to join a PC club also! Naaah!

As you may know, we were visited by Steve Braun from Braun's Computers out of Beaverton. I'm sure he will like this advertising for him, but, the point is, being so far away from any dealer, even Steve, we do almost all our business by mailorder anyway. So why not support one in Oregon. Steve is willing to sell to club members at 12% over his cost. This puts prices about the same as you can get from other mailorder outlets. Give him a call at (503) 646-8241. His business address is 3803 SW Hall Blvd. Beaverton, OR. 97005.

See you at the meetings.



## First Atari Computer Club of Spokane

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.

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

FACCS Secretary's Report: New Meeting Place!

Wow! Finally! Important news! The next FACCS meeting will be on Thursday, October 11, 1990, at 7 p.m. at a brand new location! Eugene Bergstrom of Eager Beaver Computers has graciously offered us the use of the basement at his store at W. 920 Garland Avenue, next to the Garland Theater, with access to a nice large parking lot at the back.

In honor of the move, your officers have decided to celebrate with a Game Night for the October meeting! Fun for the whole family guaranteed! Feel free to bring your computer and your PD or original Atari game disks, ST or 8bit (no pirated stuff, please!) and we'll see if we can stage some competitions! Plus, if Gene will "lend" us a phone line, we plan to have a real time demo of the Atari Zone and some popular 8bit modem programs for those of you who are interested (an ST demo will be scheduled in the near future)!

Meanwhile, the annual Northtown Mall Computer Fair has been scheduled for Saturday and Sunday, November 10th and 11th, so mark your calendar and be sure to come! This has always been our biggest yearly event, and those of you who are new members and have never attended are in for a real treat! If you need more information, call one of us and we'll fill you in!

My condolences to all of you who missed the Bob Brodie event in August. Our thanks to Mr. Brodie and to RACE of Montana, RACE of Idaho, and A2-D2 of Tri-Cities for insuring most of us had a great time! We made a lot of new friends in the other northwest clubs, and hope we can make annual meetings with them all a tradition.

Lastly, in general club news, we've decided to make Sundays "FACCS members only" on the Atari Zone BBS, and to limit daily time on the popular on-line game of LfV, as modified by SysOp Greg Morse, in an effort to allow those members who always find the line busy to call in. We're also discussing the option of holding our yearly elections in February instead of November, both to coincide with the renewal date of most of our members and to avoid the confusion of changing leadership in the same month as the Mall Show.



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 September 1990

Welcome to another month in the life of a user group president. This month I have been exploring a BBS in Ohio, much to the dislike of my wife who gets the phone bill, and have found a lot of good programs to add to our library. We have also received our copy of Daisy-Dot III for the library, which will be available at the next meeting also.

In a couple days, there will be an officers meeting to discuss the upcoming meetings now that summer is on the wane, and attendance is again on the rise. There should be a full report at the next meeting. If you have some special request for a demo or study project, don't hesitate to ask, for it is your needs that we are trying to satisfy. It is by a request that we will cover the use of SpartaDOS again. Most members have SpartaDOS, but because of the unfamiliarity with the way which this command type DOS functions, many have yet to begin using it on a regular basis.

We are also in need of someone to do the demo on Daisy-Dot III for the whole group. If you are interested, let me know at the next meeting or just give me a call, and you can have the job.

I am looking forward to a very interesting and rewarding computer season this year, and hope many of you will join in. Welcome back.

See you at the meetings, and bring a friend.

Tim



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 year's 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.



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



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

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.

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579



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
Kelly Knecht	ST Librarian	(801)773-5652

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: November 14 and December 12, 1990.

Attention LACE Club Members: A new rule accepted in the September club meeting now allows for a \$5 discount for one year's membership when a new member signs up as a LACE member. The signee must not be a existing or former LACE club member and you must extend your membership at the same time. This offer is good for only one discount per member per year but saves you 25% of your annual dues. It's a great way to save money and a good way to build your favorite club member list.



# LBACE

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

#### Meeting Minutes—August 1990

The August meeting of MACE got underway at 7:40pm. Vice-President Ted Newkumet began by informing that the officer elections were coming up next month, and asked the members to consider taking an officers position in the club. After this, Ted gave everyone the latest Atari news and held a discussion about how MACE was operating.

A very short Q&A session then took place. Jonathan Bailey then gave a demo of the new Supercharger IBM emulator. This device lets STers use non-protected IBM programs on their machines. Next up, ray Simmonds gave demos of two games for the 8-bit machines after which Bob Retelle showed off the A.I.M. disk of the month. The members took a short break to examine some of the items shown at the meeting, and then Jonathan Bailey returned with a demo of the I.G.S. emulator. The meeting officialy ended at 9:32pm.

#### FOR SALE

**ST Software:** Revolver \$5, Outrun\$10, Crash Garrett \$5, Hippo Computer Almanac \$5, Thunder Blader \$5, Defender of the Crown \$5, Bermuda Projec) \$10, Indiana Jones & the Last Crusade\$15

**8Bit Software:** Eastern Front 1941 \$5, Final Legacy \$10, Atari Programming with 55 Programs & Disk \$5, Mannesmann Tally 140L (Unisys) Printer, Wide Carriage Printer \$100

Michael Bonkowski (313) 427-3157 after 7 PM

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 1 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.

#### September Meeting

The September meeting had a good turnout with a lively discussion on all things Atari. We discussed whether we should join up with the Atari Users Association. The Atari Users Assoc. will attempt to unite all Atari Users and Users groups under one banner. No conclusion came about as to whether we should join or not. I may wait to see how some of the larger Users Group respond before I decide on if we should join. Jim Menegos from the Atari users group in Atlanta also came to the meeting, I always am glad to see him show up.

As a result of the computer show we picked up yet another new member. Marc Lynn and his family showed up at the meeting for the first time and we are glad to have them as new members. Marc has a 1040ST and plans to purchase a printer in the near future.

#### Mall Show

The mall show went off without any major problems, except for the president (more on that later). We had 6 members show up with their computers for a fun day. Whether we sparked any local interest may be open to question but we answered a lot of questions and handed out a lot of brochures to anyone who appeared interested. One member described the show as "Kind of like an all day Users Group meeting." This was probably an accurate description of the various activities. We did manage to drag out some of the members of the club that I haven't seen in quite some time and we did pick up one new member so to me it was worth the effort.

As far as myself, I had "one of those days." First of all, I was going to show the tutorial tapes that the club has including the Antic CAD 3D demo tape. However my VCR decided that although it had been working fine for the last 5 years that now was a good time to ask, no demand, that the heads be cleaned. Well after eating my CAD 3D tape and making the tutorial tapes hardly able to be seen, I gave up.

Well, I gave up on that and decided to hook up my computer and start doing some PageStream work. When I hooked up the computer and turned it on -- colors on the screen and a no go. I then used up the next 2 hours trying different cables, drives, extension cords and anything else that I could think of with no help. So I finally gave up on this also and used another member's computer for the duration. To top off things nicely, I was suddenly called in to work and had to leave the show early. So things didn't quite go according to plan for me. When I got home I found that the EZ Ram II ram expansion that I have installed had shorted out against the RF Modulator box. So with a little screwdriver work and adding a little extra insulation on the bottom of the ram board everything is on the up and up.

On the Atari front, the stock is way down but so is every computer stock. Atari had planned to market some new products in the near future. The TT is shipping to developers with a 16Mhz clock, Atari will soon market a new lazer printer for under \$1000. There are also rumors that the Stacy has now passed the FCC for use in the home. There is also a rumor that Atari has fixed the problem with the STe and hard drives.

Do to the computer show and the mailing of brochures and information packs, I was unable to have a newsletter or Disk of the Month in September. Hopefully everything will be back on track with the next meeting at the usual time at the library on November 11. I hope that you will be able to attend and that you can bring a friend.



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.



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



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.)

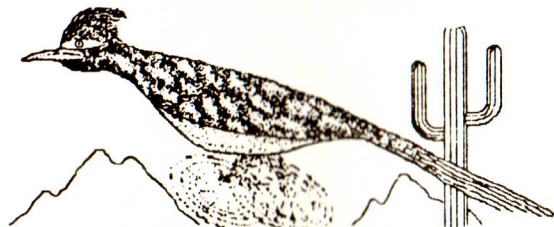
Call 592-5427, for more info on O-ACEs!

**PAC**  
Annual Dues \$25.00  
Newsletter ONLY (year) \$10.00

The  
**Portland Atari Club**  
with the  
**Original Eugene Atari Computer Enthusiasts**

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.



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 Dytmire (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. September 8, 1990 by Jim Keho

The meeting was called to order at 10am. There were only 12 members and visitors in attendance. It's the record low turnout of the year!! Come on... Where were you? It should be cooling down now so Come On Down!! I don't think you'll want to miss the next two meetings either!

On with general business...

YES, The swap meet is ON for Oct. 13th!! Officially! It will be a Swap Meet & Expo. It will be a combined swap meet with the 8bit group, so if you got an old 400 collecting dust in your closet bring it down too!<grin> ALL Atari computers! There'll also be systems up and running, So if you'd like to bring your system down, bring it! The swap meet will be Sat. Oct.13,1990 9am. to 1pm. at the same meeting address above. COME ON DOWN!

And if all goes as planned we will have one of the Codeheads as our special guest speaker here at the Nov. 10, 1990 meeting! Should be one you won't want to miss! Also coming up is that time of year again, time for new officer nominations. There's going to be a few openings, so if you'd really like to support your club plan on attending and running for an office. You are needed!! I think there needs to be some changes in PHAST this next year to keep it afloat, the sooner the better! So please try to attend and run for an office, or at least be present to vote for who you think will keep PHAST going! Your club needs your participation and support in order to continue! COME ON DOWN! Well that's it for this time, see you at the Swap Meet Sat. Oct.13th!



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

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges 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...

Due to the fact that a new security system was being installed at our old meeting place, September's meeting was held at the Tom Meierotto residence. We held the business part of the meeting in the dining room, and the hardware portion in two of his rooms on the top level. With the Meierotto's home barely a month old, it was courageous of them to invite us over. Thanks for the pleasant evening!

I ran across something for our 8bit users last week. There are some great 3-D animations circulating out there. Also, there's a new program available called Colorview. It is capable of displaying 4096 colors on your XL/XE/XEGS. That's all I know for now; do some detective work!

Shipping September 4th is the DeskJet 500, replacement for the older DeskJet models. Retailing for \$729, it includes 4 typefaces and will ship with HP's new water resistant ink. HP plans to make these new ink cartridges available for its entire line of DeskJet printers in December and they will sell for \$20. This may well be the most affordable quality printer available today.

I just received my Fall '90 catalog for J&R Music World. They offer the full line of Atari ST computers and accessories. The 1040STE sells for \$599 and the 520ST-FM sells for \$329. Great deals! Give them a call at 1-800-221-8180.

My source tells me there is another retailer selling Atari Lynx's in the Duluth area. See them at Childrens Palace near the Miller Hill Mall. Also, profits are up slightly at Atari Corp so business can't be that bad for Atari... or could it? Our next meeting will be October 21st at 6:30. I'll contact everyone as to the location.



### 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
ST Librarian:	Rick Mount,	596-8631
XE Librarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

### The Prez Sez by Rick Reaser

It's time to start thinking about next year's slate of club officers. We will be looking for volunteers to run for the offices shown in club masthead. If you are willing serve, please let one of the current club officers know. We will be holding club elections at our annual combined meeting in December.

For those of you who aren't GENIE subscribers, there have been great changes in GENIE subscription costs. First, the hourly rates have gone down. Non-prime time is \$6/hr for all baud rates. Prime time is \$18/hr for all baud rates. On top of that, there is a mandatory flat \$4.95 fee for Star\*Services which includes unlimited, non-prime use of GE mail, shopping services, single player games, genealogy SIG and EAASY SABRE to name a few. The features not included are Atari Roundtables and Software Libraries (bummer) and other specialized services. All in all it is a pretty good deal.

The October ST meeting will be demonstrations of high end productivity programs. VP Steve is attempting to obtain demos of DynaCADD, Word Perfect and Calamus. It should be an interesting meeting.

The September 8bit SIG was captivated by John "What other piece of hardware can I buy this month" Sandgren's in-depth presentation of Computer Eyes. One of the most amazing parts of the demonstration was when John imaged Peter Eaton's head and the neither the camera nor the computer broke. Continuing his tradition of bringing new hardware to the masses, John also demonstrated the Game Link which connects two computers through the joystick port for interactive gaming. The Game Link cable is easy to build and the software to drive the ports is public domain and available on GENIE (or from John for that matter).

At the November 8bit SIG, Rick will demonstrate the upgrades to Diamond Write and Diamond Paint both of which operate with the Diamond Graphic Operating system which uses an ST mouse. Textpro 4.55e will also be exhibited.

We have moved the club libraries (8bit and ST) to Citadel Computers, 1835 S. Nevada (behind El Pollo Asada). Remember to return the disks you check out. Say hello to member Cindy Stimits who works there.

# R.A.C.E.

Welcome to the second edition of R.A.C.E. Notes via Atari Interface magazine! I hope that everyone is enjoying the magazine, the people at Unicorn Publications definitely have a lot to offer our club. October should be a very exciting month for our club. The Atarifest will be held on October 6-7 in Reston, Virginia. The majority of the club is going to the show and we should see many interesting things there. RACE will be taking 19 people and the Fayetteville users group will be taking 6 people. October is the projected release date for the TT from Atari. Hopefully, they'll get it out the doors in time. Keep your fingers crossed gang! The month of September was a very busy month for the officers but not a very active month on behalf of the club. No one is calling us anymore, no one is interested in our mini-meetings, what's going on gang? Due to a lack of interest, the mini-meetings have been scrapped until further notice. If any of you want to get in touch with us for any reason, please call us anytime.

Eric Schofield 851-5134 Desktop publishing, multi-sync monitors, STe computers, Atari magazines, telecommunications, general information. Brian Casper 851-8092 Memory upgrades, hard drives, Atari hardware modifications or upgrades, IBM emulation, general information. Tony Manino 851-8092 Macintosh emulation, games, telecommunications, programming in C or Pascal, general information. Barry Clayton 362-7835 Club library, good deals on where to buy ST's & peripherals, general information.

Just give one of us a call, we are here to help you and we are all committed to making the club the best that it can be. If enough of you call in a specified amount of time, we can get together one day and have a "mini-meeting". The R.A.C.E. disk subscription is now in effect. For only \$24 a year, you get 2 disks each month. These disks contain 8 issues of popular ST online magazines, games, utilities, clipart, and demos! We'll save you tons of time from downloading yourself and lots of money off service charge fees from

Genie or Compuserve. For more information, give Eric Schofield a call at 851-5134. Next months meeting! October 23, Richard B. Harrison Library Auditorium 1313 New Bern Avenue 7-9 p.m. Please notice that the 23rd is a Tuesday, not a Wednesday.

October's program will feature Spectre GCR, the Macintosh emulator! Don Nelson will show us the ins and outs of this incredible device on his Mega ST! You don't want to miss this one!



**Rushmore Atari Computer Enthusiasts (RACE)**  
3512 Lawrence Dr., Rapid City,  
SD 57701 (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 Fandall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

**President's Particulars**

**HEAR YE, HEAR YE! ELECTIONS & SWAP MEET!**

Well, it's that time again. Time for elections. The month of October brings many things with it including cooler weather, fall colors, Columbus Day, Halloween, and the RACE Election and Swap Meet Gathering. All of these were in order of increasing importance, of course. Bring your nominations, votes, and involvement to the meeting. We will be doing the changing or keeping of the guard as the case may be and then get on with the swap meet. Which brings me to the next urgent announcement.

Bring those dusty hardware and software items to the October swap meet and get them in the hands of some handy hacker who really needs or wants them. If you have none of the above, then bring your money and take advantage of some real bargains. I'm still using a great flight simulator, reference book, and etc. obtained at a swap!

There was some very interesting interaction and discussion about use and capability of spreadsheets at the September meeting. Iron sharpens iron. We all gain much from each other.

By the way, whether I am replaced or continue as the prez, it's been a great year. Thank for the support!

Rick Burton



**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



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



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

**Minutes for September 15**

The Meeting convened with 12 attendees. Marc reported that CopperState Business Systems in Chandler is closing out its line of Atari hardware and software, with remaining software at 80% off list. The members voted to purchase a 520 ST for \$279.00 to set up a club BBS to be operated by Lee Whiteside.

Several of us are planning a trip to COMDEX at Las Vegas during November 12-16 to check out the new stuff being sold to dealers this year.

Genie has announced a new price structure with a \$5 a month minimum that includes many services at no extra charge including E-mail. All computer roundtables and software libraries (the most profitable areas) will be \$6 per hour at 300-2400 bps. This is clearly an attempt to compete with the Prodigy service. We are still planning a demonstration of the Genie service for our November 17 meeting.

The demo of the day was a face off between the MiGraph and Datel Rio hand scanners using the Handi Scan software supplied with the Datel unit. Both regular and gray scale scans were tried with each scanner and printed out using Pagestream on a Deskjet printer. The MiGraph scanner appeared to have a slight edge in output quality. Tim also brought his Marstek 105 scanner. It comes with only an IBM interface. All three units appear to be OEMed by the same manufacturer.

From FACCs to All Computer Enthusiasts  
Please Help us so Craig can achieve his goal!  
Craig Shergold is seven years old. He has a tumor on his brain and has very little time to live. His last wish is that he be recorded in the Guinness Book of World Records as receiving the largest number of Get Well cards by an individual. Would you join me in sending Craig a card or letter? His address is:  
Craig Shergold  
36 Shelby Rd  
Carshalton  
Surrey, England SN8 1 LD





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

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.

**Problems with Group Notes:** I am sorry that you did not get any notes for the last issue due to a communication problem at my house. My phone lines have been getting noisy and my modem can not connect to an outside BBS. While I am trying to solve that problem, I will enlist several other members to transfer my notes to AIM every month so we can tell the outside world how great the meetings have been lately.

**August Meeting:** Well, there were six members present and one of those was a new member, Darryl Ziegler, who just signed up. There was disappointment expressed by one member concerning the future of the Atari Corp. and his desire for our club to do something that will "make a difference" in Atari's operation. I wish that we could do something but FIRST we need to take care of ourselves to preserve our club's existence! To help in reminding our members to show up for the meetings, I will try to implement a "postcard reminder" program, in which a postcard will be sent to the members about a week before the meeting. The postcard will have a brief list of upcoming demos, an "equipment-volunteer" reminder note, and other important information.

I submitted a new logo for our club. With the small audience that we had, the membership that was present approved for the use of the new logo. Hopefully, you will see it in this newsletter.

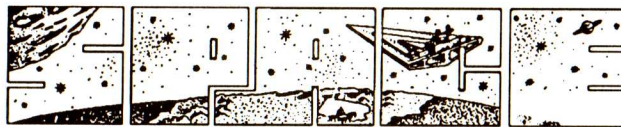
**September Meeting:** We had 15 people show up for the September meeting (a pretty good crowd). The "postcard reminder" system appears to have worked out quite well and a number of members mentioned that they really like that sort of reminder. We will expand this "postcard reminder" to some old members that have not renewed, in hopes that they come back. Other incentives discussed for bringing in new members (and will be implemented) are giving a free floppy that contains a listing of all the files in our public domain library to all members. The listing will be in a database form that can be used with the cataloging program, STDCAT, which will also be included on the disk. These catalog disks will be passed out at our October and November meetings. A hardcopy list of the catalog will also be present at all meetings.

Telecommunications was the topic for the ST and home filing systems for the 8bit. LeRoy Valley demoed the following programs for telecommunications: HagTerm Elite v3.3, Flash, Interlink, and Stalker. By the way I would like someone else to volunteer for demos in future months so LeRoy can take a break from all the demos that he has performed in the past year (and the year before that, and before that, and before that). Check the features and the price differences of the other programs to see what features that you would want to pay for. Remember, you pay for what you get.

The 8bit group focused on a Home Accountant program from the Atari Program Exchange. The program was on 4 disks and included business expenses accounting and the ability to write checks.

Thanks to the Equipment Volunteers for September 15th: Thanks to Al Jennings for his ST and Bryant LaFreniere for his monitor. For the October Meeting: games demo meeting: Neil Demo will demo StarFlight and Al Jennings will demo Space Ace for the ST. Ted Beauchamp will demo Mini-Golf for the 8Bit. Equipment Volunteers for October 13th are Jim Fleming with his ST and Larry Henard with his color monitor. LeRoy Valley will conduct the meeting.

**Future Meetings:** On November 17th, the group will have a hard drive tutorial meeting for the ST. Equipment Volunteers for November 17th are LeRoy Valley with his ST and hard drive and Bryant LaFreniere with his monitor and hard drive. The December 15th meeting will feature our annual swap meet.



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



STAR (ST Atlanta Roundtable) meets at Shoney's at 6551 Peachtree Industrial Boulevard at 7p.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 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\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.



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.

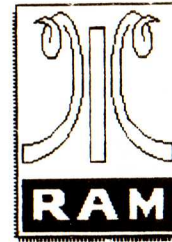
President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649



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
Sargeant at Arms	Barry Miller
ST Librarian	Dick Chacklin
8bit Librarian	John Lindquist



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

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z\*NET. Memberships by mail are welcome.

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

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



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

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.



The September meeting of WAUG was held on Tuesday, 9/11. Craig called the meeting to order at 7:40pm and, while other helpful persons busied themselves with the logistics of setting up systems for Games Night, Craig brought us up to date on club business.

October will feature a demonstration of the SuperCharger IBM emulator. Bill and Pattie will give us the grand tour of their new toy. November we'll be honored by a visit from Tim Purves, a senior programmer for Michtron and author of the Michtron BBS system. December will be the annual Christmas Party/ Entertainment event with door prizes. 4) January we will be looking at the MiGraph hand scanner along with the TouchUp graphic utility.

Craig described new progress in the planning for the Windsor-Detroit Int. Atarifest and announced the next planning meeting will be held on Saturday, 9/22, so that interested members could also attend.

The remaining PageStream package donated by SoftLogic will be raffled in October. Tickets will sell for \$.50 each.

Much of the rest of the evening was dedicated to demonstrations of game packages for both the 8bits and STs. In between demonstrations ST Librarian Bill Rayl described the contents of the disk-of-the-month. Eightbit games demoed included Age of Adventure, Ali Baba and the 40 Thieves, Naval Battle, R.O.T.O., Buried Bucks and a few others I don't remember. ST games included a variety of new demoes of games from the UK that Bill had collected in his travels around the networks: Aquanaut, Fred, Resolution 101, Rotox, Cloud Kingdoms, Back to the Future II, Thunder Strike, and Gran Prix. Jay Skotcher also gave us a few quick crashes with his Hard Drivin'.



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
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

Mike, announced the resignation of Marty, our secretary/treasurer, for personal reasons. The office of treasurer was filled by the appointment of Dave Shane to the position after he volunteered to execute these duties. The office of secretary was filled by the appointment of John Kasupski to the position after responding to a request of volunteers.

Mike, Don K (and a cast of thousands) tried to demonstrate Print Shop and Print Shop Companion. Don K. (and others) then demonstrated AtariWriter 80 with the Atari XEP-80. The Split Club jackpot was won by John Tally.

President's Notes: The demonstration of Print Shop and Print Shop Companion was a disaster. I was planning on using the XEP-80 as the printer interface for Print Shop and PS Companion. I have been using a TRAK disk drive with the builtin printer interface and was thinking the XEP-80 had the same kind of builtin printer interface. I was in shock when Don plugged the XEP-80 in the joystick port. We'll have to reschedule the Print Shop demonstration. I would like to inform the user group that we're not on a desert island. Lonnie Hudkins knows we're alive. He directed an Atari user who needed help with his Atari. I would like to thank Dave Shane and John Kasupski for volunteering to fill the offices.



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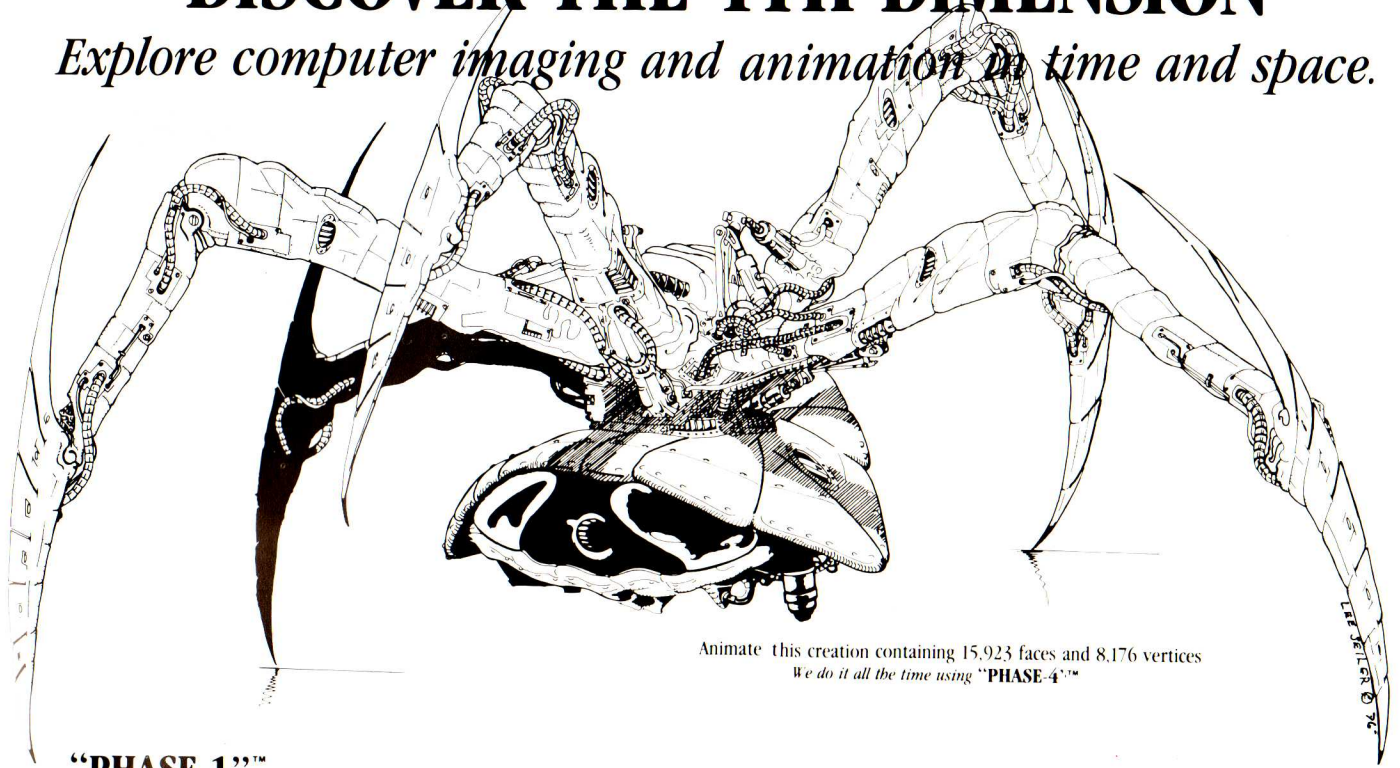
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