

# ATARI

VOLUME 2  
Dec. 1990

\$2.95 US  
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# INTERFACE

## Desktop Publishing

Calamus Review  
PageStream in  
Color

Design Basics for  
Desktop Publishers

EPS Clipables

Cherry Fonts

M-S Designs Fonts



WAACE Show Report  
Glendale Show Report  
An 8-Bitter's Look at the  
Glendale Show

### Features

Right on Target

Basically Speaking

A-T-A-R-I

AtariWriter+

### Reviews

Their Finest Hour (Battle of Britain)

Magical Math II

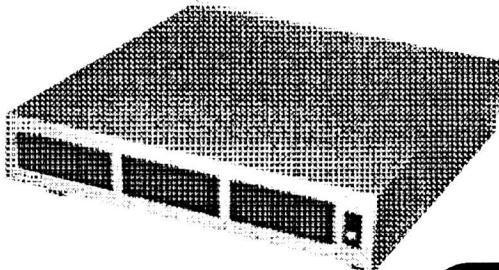
Spelling Bee



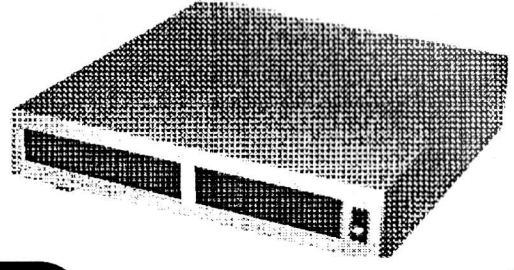
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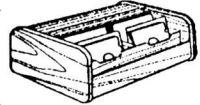
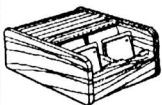
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- PORTFOLIO - call
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- Z-Ram/Mega II- 4Megs - \$115  
(Board w/chips- \$211)
- STE SIMMS - 1meg each - \$65
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- Cleanup ST - \$24.95
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- 50pin SCSI dual drive cable 18" - \$10
- HP Deskjet printer - \$549
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- ICD Advantage Plus w/clock - \$93.77
- ICD Advantage (no clock) - \$83.77
- ICD Advantage Micro (Mega's) - \$77
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- Mouse (Atari) - \$48
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- Omniswitch - \$79
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- Star NX-2410 24pin printer - \$290
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- Supercharger Math coprocessor- \$145
- Synchro Express - \$79
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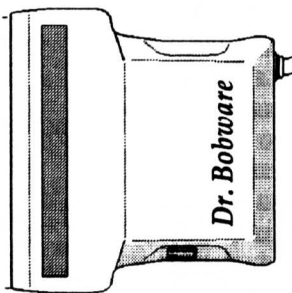
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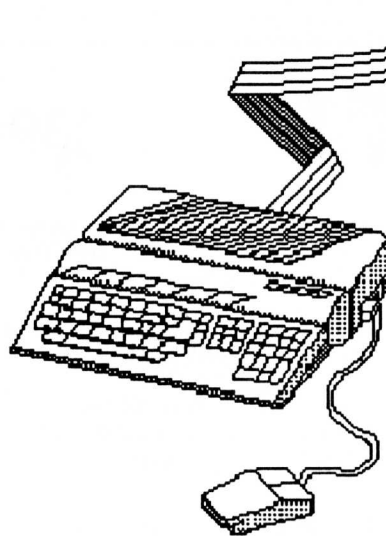


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# ATARI

Your Connection to the

## Volume 2

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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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# INTERFACE



Atari Users Community

Number 12

## PARTICIPATING ATARI USER GROUPS

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| <b>JACS</b><br>Clementon, NJ                  | <b>STig</b><br>Denver, CO                |   |

### On the Cover

Seasonal artwork from an unknown artist.

Managing Editor: Patricia Snyder-Rayl

Editor: Bill Rayl

Photographer: Gary Klugman, Joe Mirando

Artwork: Migraph, Steve Volker

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



# ATARI BULLETIN BOARD

by Bill & Pattie Rayl

As winter approaches, the personal computer market is heating up like a summer day in the Sahara. This column doesn't normally focus on the industry as a whole. However, recent events may have a direct impact on Atari's future in the market.

Apple has revamped their line of Macintosh computers and slashed prices in a bid for market share. The low-end Mac Classic is a repackaged Mac SE with a suggested retail of \$1495. The Classic is selling for as low as \$729 to \$795. For that price, you get a 68000 machine with two megs of memory and a 20 meg hard drive.

The 68030 Macintosh IIsi, the new top-of-the-line color model, has a suggested list price of about \$4900 but can be purchased for \$3800 or even less. The mid-range 68020 color Mac LC is not yet available, but has a suggested retail price of just over \$3000.

Apple currently has about a 10 percent share of the entire PC market, with IBM itself having only around 15 percent, according to Dataquest figures. Although the new strategy from Apple is aimed to knock IBM out of the number one spot, it could have a negative impact on Atari's and Commodore's ability to sell machines in the low price PC market. You can now buy a Macintosh for less than a comparable Atari or Amiga system.

## What's NeXT?

At the same time, the NeXT machine is reportedly ready for its

US assault. The low-end monochrome NeXTstation has an announced retail price of \$4995. It comes with 8 megs of RAM, a 25 MHz 68040, 105meg Quantum drive, 2.88 meg floppy (not optical) drive and built-in Ethernet capability.

The NeXT also has a chip that can function as a FAX modem or normal modem. The chip can also generate CD quality sound. The NeXTstation also comes with display Postscript, the NextStep interface on top of a Unix operating system and a good "starter kit" of software.

The NeXTstation color system comes with a 16" color monitor, 12 megs of RAM, and a 16-bit color display. Retail price is \$7995.

The monochrome machines are scheduled for quantity release in November, with the color systems coming in the first quarter of '91. Already available for the NeXT are packages such as Word Perfect, Adobe Illustrator and a talking spreadsheet from Ashton-Tate. Soft PC for the NeXT allows for IBM emulation as well!

## What about Atari?

Although very few details are coming from Atari, there seem to be big plans for COMDEX in mid-November. Bob Brodie, Ken Badertscher and others have stated the TT will be publicly available in time for this show.

It is unknown to us if the TT has FCC approval and no one we spoke to at Atari could (or would) say.

It has also been hinted that Atari will announce major reorganization plans and marketing strategies at COMDEX, but what

these plans and strategies are is uncertain.

Also uncertain at this time is the status of Elie Kenan at Atari. Kenan had been put in charge of "Atari North America" and was seen by many as Atari's "last best hope" to make a dent in the US market. Kenan returned to France for a major computer show, and it is rumored he will not be coming back to the US.

Gregory Pratt, an Atari Corp. vice president and chief financial officer, has reportedly moved into Kenan's position. It is unknown if this is a permanent move. No official announcement has come from Atari at this time.

Jim Fisher is also gone from Atari. Fisher was in charge of sales and marketing and was also "publisher" of Atari Explorer.

Atari US has been renamed to Atari Computer. In recent messages on GENie, Atari's Bob Brodie has mentioned the change.

## New TT Desktop on the ST?

The new TT desktop has a multitude of enhancements, making it more like the Mac desktop or desktop replacements/enhancements from developers.

As reported last month, "bootleg" copies of the TT desktop that run on the ST are being circulated. Atari has, indeed, created a disk-based version of the TT desktop that runs on the ST. The bootleg version floating around is reportedly not the final version.

Atari met with alternative desktop developers CodeHead Software, Gribnif Software and Double Click and discussed release of the disk-based version. Messages on

GENie from Atari's John Townsend began to imply that Atari would not release the new desktop to current ST owners. The reason given was that it would adversely affect these alternative desktop makers.

In response, CodeHead and Double Click uploaded their opinions on the matter to GENie. They feel Atari should release the new desktop, as it would help sell more computers and thereby help them sell more software. Apparently, these opinions were originally voiced to Atari in private.

Atari has announced that they will make no final decisions on the new desktop distribution for STers until after COMDEX.

## Developer News—DTP Style

Users of PageStream looking for third-party fonts may find just what they need from Dennis Palumbo. Palumbo produces a line of professional, high quality fonts for PageStream. Each disk contains three complete fonts with all foreign and special characters. Postscript and "Dot Matrix" versions are included. Retail price is \$34.95 per disk. All of Palumbo's fonts are registered with Soft-Logik and come with a 90 day warranty! Dennis Palumbo, 104 Barrymore Blvd., Dept. B, Franklin Square, NY 11010, (516) 535-7316.

Another excellent source for PageStream fonts is Computer Safari. Jay Pierstorff of Computer Safari designed many of the fonts found on Soft-Logik's own font disks. Computer Safari also markets a series of EPS Clip-Art packages. These graphics can be loaded into PageStream and printed on Postscript printers or phototypesetters. Suggested retail for the clip art is only \$29.95. Computer Safari, 606 W. Cross St., Woodland, CA 95695, (916) 666-1813.

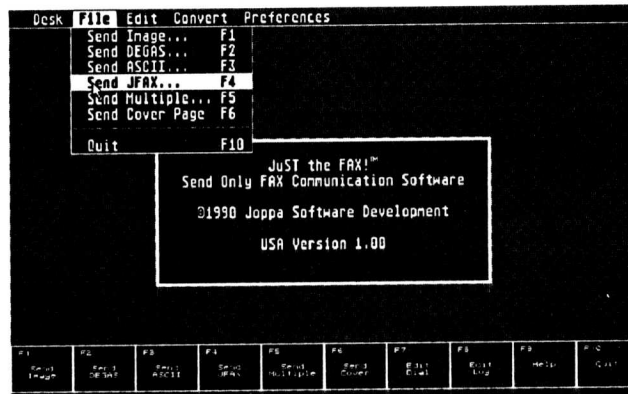
Calamus users also have a few excellent sources for quality third-party fonts. Cherry Fonts produces fonts that "add some of that designer touch to your Calamus documents." Each "Fontpak" produced by Cherry Fonts would be a welcome addition to any professional desktop publisher's "type drawer." Retail price for a Fontpak is \$42.95 US or \$49.95 Canadian. You can also order any single font and its matching italic version for only \$24.95 US/\$28.95 Canadian. Cherry Fonts, 2250 Tyner Street, Unit #4, Port Coquitlam, B.C., Canada, V3C 2Z1, (604) 944-2923.

If you're looking something special or out of the ordinary in a Calamus font, M-S Designs is the place to look. From Old English to advertising fonts and various script fonts, M-S Designs has something for everyone.

Currently, M-S Designs has eight font disks, called Groups. Each group contains at least three fonts, with three of the disks supplying four fonts. Retail price is \$39.95 per group. You can order all eight Font Groups for only \$150, saving over \$80. M-S Designs, 611 W. Illinois, Urbana, IL 61801, (217) 384-8469.

## FAX Modem from Joppa

Joppa Software Development, a division of Joppa



Computer Products, has released JuST the FAX, a 2400 baud modem which also works as a Group III compatible FAX.

The hardware is the same as the SendFAX available in the IBM world. The software from Joppa is what makes this send-only FAX a bargain for desktop publishers on a budget. JuST the FAX comes with printer drivers for both PageStream and Calamus. You can create documents, complete with graphics, and print them to disk using these drivers. Then, JuST the FAX can send this file to one or more locations. All this and a 2400 baud modem, too, for only \$169.95! Joppa Software Development, PO Box 226, Joppa, MD 21085, (301) 676-1948. [Ed.: We'll have a full review of this product in our next issue.]

## Online News

In mid-October, Lexicor Software held a formal conference on CompuServe. Lee Seiler, Lexicor's president, announced a year-long graphics and animation tutorial to begin soon after the Lexicor area opens in the AtariVendor Forum. This tutorial will consist of weekly lectures/classes, homework assignments and much more. Designed to take a novice through the entire graphic drawing and animation process, these classes are open to the public at no cost above normal CIS connect charges.

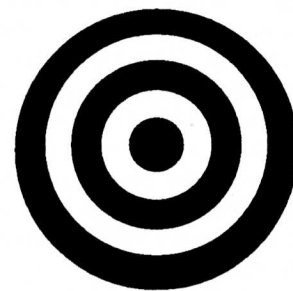
To see what Lexicor's software is capable of producing, check out this month's cover. The artwork was created by Lee Seiler for this issue. Also, take a look at the animation from Lexicor included on this month's AIM ST/Mega disk. We'll be featuring other Lexicor animations on future disks, as well.

## Late-Breaking News

Michtron, rumored to be for sale for several months, has finally been sold to Creative Computers. They will be taking over the MichTron name and inventory, and will continue to support MichTron's line of products.

There is no word from Gordon Monnier about his future plans, but Aladdin, the ST's online navigation software for GENie, was written by Griffin Software and Tim Purves. Gordon is also involved in English Exhibitions, a company to help promote English shows to American exhibitors.

# Right On Target



**David Plotkin**

One of the really nice things about the Atari ST is that you can hang quite a lot of accessories onto it to get it to do what you need. This is surprising in light of the fact that Atari seems to have designed the ST without regard to expandability. At least, you don't have available the "card" slot configurations available on PC-compatibles and the newer Macs.

There is the cartridge port and (on the Mega) an expansion bus, but each of these can hold only a single device at a time. Further, there are limits to what you can plug into the cartridge slot, as it is not a full bus.

Developers in the ST world seem to be more inventive than most, and have figured out ways to do things Atari never anticipated. The down side of this is there seem to be more versions of STs around than there are species of insects, and doing things that Atari didn't anticipate means that sometimes (perhaps too often) the hardware doesn't work quite right.

Most of the hardware changes from Atari are "minor" revisions, such as a slightly different version of a chip, or a chip that is soldered in on one version and socketed in another.

Still, it is just these kinds of inconsistencies (usually done to effect some minor cost savings) that cause hardware developers fits. The saddest story of all is pcditto II, which is off the market as far as I can determine. Because of timing differences between different models of ST, it didn't work in a sig-

nificant number of machines, causing havoc and untold damage to Avant Garde's reputation.

The developers keep trying, however, and success stories are even more astounding than the failures. JRI is a good example. They produced the first high quality, workable genlock for the ST, and it is in general use in a variety of professional environments.

Zubair Interfaces' Zkeys lets you connect a PC keyboard to an ST. Why would you want to do such a thing? Well, for many, the 520/1040 ST keyboard is less than ideal. Its response is flat, and the angle causes some wrist problems for people who must use it for lengthy periods of time.

With the wide variety of available PC keyboards, anyone should be able to find an acceptable replacement keyboard.

## Moving on to Monitors

Another area of activity is monitors. While the Atari monitors are decent, you do need two if you want both the rock-steady monochrome image and color. Further, here again the quality varies, depending on what version of a particular monitor you happen to have purchased.

This is especially noticeable in the color monitors. Early ones (like I have) were excellent, but later ones suffered from Atari's hunt for additional profits—they are lower cost (to Atari, *not* to you and me) and the color saturation and quality suffers.

Also, monitor availability can, at times, be problematic. There was a long stretch of time when no monochrome monitors could be had at all. When they finally did

become available, color monitors were in short supply!

The first answer to this came from the folks at Talon Technology in the form of an external box for STs to plug into multi-synch monitors.

Multi-synchs are sophisticated monitors that can synchronize to different video signals. Without getting too technical, what this means is that you can do monochrome *and* color on a single monitor.

Good quality multi-synch monitors are not cheap (starting at around \$350 and going up to \$2000) but they are easy to find (PCs use them also) and are available in a range of screen sizes up to about 19", so you are not stuck with Atari's small screen size. Further, many ST owners are also PC owners (including yours truly) and *already* own a multi-synch monitor.

Of course, there are other ways to go about getting an alternate screen. Moniterm monitors are large monochrome monitors that are just a joy to work on, especially when using desktop publishing or CAD packages.

Because the screen is large, you can see far more information. That is, of course, if your program is compatible with the software driver that powers the Moniterm. Most of the important ones are, or updates have been released that are compatible.

Even more intriguing is the ISAC board, which basically does a "color Moniterm." Again, a software driver and interface board are required, but you can now use color on a big, high resolution screen. Far fewer programs are compatible with the ISAC board,





primarily because it functions in low resolution color mode, and many "serious" programs don't work in low resolution. The ISAC board also requires a very high resolution color monitor that goes beyond the "normal" multi-synch range. These can be expensive.

Let's see, what else do we have? Oh yes, disk drives. The hottest thing in both the PC and Mac markets are high density 3.5 inch disks, which can store 1.44 meg on each disk. This is pretty incredible—you can back up a 40 meg hard drive on only 29 disks. Unfortunately, we don't have 1.44 meg floppies available for the ST. Or do we?

DreamPark Development has a board called the "PowerDrive" that will allow attaching a 1.44 meg floppy to your ST, either externally or by replacing the internal drive. This board does require replacing the disk controller chip, which is a bit tricky because it is soldered in.

Also, as of this writing, machines equipped this way can no longer read/write Mac-format disks when working with Spectre GCR, though Dave Small is said to be working on this.

The disk drive you use to connect to this board must be one of a limited number of brands. Apparently some of the high density drives don't do a density detect properly and thus won't work with the Powerdrive. There is even rumored to be another option that doesn't require replacing the disk controller chip, though I haven't seen it myself.

### Increasing Memory on the ST

Quite a few companies have gotten into the memory upgrade business. You need to be careful though—there are more horror stories surrounding memory upgrades and the companies that do them than any other upgrade (except perhaps for pcddittoll).

I have had personal experience with two companies that make memory upgrades—JRI and Zubair. Both make excellent, well-engineered products. Zubair, in particular, has a line of solderless upgrades that are exceptionally well put together. Depending on your machine, you may need to disconnect some resistors, but this is quite simple, even for someone with no soldering prowess.

Accelerators are another hot topic. Although the 68000 microprocessor that drives the ST was great for its time, the natural progression of users to more power and speed has led to an effort to enhance the ST's performance. Initially there were two accelerators available. The first, from JRI, only provided about 10-15% speed increase, though the processor itself was running at twice normal. This is because everything else in the ST was still tuned to the original speed. Every time the processor had to go "outside" to memory or a support chip, it had to wait for this outside support to catch up.

Jim Allen did JRI one better by bringing out T-16, a board that provides 30-50% speed increase. It does this by keeping a small cache of very fast memory on

the board itself. This memory is fast enough to keep up with the fast processor.

What happens is that when the T-16 loads instructions from regular memory, a certain amount of those instructions are stored in the fast cache. When the processor needs more instructions, if those instructions are in the cache, then the T-16 doesn't have to wait while regular (slow) memory responds. It makes quite a difference. This scheme is used in fast PCs and Macs as well.

Quite a few additional accelerators are just about to hit the market, including a rumored one from Gadgets by Small that uses some sophisticated memory management techniques and a 68030 processor. Such an accelerator board has been seen recently in Germany, but no plans are in the works to bring it here. Gadget's board could conceivably even outrun the TT (at least, in its original 16 MHz configuration). It should be interesting to get ahold of one.

One caveat, though. Compatibility will suffer on machines equipped with a 68030—because this chip does do things differently than a 68000, and programs that "broke the rules" (sometimes ya gotta!) won't work. But then, that will be true of the TT, also.

Well, it looks like we're out of space for this month, so we won't get to talk about such niceties as internal hard drives and such. Maybe next time. See you then.

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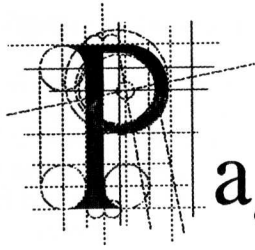
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# PageStream in Color

Bill Rayl

Recently, we've taken a good overall look at Soft-Logik's PageStream (see June/July and November '90 issues). This article focuses in on one of PageStream's finest qualities—its four color process capabilities.

PageStream is the first package to bring full color desktop publishing to the Atari ST. And, it does so with a flexibility and ease of use that outshines most other desktop publishing (DTP) packages on any computer.

## Color Definition

The PageStream manual gives a pretty good overview of color and the various color definition systems the program uses. You use these systems to define your own colors and add them to PageStream's list. PageStream can recognize over 282 trillion colors.

Although you can define more colors than you'd ever possibly need, PageStream can only display four colors in medium resolution. Of course, on a monochrome monitor, you only get black or white. This is due to the ST's own limitations. Because of this, PageStream allows you to tag a screen color to the actual color you've defined.

For example, the predefined color Dark SL Blue appears black on a monochrome monitor. That's because Dark SL Blue is tagged as black, so all objects in this color are displayed in black.

Using a color monitor, you can tag Dark SL Blue with, for instance, blue. This doesn't give you exact color representation, but it

does allow you to get an idea of the *balance* of color on the page.

Because Soft-Logik thoughtfully predefined several colors, you may never need to add your own at all.

## Adding Color to Your Document

The actual process of adding color to your PageStream document is quite easy. First, PageStream will maintain the color palette of any artwork you import, such as DEGAS or Amiga IFF pictures. The picture appears on your screen as only black and white, even on a color monitor. Don't worry, though. The colors are still there.

Adding color text is nearly as simple. Once you've entered your text, select it by dragging the mouse over the text while holding down the left button. This highlighting allows you to perform most of PageStream's attribute setting options on the text. This includes setting text color. From the Object menu, choose Color. If

you're into using keyboard equivalents, use the Alt-K sequence instead.

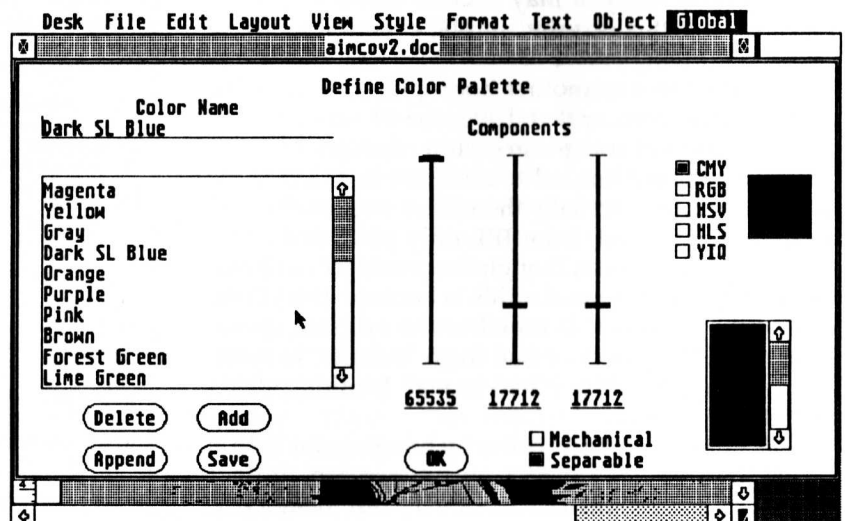
Once at the Color menu, click on the color you want from the presented list. Use the scroll bar/arrows to move up or down the list as needed. Clicking OK sets the highlighted text to the selected color.

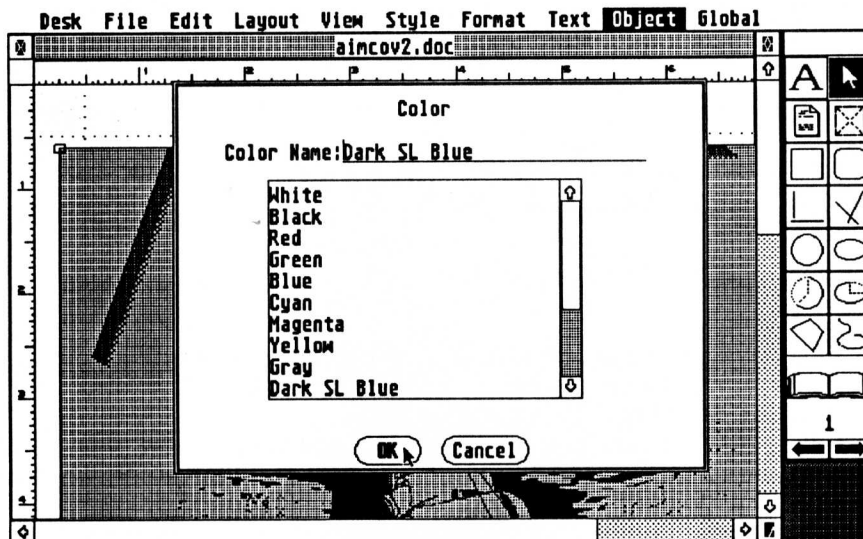
Don't worry if text no longer appears on your screen. Remember the above discussion of tagging actual colors to screen colors? Well, some actual colors are tagged with a screen color of white. If your text was originally on a white background, it will look as if it disappeared. In fact, it's just displayed in white on a white background.

As with text, you can add color to columns, lines and graphic objects like circles, arcs and boxes.

## Color Printing

Once you've created your color document, it's time to get it printed. If you're using a color printer, printing is very simple...in fact, it's the same as printing to





setter. These are Postscript devices that can output from 1,270 to 3,000 DPI or even higher. You should load the Lino printer driver supplied with PageStream to take full advantage of these devices.

### Angles and Frequencies

When doing full color separations to Linotrons, you should also use PageStream's ability to set screen angles and screen frequencies. Screen angles help to smooth out the color blending to avoid moire patterns. Screen frequencies determine the number of lines per inch (LPI) output.

any other printer. You just load in the proper printer driver and print.

Some print and copy centers have a color printer and they charge a per page fee. If you plan to use one of these, you can print your file to disk, using the proper printer driver. Then, you can take in the disk or possibly even upload the file to the copy center.

If you're planning on having your work printed on an offset press, there's a little more to printing your master pages. First, you need to determine if you're doing spot color or if a four color separation is necessary.

If you have no full color pictures on your pages and you're only using one or two colors for text, spot-color separations are probably all you'll need. They're also usually more cost effective than full color separations for one or two colors.

In PageStream, you can print spot-color separations by selecting "Mechanical" on the Print Document dialog box. This will print a separate page for each color used in your document.

### Four Color Separation

When using full color pictures or color backgrounds beneath color text, four color separation is the only way to go, both from a cost and quality of print standpoint.

In a four color separation, each page is split into four pages—one each for cyan, magenta, yellow and black. Printers call this *process color separation* and often abbreviate the process as CMYK. When printing a four color separation, PageStream prints the cyan page first, followed by magenta, yellow and black. The black page gives contrast to the full-color page when printed on an offset press.

When doing full color work, you should realize that 300 DPI just isn't good enough for your master pages. The dots on the page are too large to blend adequately on the final printed page. That means you'll need to output to a Linotron or other high-end page-

You can, and should, set screen angles and frequencies for your document. Although the PageStream manual mentions *how* to set screen angles and frequencies, it doesn't tell you *what* to set them to and why.

The traditional angle settings, along with the newer settings recommended by Adobe, are presented in the following table:

	Cyan	Magenta	Yellow	Black
<b>Traditional</b>	15	75	0	45
<b>New</b>	105	75	90	45

You can use either set of angles. Both are fairly effective, with the newer angles possibly gaining a slight edge on 1,270 DPI output.

As for screen frequencies, quality improves as the number of lines per inch increases. Newspapers tend to use 85 LPI for their color work. Magazines, which require higher quality, use 133 LPI or higher.

If you plan to output at 1,270 DPI, you should be aware that you will not get true 133 LPI output. You'll get 127 LPI, which is generally acceptable.

If you're a purist, though, you'll need to output at a higher DPI.

You set the screen frequency and angles in PageStream via the Printer Configuration dialog. Just below the area for setting page dimensions, there's an unobtrusive thin line. Clicking above this line will give you a text cursor.

You enter the screen commands here in the following format, assuming you wanted a full color separation at 133 LPI:

```
f[133,133,133,133], a[105,75,90,45]
```

The PageStream manual states that you can enter these commands in any order. Some pagesetting hardware, however, seems to work only if you enter the frequency command first, as shown above.

## Service Bureaus

Now you're ready to print your master pages! Chances are you don't happen to have a \$40,000 Linotron in your basement. That's where a service bureau comes in. And, choosing one may be the most important decision you make in the whole printing process.

Most problems you're going to meet in this whole color printing process are now about to begin! First, printing Postscript color separations to disk can easily eat up 500-900K of disk space. That means they won't fit on a floppy disk. Since most service bureaus use Macintosh computers, the only compression they allow is Stuffit. There is no compatible compression utility on the ST. Unless you own a Mac emulator like Spectre, you could be in serious trouble.

Most service bureaus have bulletin boards to receive files via modem. Unfortunately, most of these systems have only one upload protocol—straight Xmodem Checksum. A lot of errors creep into uploads to service bureaus. Having to reupload your large file two, or even three, times is not unlikely.

Luckily, there's a way for PageStream users to avoid this headache. There is at least one service bureau that accepts PageStream files...and they speak Atari! Sonata Typographers of Fairfield, Connecticut is a truly great service bureau. With a toll-free BBS, very reasonable rates and excellent technical help, Sonata lives up to the name *service* bureau. [Ed.: Sonata Typographers, 2490 Black Rock Turnpike, Fairfield, CT 06430, Voice: (203) 368-4559, BBS: (800) 365-5745, FAX: (203) 374-2917]

NOTE: You cannot use PageStream's Registration Marks feature without turning on the Tiling feature. You should *not* use the Registration Marks feature of PageStream unless you're aware of what Tiling will do to your document. After countless tries, and many calls to Soft-Logik's Customer Service, I gave up and created my own process.

## Commercial Printing

There are many printers who can do full color work, some at very reasonable prices. You should decide which printer you're going to deal with *before* printing your master pages. Your printer will have specific recommendations and requirements for what you submit. For example, some printers prefer "positive" pages, while others charge less if you supply the negatives. (Linotrons can output to photographic film or paper.) Also, your printer may require "right read, emulsion side down" or "emulsion side up" if using negatives. You'll need to give this information to your service bureau so they print your master pages correctly. Always remember to have your printer explain any terminology they use you don't understand.

Conquering the world of color desktop publishing is well worth the effort and pitfalls. Like an artist moving from charcoal sketches to oil painting, a desktop publisher opens a whole new world of possibilities by adding color to the DTP palette.

## EPS Clipables

Computer Safari offers some very excellent collections of EPS clip art for PageStream users, or anyone using UltraScript.

EPS stands for Encapsulated Postscript. These are just about the highest quality graphics available. Since they are Postscript graphics, they can only be printed on a Postscript printer.

The samples shown here are from Computer Safari's EPS Clipables Disk #1—Professional Logo Series. These can be used as the basis for more complicated company or product logos. If you design business cards, this is one handy collection! The Professional Logo

disk contains over 30 EPS graphics. The disk contains everything from artist tools to religious and education logos to graphics for a wide variety of business uses,

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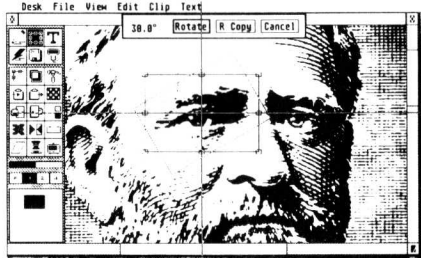
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# Design Basics for Desktop Publishers

## Creating Professional Looking Headlines

**Todd A. Johnson**

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How do they make those ad headlines look so professional? You've used the same typeface, even gone to the trouble and expense of having your document output on a Linotronic Imagesetter at 1270 dots per inch resolution, but that one in the glossy magazine still looks more professional. Here are some techniques that make a world of difference.

One technique used to create a spiffy looking headline is to adjust space between adjacent characters so the words become single, easily recognizable entities. The act of adjusting space between character pairs is called kerning. The amount of space between lines of text is leading (pronounced ledding.)

### **Kerning with Calamus**

Calamus lets you kern very easily. Simply adjust the screen

view so you have a good view of the headline you'd like to adjust. Plant the text cursor inbetween the two characters you are adjusting, and use the <shift> left arrow key to bring the right-hand character toward the left-hand one.

The space between the characters has now been reduced. You have kerned! Likewise, you can use the <shift> right arrow key to spread the characters apart if you feel they are too close. If you need to move in larger steps, use the <control> arrow keys instead of the <shift> arrow keys.

### **Closer Inspection**

Let's have a look at what you are trying to achieve. As I mentioned earlier, it's important that words are easily recognized.

When words are printed out very large, the space between the letters grows by the same proportion as the letters themselves. The words can start to look more like a bunch of individual letters than a single word.

It's hard to say exactly how close the characters should be, but one simple rule is that the larger the letters, the closer they can (and

should) be to each other. The ultimate goal would be to have an [optically] equal amount of white space between all character pairs within a single word.

Different character pairs need a different approach to spacing. Two lowercase "o"s, when touching, have a considerable amount of white space left above and below where they meet. Conversely, two lowercase "l"s, would have little or no white space between them if they were to touch. They would obviously require a greater distance between them to achieve our goal.

The spacing between a curved character and an adjacent straight character must again be treated differently. Splitting the difference with both of the earlier examples is usually an effective treatment.

### **Leading**

Tight vertical spacing between the rows of text is also crucial to a professional looking headline. Too much white space will erode the unity that is necessary if the individual lines are to be considered one full sentence. Again, there is no set rule to be followed. Head-

# To Illustrate Headline Kerning

**Figure One**—An untreated headline set at sixty points. There is the Calamus default of two points leading between the rows of text. The character pairs are spaced as they should be for text sizes near twelve point. There is too much separation between all elements of this headline.

# To Illustrate Headline Kerning

**Figure Two**—The same sixty point headline, professionally kerned by Baird Advertising's Executive Art Director, Gregg Rodgers. The spacing between character pairs and adjacent words has been vastly reduced and the leading is now set to minus 10 points. The desired unity has been achieved.

lines should be set with much less leading than the smaller body text.

## White Space

Choosing the appropriate type size for your headline is another item that deserves attention. The headline has to breathe. Cramping it into a confined space makes it look as though it's been crammed into a confined space.

Surround it with ample white space. The contrast brought about by doing this will more than make up for the smaller type size you may have to use to accomplish it. If you need more impact, try a bolder weight of type. Be careful when using boxes around headlines. They are rarely useful and usually infringe on the relationship between the type and the surrounding white space.

## Headlines in the Real World

Take a moment and scan through some glossy magazines. Look at the full page, full color ads. You can bet these were handled by professional art directors at advertising agencies.

These people are extremely meticulous about the spacing within their headlines. The first thing you'll discover is that often characters will not only touch, but be overlapped! This is something that should be done very cautiously. Have a reason for it (such as the lack of room.)

While you're still looking through that magazine, have a look at the article headlines. These are generally not spaced quite as tight as ad headlines. The reason is simply that ad headlines are designed to attract attention plus convey the charisma associated with the product they are selling. Article headlines are usually designed to be inviting to read but at the same time have a newsy, less flamboyant look.

## Putting It All Together

There are hundreds, even thousands of kerning and leading situations that will arise. Every character pair requires a different approach and every headline will have its own challenges—both technical and artis-

tic. Your awareness of 'white space' is the biggest step you can make towards achieving a professional looking headline. Keep your eyes peeled and apply what you learn. Before long, your headlines will take on a noticeably professional look.

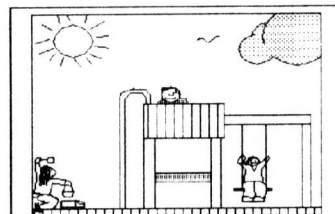
[About the Author: Todd Johnson is a professional recording engineer, an avid writer, designer, desktop publisher and the proprietor of Cherry Fonts (for Calamus).]

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The day was humid but windy and the kids were playing on the playground. The kids were laughing happily as they played on the swing and in the sand. Suddenly, the wind blew a big cloud over the playground.

Page 1

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DMC

# OUTLINE<sup>®</sup> ART

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

**Outline Art** supplements the Calamus desktop publishing system with a great number of new functions and effects. An extract from the extensive list of functions include:

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  - projection of raster areas and text on vector outlines...
  - conversion of text into vector objects...
  - kerning functions...
  - Functions can be freely combined and applied to all Calamus fonts.

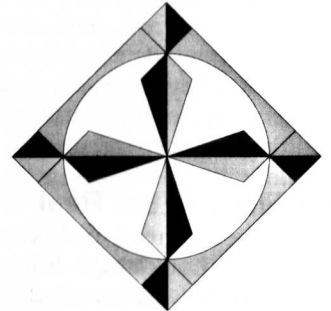
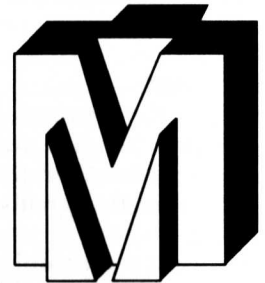
- Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:

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- loading and saving in .CVG format (Calamus Vector Graphic), making possible the integration into and optimal printing through Calamus on all supported output devices in all resolutions.

**Convert 2X**, our new program to convert CVG (Calamus Vector Graphic) to EPS (Encapsulated PostScript<sup>®</sup>) or PS (PostScript<sup>®</sup>) file format is included with Outline Art.

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

## AYERS ROCK



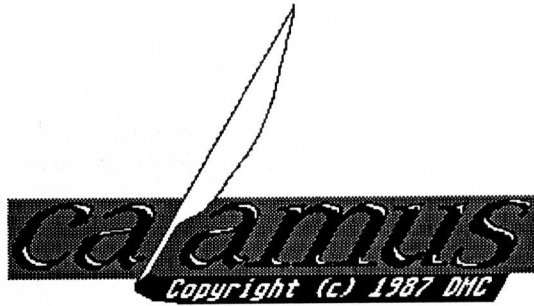
**Outline Art with Convert 2X retails for US \$289.95.**

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## Bill Rayl

Ask a new Calamus user to sum up the program in one word and you'd hear many of them say "complicated" or "intimidating." Ask someone who has been using the program for six months or more and you're likely to hear "powerful," "slick" and "super."

### The Power of Calamus

Those comments do a good job of describing Calamus. The program has one of the toughest learning curves I've ever encountered. Once you're over that initial process, Calamus proves to be a very powerful desktop publishing package.

Picture yourself as a first-time driver. The instructor hands you a "driver's manual," leads you to a Ferrarri Testarosa and tells you to hop in and take it for a spin on the Autobahn. That should give a good idea of how a new Calamus user feels.

Now, imagine what it would be like behind the wheel of that Testarosa once you're a proficient driver. That gives you a good idea how an experienced Calamus user feels.

When I first started using Calamus, I was struggling. The user interface, with its multi-layered icon approach, seemed cumbersome and unintuitive. With the help of the supplied 36-page tutorial, I picked up the bare essentials necessary for using the package.

But, that was about as far as I could get. I found the manual a bit hard to follow at times, as well. The lack of an index didn't help.

(The manual's index was printed in the separate tutorial booklet.)

### To the Rescue

Then, ISD came out with *The Guide to Calamus Desktop Publishing*. This book, available only to registered Calamus owners, was a godsend!

Well written, informative and organized quite differently from the manual, this book was a big help. The book has sections dealing with Calamus, the Calamus Font Editor and Calamus Outline Art. There's even a chapter for users totally unfamiliar with GEM. And, yes, there's an index!

After nearly eight months of using Calamus and putting it through its paces, I've become very comfortable with the whole package—user interface, manual and all.

I'm still not what I'd call an "expert" Calamus user. I'm much more at home in PageStream, but there are times when I'll turn to Calamus instead. When Calamus

is upgraded to Calamus SL and can do full-color work, I may switch to preferring Calamus.

### Calamus Output

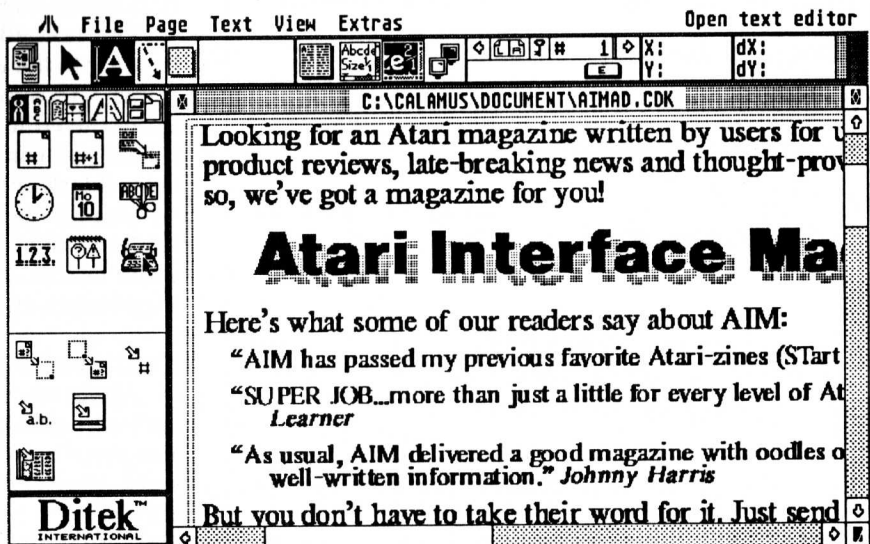
With all that said, let's get on to the program itself!

Calamus is, without question, the most advanced desktop publishing package available on the Atari ST. Anyone in the market for a complete page design system should seriously look at this software.

This power, however, does have a price. Besides the patience to get over the tough learning curve, you'll need at least two megs of memory.

If you're using an Atari SLM-804 laser, a four meg machine is practically a necessity. (Anyone publishing anything larger than one-page flyers should have at least two megs of memory, no matter what software is used!)

If you've heard about Calamus but never used it, you've probably heard it has an outstanding screen



## Cherry Fonts for Calamus

Professional-looking fonts can make a world of difference in your documents. Whether you're printing your pages on a 9-pin dot matrix printer or a phototypesetter, Cherry Fonts will "add some of that designer touch to your Calamus documents."

Here are a few samples of the excellent fonts available from Cherry Fonts:

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<i>Facade Italic</i>	<i>Cherry Garamond Italic</i>
Unifont*49	Suisse Compact
<i>Unifont*49 Italic</i>	<i>Suisse Compact Italic</i>
<b>Gotcha!</b>	
FONTPAK #3	FONTPAK #4
Ice Medium	Cherry Time
<i>Ice Italic</i>	<i>Cherry Time Italic</i>
<b>Ice Bold</b>	<b>Cherry Time Bold</b>
<i>Ice Bold Italic</i>	<b>Max Bold</b>
	<i>Max Bold Italic</i>
FONTPAK #5	FONTPAK #6
Pompeii Book	Cherry Baskerville
<i>Pompeii Book Italic</i>	<i>Cherry Baskerville Italic</i>
<b>Fura Bold Condensed</b>	<b>Cherry Baskerville Bold</b>
<i>Fura Bold Condensed Italic</i>	<i>Cherry Baskerville Bold Italic</i>

Each Fontpak is available for \$42.95 US or \$49.95 Canadian. You can also order any single font and its matching italic version for only \$24.95 US or \$28.95 Canadian.

*Cherry Fonts*  
2250 Tyner Street, Unit #4  
Port Coquitlam, BC, Canada V3C 2Z1  
(604) 944-2923

display. Calamus vector fonts give about the truest "what you see is what you get" display possible. One of the viewing modes gives you exact 1:1 screen to printer display ratio.

Calamus beats the competition hands down here, with smoother screen display and redraw.

Speaking of fonts, ISD markets a complete line of Compugraphic fonts for Calamus. These fonts are just about the highest quality you can get anywhere.

When I worked for a book publisher, we used Compugraphic fonts on our publishing mainframe—at \$400 a disk! These fonts cost around \$79 to \$99 from ISD; quite a bargain if you need the extra professional touch these fonts can give.

There are also some very good third-party fonts available from M-S Designs and Cherry Fonts. Calamus ships with only variations of Times and Swiss (Helvetica).

The output from Calamus on a standard HP Laserjet II is the best I've seen from any desktop publishing package, rivaling Postscript output. Calamus supports most 9-pin and 24-pin printers, as well as the HP Laserjet and Deskjet series and Atari's laser. Calamus falls short when it comes to supporting Postscript. You cannot print directly from Calamus to a Postscript printer such as a QMS laser. There are, however, a few service bureaus that accept Calamus files directly and print them on high-end typesetters. ISD itself offers to "lino" your files for a reasonable fee.

### There's a Word Processor in Here!

One of the nicest features of Calamus is its Text Editor mode. With most DTP packages, users go to great lengths to avoid typing text directly into a frame. That's because most packages respond sluggishly to typed in text and are *painfully* slow at screen redraws.

Calamus solves this problem by incorporating a full-speed-ahead text editor that works like a mini-word processor. You can actually enter your text, along with DTP formatting codes, from within Calamus without wincing.

The text editor allows you to copy text from a frame into the editor and flow text from the editor to a frame, so editing those pesky missed typos is a breeze. From the editor, you can access the Edit Style dialog, where you can set font, point size, attributes and text color (black or white only until Calamus SL).

You can define blocks of text and manipulate them while in the editor as well. In all, the text editor is quite useful. I wish the other DTP packages I use—PageStream and Ventura—had this feature!

### Text Features

Along with the standard ability to set text bold, italic, underlined, shadowed, and various other attributes, Calamus gives you a few other options. Since most other DTP programs also support these options, I'll only mention a couple that most others do not. At least, not quite the same way.

You can rotate text in Calamus. But, first you have to place the text in a "Rotated Text" frame. Calamus is very picky about this kind of thing, and there's a different type of frame for everything in this program...a vector graphics frame, a raster graphics frame, a normal text frame, a rotated text frame, a footnote text frame, etc. When first starting out, that's one of the frustrations of the package for anyone who has had DTP experience with some other program.

The DMC programmers didn't just create all these different frame requirements simply to frustrate Calamus users. There are some very nice benefits to this approach. With rotated text, the benefit is this: Whenever you are in "text mode," the rotated text "un-rotates." This allows you to easily read and edit the text. As soon as you leave text mode, the frame automatically re-rotates. Pretty nice!

As a shortcut, you can simply select the rotated (or any text) frame and hit Alt-E. This puts you into the text editor, allowing you to make changes without un-rotating the frame.

Another nice touch is the way Calamus allows you to not only change the fill patterns and gray-scaling on text, but also on the text's shadow. In fact, Calamus gives you about as much control over how and where a shadow falls as it does over the text itself! The shadow features aren't limited to text only, either. You can do the same thing with lines and geometric objects. This may seem like a pretty small detail to you, and it is. The fact that Calamus gives you this kind of minute control here is indicative of how much power is available to you throughout.

### Rulers

To set left and right margins, paragraph indents, tabs, line spacing, justification and spacing between paragraphs, Calamus uses what is called a "ruler line." By selecting appropriate icons and clicking on a ruler line, you set the desired option. You can also select a block of text and define a ruler line setting to affect only that block. Calamus inserts a ruler at the start of the text using your special settings and places a ruler with the previous settings after the text block.

At first, the use of rulers was a bit confusing to me. But, I quickly caught on with a little trial and error. If you really mess up, the "Delete Ruler Line" icon makes cleaning it up easy.

There's even a special clipboard for ruler lines! You can store a frequently used ruler line in the clipboard and later insert it into your text.

### Hyphenation

The way Calamus handles hyphenation is quite nice. A Hyphenation Exception Dictionary stores, as you might guess, hyphenation exceptions. You can save multiple dictionaries, allowing you to create specialized technical dictionaries. You can search for a specific word in the dictionary and add or delete words.

## Fonts from M-S Designs

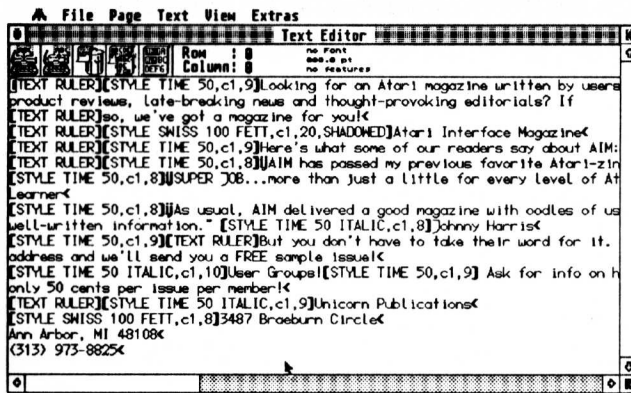
If you need a Calamus font that's a little out of the ordinary, eyecatching or just plain fun, M-S has just what you need.

With eight different Font Groups from which to choose, you're sure to find a font that's just right for your special needs. And at \$39.95 per Group, they won't break your bank account. You can even buy all eight groups for only \$150!

M-S Designs can be contacted via mail at 611 W. Illinois, Urbana, IL 61801 or by voice at (217) 384-8469.

Take a look at what M-S Designs has to offer:

Group #1	Group #5
<b>Study-O</b>	High Style
<i>Study-O Italic</i>	<i>Gilles</i>
<i>Streamliner</i>	<b>GALLERIA</b>
<b>STENCIL</b>	
Group #2	Group #6
<b>Gaudy</b>	Kiddos
<i>Gaudy Condensed</i>	<b>HoBow</b>
<i>Legendary</i>	Terragone
<b>SOLEMN</b>	
Group #3	Group #7
<i>Cursive</i>	<b>Old English</b>
<b>Windy City</b>	<i>Old English Condensed</i>
<i>Trumpet</i>	<i>Rhiner Script</i>
	<b>Gill KO</b>
Group 4	Group #8
<i>Merry Hill</i>	<b>Advanced</b>
<b>Primate</b>	<i>FreeFoot</i>
<i>Advertising Script</i>	<i>Slogan</i>



Calamus differentiates between normal hyphens and hyphens between parts of a compound word. It's preferable to hyphenate compound words between the individual parts, and Calamus is smart enough to know the difference!

In the same icon submenu as the dictionary items, you can set auto-hyphenation during import of text. This will hyphenate incoming text automatically.

## Graphics

Like any good desktop publishing software, Calamus allows for importation of graphic objects. Unlike most others, the program differentiates between vector and raster graphics.

Vector graphics refers to GEM graphics, which are built up from many tiny objects that retain their individual properties. Programs like Migraph's Easy Draw can create such graphics, and Migraph sells a very nice set of these in their Draw Art package. ISD also offers GEM clip art disks for only \$49.95 each. The three disks currently available total over 1,000 graphics!

The special Vector Graphic Frames have an "Ideal Size" feature. Using this feature automatically sets the graphic to the best vertical to horizontal ratio within the frame.

Raster graphics are more what we think of when discussing clip art. These are scanned or bitmapped images, such as IMG files produced by Migraph's Touch-Up or WizWork's MultiViewer Graphica. This group also includes DEGAS pictures.

Raster Graphic Frames also have a few special features. You can have Calamus "optimize" the graphic's size for the printer you're using or for the screen. Selecting "Optimize to Integral Enlargement" will do for raster graphics what the "Ideal Size" option does for vector graphics.

Head to head on a standard HP Laserjet II, output of graphics from Calamus seems to have the same edge over the competitors as in text output.

## Clip, Clip

Calamus has five text and five frame clipboards! Basically, these function in the same way. For example, you can copy text to one text clipboard. Then, you can copy more text to another clipboard without affect-

ing what's in the first one. You can move or copy to a clipboard and copy or delete from a clipboard.

These clipboards can be very handy for moving text or graphics from one document to another, or somewhere else in the current document.

## Physical vs. Virtual

When copying frames, you can make a physical or virtual copy. Making a physical copy is the way most software works. The new copy is an exact duplicate of the original, but it is totally independent from its "parent."

A virtual copy is something quite different. It looks the same as a physical copy. However, if you later make a change to the parent, all virtual copies automatically change to match. Not only can this save you a lot of time, it saves memory as well!

## Macros

One of the most important features found in Calamus, in my opinion, is its ability to define macros. Macros are nothing new to DTP packages, but they are often overlooked or ignored by users. In Calamus, these macros make it easy to bypass many complex procedures. You can use macros to set text styles, define special characters or combine multiple commands into one keystroke.

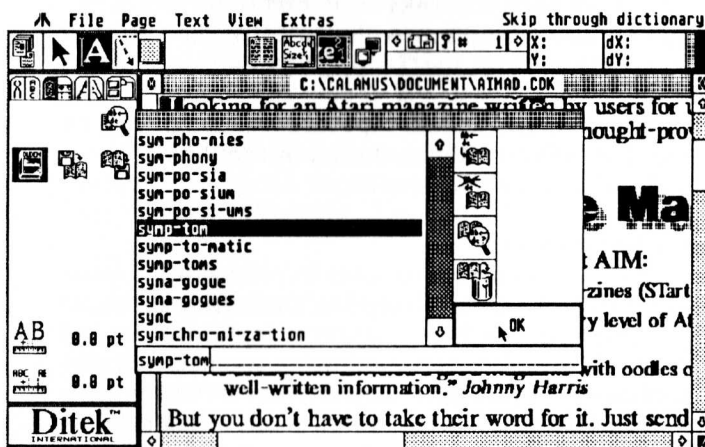
You can define 22 macros per "macro list," and you can save/load macros at any time. This allows you to set up custom macros for individual jobs, or to define more than the 22 limit. With most other DTP packages, this isn't possible.

Calamus also comes with a multitude of predefined keyboard equivalents. You can redefine these "hotkeys" to suit your own taste.

I highly recommend that anyone learning to use or struggling with Calamus take the time to get familiar with Calamus macros.

## Miscellaneous Neat-o Features

There's lots more to Calamus I haven't mentioned, like Index and Footnote frames. These can really help



in technical book and manuscript publishing. Although I've only played with these features, it's nice to know they're there if I ever need them. With Calamus, adding footnotes or an index to a document isn't a major hassle.

If you ever need to refer your reader to something on a preceding or following page, Calamus has a handy "page reference" feature that's just for you.

Finally, there are what I call "cursor sensitive help messages" that appear in the top right corner of the Calamus screen. These short messages give information concerning the icons and other Calamus features. You can edit them to suit your own needs if you wish.

Having only scratched the surface of what Calamus can do, I think you can see just how powerful this package is. It is definitely a strong contender for best overall package in the desktop publishing market. When combined with Calamus Outline Art, you have one killer DTP setup!

The upcoming Calamus SL adds even more features. Most importantly, it can do full-color DTP! SL's "modular approach allows later addition of enhancements. Other features include paragraph tagging, horizontal and vertical text balancing and the ability to have up to seven windows open at once!

ISD's support, both voice and online on GENIE and CompuServe, is second to none. Demo versions of Calamus and Outline Art are also available online or directly from ISD if you want to take these babies for a test drive.

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# Glendale Show Report

## Gary Klugman (SVACE)

The four-engine English commuter jet that I was flying in started its descent toward Burbank airport.

Normally, I wouldn't have looked up from my isle seat. This time I did, only to see us descending into the brown smog haze held in by the mountains surrounding the San Fernando Valley.

Knowing the quality control common to English manufacturers, I wondered if the jet could really fly into this muck. I took comfort in the fact that the small jet had four engines. That's probably the English way of making sure the plane will make it from one place to another without crashing. With four engines, you have at least a couple to spare.

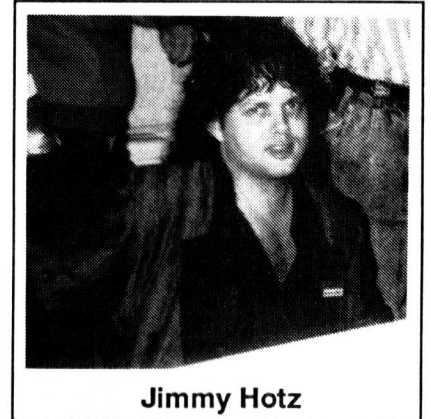
I also took comfort in knowing that if we landed safely, I would be in Atari-land, the Glendale Show.

Actually the Glendale show is more formally called the Southern California Atari Faire, version 4.0b. It was cancelled last year due to a conflict in show scheduling. If it hadn't been cancelled last year this would have been the fifth consecutive show.

This show was sponsored by the HACKS Atari Computer Club with John King Tarpinian chairing the show. John is an amiable, enthusiastic, capable and camera shy Atari user.

All show attendees passed under the black Jolly Roger. This one had the skull and crossbones with the universal 'No' symbol over it. The message was clear to everyone, even an English jet mechanic. Software pirates were not welcome at this show.

The Glendale auditorium worked out fine for the show. It was obviously built to have stage shows on the main floor. The floor that would ordinarily seat the audience held the exhibitors. Above the



Jimmy Hotz

floor was the stage. It held Atari Corporation's exhibits.

The basement was apparently a disco arrangement with step-down dance floor surrounded by a rail. The seminars were held there, with the audience seated on the dance floor and the speakers at a podium above the dance floor.

At the Atari display, Jimmy Hotz demonstrated the Hotz box. Jimmy is as comfortable with music as he is with English. He found it difficult to describe the Hotz Box without using it.

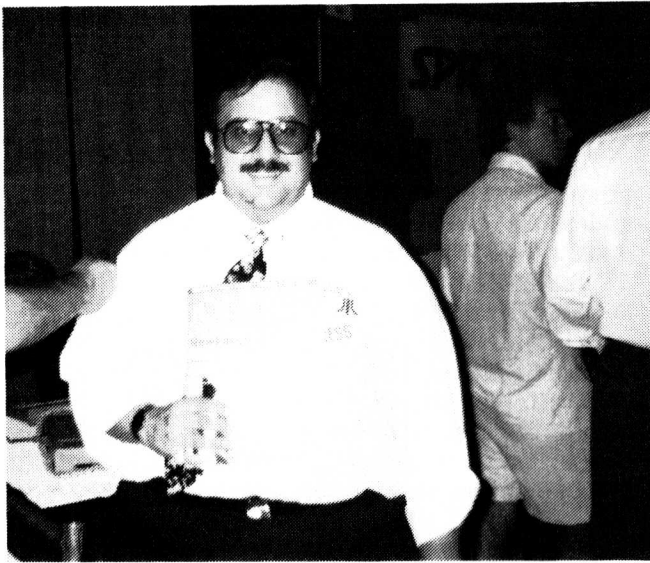
Since my experience in music rests with turning on a radio, I found it difficult to understand Jimmy. After watching him and reviewing my taped interview, I can tell you the Hotz Box is an extremely touch sensitive, membrane board that does not create its own sound.

Rather, it uses different sound sources to create new sounds that might not be otherwise possible. There are two models now available—one that retails for \$5,500 and another for \$3,300. There will also be software available for it for around \$200.

The pricing makes it geared to the professional musician, but







**John Tarpinian**

Jimmy would like to see models available for the mass market. It was amazing to hear the sounds Jimmy could create with a membrane keyboard. We've come a long ways from the Atari 400 keyboard.

Dave Small gave one of his usual fine seminars. If you haven't heard one, don't miss the opportunity. I walked in late to a full audience. I could hear Dave's voice but couldn't see him. I knew this couldn't be a taped talk. I looked around the lectern and the front tables. No Dave Small standing, sitting or otherwise visible.

OK, well everyone else is seated there, so I'll come in and sit down too. There's Dave! He is sitting on the stairs going up to the lectern. He is sitting below his



**Abu Zubair with Z-scan**

audience. He is talking about his can of diet soda again—same subject as the Anaheim World of Atari. And the audience is spellbound.

He also spoke about the Spectre GCR's increased compatibility with Macintosh hardware/software, the 68030 turbo board and computer programmer's pallor. His bent techie humor captured the audience as he gave out real information.

Zubair Interfaces was showing their Z-Scan, which is a Logitech scanner. They will sell the software with or without the scanner. The software is a German import called ReproStudio. ReproStudio will handle up to 32 grey scales. It has many image manipulation features, as well as different save formats.

It was not available at the show. When the package is ready to ship, it is expected to retail for under \$400 with the Logitech scanner and under \$200 without. Abu Zubair expects to start selling it at the October WAACE show. They also have a German IBM 286 board they expect to ship in October. It has a Norton



**John Townsend (back) and Ken Badertscher (far left) at the Beckemeyer Booth**

factor of 6.7. It will do CGA and Hercules Graphics and runs all the popular 286 software. It is a compact internal board about 3" by 2". It is expected to have a suggested retail of \$355.

Talon Technologies was showing their new software enhancement for the SuperCharger external IBM emulator. They can now run SuperCharger as a desk accessory from the GEM desktop.

This allows true multitasking because the SuperCharger has its own microprocessor and RAM. I watched as the SuperCharger was run as an accessory, and a GW-Basic counting program was run. We returned to ST mode, moved some files around and then went back to the DOS accessory. The counting program was still running and obviously had been running while we were in GEM.

ICD was showing their AdSpeed accelerator. It is a 16 MHz board that switches between 16 and 8 MHz on the fly. You need to have a socket installed for the 68000 CPU to put in the accelerator. After that, there are no wires to attach. ICD says AdSpeed does not

have mouse, I/O or blitter conflicts. It has its own on-board high speed cache memory.

Software Development Systems was showing DATADESK. At the time of the show, owner Scott Sanders thought it would be two weeks from shipping. It is a complete home entertainment management system.

It catalogs CDs, DATs, albums, singles, VCR tapes, cassettes 8-tracks and sheet music. It does this by creating its own desktop with icon images for each subject. The user is able to add a module editor, recipe filer, comic book cataloger and stamp collector. Software Development Systems will, or has by the time you read this, come out with Deskjet Utilities, a telecommunication program and a bulletin board system.

In addition to their other fine software, CodeHead Software introduced CodeKeys, an easy-to-use and flexible macro utility. The user can record key presses and mouse movements, even the time between key presses. It can be used inside of GEM or TOS programs.

This program is especially useful for redundant keyboard sequences that we all do. An additional interesting option is that it will record a macro from within a macro. It holds sets of 32 macros, and allows

the user to use any key or combination of keys to call up a macro. You can even have it run periodically, so you can do things like save your work.

### Other Goodies

Michtron had their 286-based MS-DOS emulator board for the ST. They also had Fast FAX, an ST add-on that can send and receive FAXes. Goldleaf updated Wordflair—it is now smaller, faster and has improved display and WYSIWYG printing. It also has keyboard shortcuts and can import more graphic formats. Branch Always had an updated Quick ST II and Double Click updated their DC Desktop.

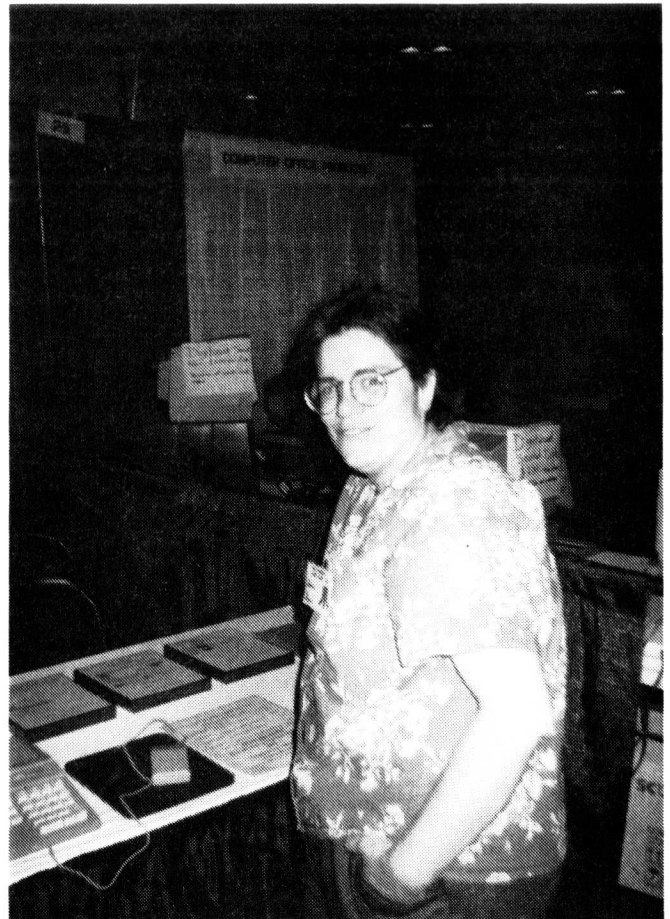
SliccTop by Sliccware, a very different (and multi-tasking) approach to the desktop, was on display. Xoterix had a 20 meg hard drive for the Portfolio. Sprockets showed their hardware to allow 520/1040 users to attach a Mega keyboard. They also have nice cases for the Lynx, Portfolio and Stacy.

Leonard Tramiel spent Saturday at the show. He spoke at a couple of the conferences. I found his approach somewhat smug and sarcastic. This was a definite improvement over his demeanor at the San Jose WOA. At any rate, his appearance was appreciated.

Ken Badertscher, John Townsend and Bob Brodie



Lynx Display at the Show



KidPrgs Author Dorothy Brumleve

also spoke. Most of the questions were about the TT. I don't have any revelations about it, other than a 32 MHz TT that is highly ST compatible will be introduced at COMDEX.

Atari has signed up a new distributor of computers called the ASKEY Group. The 400 retail outlets are not called ASKEY. The dealer might be called Joe's Computers, but it is affiliated with the ASKEY Group.

Atari's Elie Kenan held meetings with developers all day Saturday. He had a private room and developers were ushered in and out. My impression was that the developers were impressed by him. They also felt it was refreshing to have a high official at Atari genuinely interested in them.

What better place to meet a large number of devel-

opers than at one of these shows?

We didn't get the Saturday morning crush of people that is usual for these events. Usually, you can't get close to a booth without waiting in line until Saturday afternoon. At this show, you could get to a booth with only a short wait, if at all. The crowd was steady all day Saturday and steady, but lighter, on Sunday.

Attendance probably reflected the actual number of people actively using the Atari computer in the area. Vendors seemed happy with the show. They were also generally unhappy with the sales of Atari peripherals and software over the past year.

Overall, I learned a lot, thoroughly enjoyed myself, spent too much money and will make a special effort to go again next year.

## An 8-Bitter's Look at the Glendale Show

Lonnie Allen (LACE)

I've had my 8-bit Atari for two years, and my only complaint is...no support. (Okay, when I bought it, I knew that would be the case.)

When I got to the show, I found it to be smaller than I had imagined it would be. I started to look around to see if there were any 8-bit booths, and I found a computer club's table. All it had was a public domain copying service. That's cool...I looked it over, but as you know, PD is just PD—no thrills.

So on I went from booth to booth looking for 8-bit support, and all the major software companies had no 8-bit things to offer. Then I saw it. The Best Electronics booth—8-bit game cartridges, books, joysticks, trackballs and a lot of other parts for 8-bits and STs. That booth was packed with good stuff and people were all over it. My hat is off to Best Electronics for their great support, especially to the man who cares to please his customers. Their satisfaction is his best asset.

That's how I saw the 8-bit side—very slim. It made me take a step back and look real hard at my XE. Is it worth it? For now, yes. But the ST is a fine-looking piece of equipment.

### The Hotz Box

The main thing that caught my eye was the Hotz MIDI Translator!!! This display was on a stage surrounded by the Stacy 4, Portfolio and the new STE—all fine looking machines, but you've probably heard a lot on all of those.

The Hotz was demoed by its inventor, Jimmy Hotz. I stood in amazement at the fantastic sound quality coming out of an Atari computer with the translator. It was great! It made me wish I had an ST and the money to buy a Hotz Translator.

This machine can be used as a learning tool. Its most amazing aspect is that it doesn't allow the player

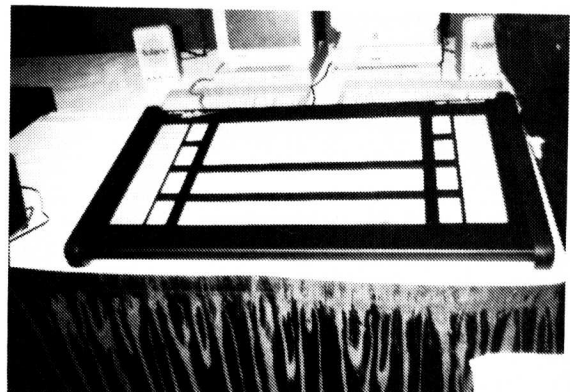
to play a wrong note (out of key, scale or chord). Special modes can be customized for writing songs, performing, sound effects, teaching and recording.

The translator can be as simple or as complex as the user desires. About thirty screens are involved. Together, they create a very flexible, powerful and truly intelligent controller. The only limit is the quality of the sound modules used.

Imagine what this means to musicians as well as non-musicians. Non-musicians can sound great the first time they play with the magic box. Music can now be more fun for the young and old, as well as the handicapped.

Well, that's an 8-bitter's look at the Glendale Show. After this long, hard look at the 8-bit support, I purchased a 520 ST within two weeks after returning from the show.

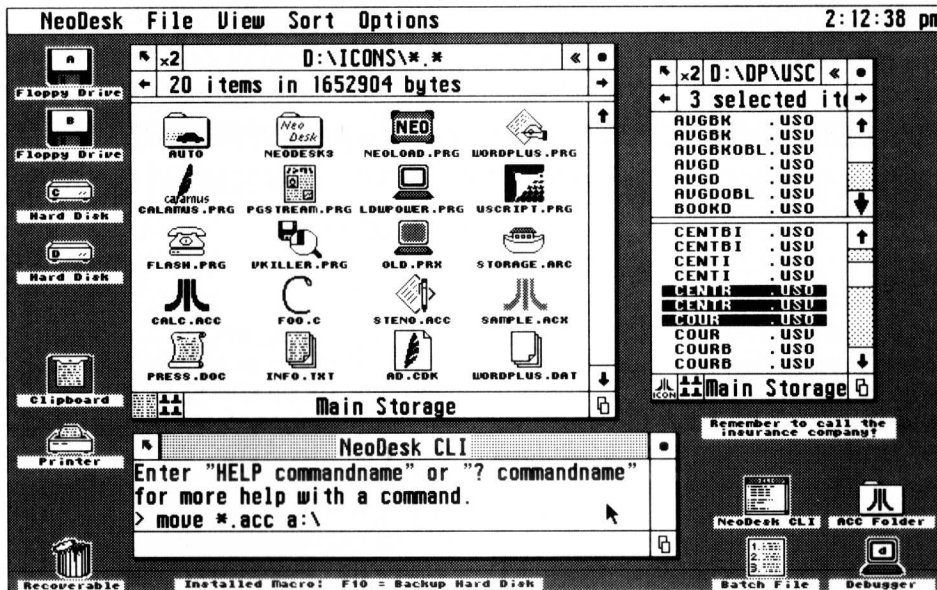
The Hotz Box



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NeoDesk™ 3 is a complete replacement of the boring, built-in desktop that comes with the Atari ST. Its advanced, yet intuitive, graphical interface will make your computer both easier to use and much more powerful.

It is the easiest and most affordable way to realize your Atari's true potential. Many have called it "the ultimate upgrade for the Atari ST".

NeoDesk introduced the idea of placing your commonly used programs directly on the desktop while pioneering the concept of assigning different custom icons for individual files and folders.

Now NeoDesk 3 takes you a step further, introducing several new and original concepts which will make you want to scream "I want my NeoDesk 3!".

In addition to keeping commonly used files and programs on the desktop, you can now also keep folders on the desktop. And not to limit your creativity, with NeoDesk 3 you can even write *Desktop Notes™* right on the desktop itself.

Only NeoDesk 3 allows you to look at two different parts of the same window, thanks to its amazing *Split Window* feature. Of course, each window can be set to display text or icons, independently of any other window. Each window can even have its own sorting and text options.

NeoDesk is also smart, using all of its available memory for file copying so that as many files and folders that will fit into memory are read in at once. No more useless disk swaps, even hard drives benefit from its speed and efficiency.

Add some of the other NeoDesk 3 features, such as a brand new Icon Editor, keyboard equivalents, desktop picture, file templates, *Active Icons*, and *Hot Keys* (execute your favorite program with a single key), then you have more than enough reasons to buy NeoDesk. But for those of you who need a little more, read on.

NeoDesk 3 now offers a unique *File Clipboard™* which lets you temporarily hold files and folders in memory while you are busy doing other things. In a way, you can think of it as an automatically expanding and shrinking ramdisk.

You now also have the power of *Macros*, with which you can automate any series of desktop operations like opening windows, copying files, running programs, etc. These can also have *Hot Keys* assigned to them.

NeoDesk 3 even has special support for 5 1/4" floppy drives and formats all disks with the correct information so they work on most MS-DOS computers.

From low resolution to ultra high resolution, NeoDesk 3 supports up to 10 different resolutions in each system.

Of course, these features would not be useful unless they were easy to use. Rest assured, NeoDesk 3 has been designed to be "upwardly compatible". Use NeoDesk just like you used the original desktop, no need to forget all that you have learned.

It doesn't stop there. The included *Recoverable Trashcan* lets you recover files deleted with it at any time in the future. It was created using the *NeoDesk Developer's Kit*, which opens a whole new world of possibilities. There's also the *NeoDesk CLI* (both available separately), a complete window based command line interpreter which allows you to create pop-up menus, automate file operations, and much more.

No matter who you are, NeoDesk 3 has something for you. From helpful search capabilities to a powerful file reorder function. Thanks to its ability to remove itself from memory, it only needs about 35K of memory. Of course, there's lots more, which you can discover by ordering today!

NeoDesk 3 and the NeoDesk CLI are available from your local dealer, or order toll free by calling (800) 284-GRIB and get FREE 2nd Day Air (US only). Call or write for upgrade and other information.

### GRIBNIF SOFTWARE

P.O. Box 350 • Hadley, MA 01035  
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NeoDesk, Desktop Notes, and File Clipboard are trademarks of Gribnif Software.

# WAACE DC AtariFest

## Joe Mirando (CCCC)

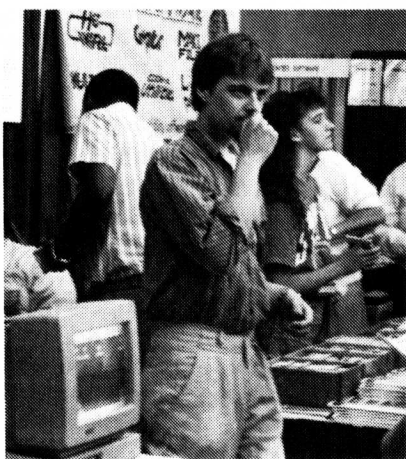
I have often heard people say "Everyone who is anyone was there," and wondered if it was just a figure of speech or a way of making one's self seem important to whoever was listening. After the WAACE DC AtariFest, I can honestly say I'll never think about that phrase the same way.

While it may not be true that *everyone* was there, most of the major names in software and hardware were well represented.

Because of the sheer magnitude of this show, as well as a schedule limited by Amtrack's arrival and departure times, I'm afraid I missed not only most of the seminars given on popular aspects of ST computing, but also some of the vendors and developers. The following is a short overview of what I was able to see.

## Gribnif Software

Dan Wilga, Rick Flashman and Tricia Metcalf were busily showing



Dan Wilga

off the latest version of Neodesk (3.01). If you haven't seen this program, you are doing yourself and your ST a gross disservice.

It replaces the built-in desktop with a multitude of functions that can be called by using either the mouse or convenient key combinations. It also adds functions not available in the original desktop such as a printer queue, recoverable trashcan, custom icons, custom fonts, graphics and text windows on the same screen, multiple templates as well as many other features.

## Double Click Software

Double Click also acquired a crowd by showing off their entry in the desktop category, DC Desktop. DC Desktop does not replace, but augments, the existing ST desktop with many new features.

One of the nicest features of DC Desktop is the ability to not load portions you have no need for. This saves memory and also affords a measure of expandability (just add new modules as you want or need them). It also insures that you don't have to buy a whole new version of the program just to get a few new features.

These are just a few of DC Desktop's features: Custom icons for programs and drives, the ability to view picture files just by clicking (double clicking, that is) on the file, a show option for text files that allows scrolling and paging up and down through text, an arc utility that allows you to view or extract from an arc, cabinets that allow you to group programs together for easy access no matter what drive or folder they are actually in, and you can also



## Mike Vederman

boot-up with the desktop picture of your choosing.

As much as by the abilities of this program, I was impressed by the enthusiasm of Double Click's Mike Vederman.

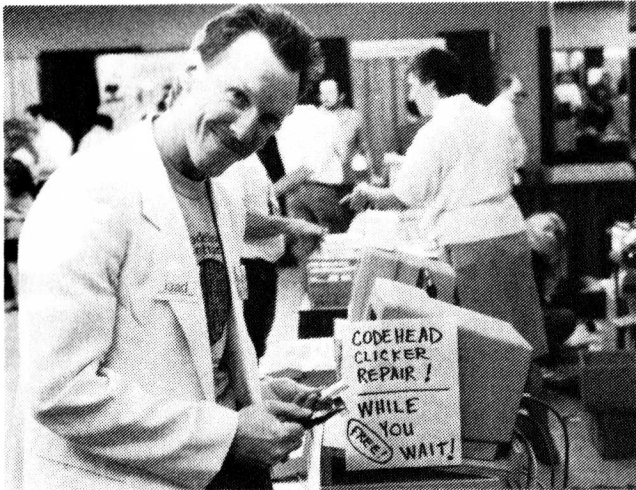
As he was showing me the multitude of features packed into this package, I could tell he was proud and excited about it. Every time I thought the demo was over and started to say "thanks," he would smile and say "But wait, that's not all! Watch this." He would then proceed to show me yet another feature.

Keep up the good work and the good attitudes, guys.

## CodeHead Software

The inimitable CodeHeads arrived bearing their offerings: CodeKeys, G+Plus, HotWire, MultiDesk, MaxiFile, MIDIMAX, Look-It, PopIt and CodeHead Utilities. Because the CodeHeads are well known for their utilities, I'll only cover some of their programs here.

MultiDesk lets you load more desk accessories than the GEM



**John Eidsvoog**

limit. MultiDesk is itself a desk accessory. Its function is to load other desk accessories into itself. By loading MultiDesk into itself, and then loading other accessories into these sub-MultiDesks, you can load as many accessories as memory allows.

HotWire allows you to assign keyboard combinations to call up programs. This means you don't have to go hunting through drives and folders to find and run a program. All you have to do with HotWire is use the key combinations that you yourself have decided on for each program.

LookIt offers the ability to view ASCII files using the mouse or keyboard with fast, flexible search features along with the ability to edit binary files in Hex or ASCII. PopIt, essentially, allows you to "HotWire" your desk accessories.

Aside from being ingenious, the CodeHeads, C.F. Johnson and John Eidsvoog are fun-loving, personable folk. After seeing several children walk past with the 'clicker' favors given out by Double Click Software, Mr. Eidsvoog put a sign on the side of their computer monitor that read: "Codehead Clicker Repair! Free While You Wait!" To Charles and John, I can only say "Keep it coming!"

### **Branch Always Software**

Branch Always Software had a new version (2.2) of their software accelerator, Quick ST. This version offers an even greater speed increase than earlier versions. Among the files included in the package is an accessory to change the default options of the accelerator itself and a utility to test the performance of your machine as compared to a "stock" ST.

Darek Mihocka of Branch Always Software said although he had plans for a version of Quick ST optimized for the new Atari TT, they do not yet have a TT to begin working with. If their past performance is any indication, we can expect great things in the future from Branch Always.

### **D.A. Brumleve**

D.A. Brumleve's kidprgs showed that you're never too young to use a computer. The three programs demoed—Kidpainter, Super Kidgrid and Kidpublisher Professional—showed intelligence, forethought and an uncommon understanding of what kids (ages 3 to 11) need in order to grow into computer-literate young adults.

KidPainter is an art program with easy-to-use options allowing you or your child to create anything from paper dolls to coloring books.

Super Kidgrid allows your child to build creative thinking skills through the creation or modification of designs that can be turned into color-by-number pictures in fourteen colors.

Kidpublisher Professional is just what it sounds like—a publishing program for kids. It can be used to make posters, storybooks or anything else your child can dream up. Although the options in Kidpublisher are simplified for children, they are designed to get kids ready for grown-up word processors and publishing programs.

Watching several kids play with these programs, I noticed it was an adventure for them. To parents and teachers: This is education. But don't tell your kids; they think it's just fun. If you have an ST and you have kids, take a look at Dorothy's kidprgs.

### **Hardware**

Hardware companies were also well represented at the show by such notables as Fast Tech, Gadgets by Small, Talon Technology, ICD and Zubair Interfaces.

Fast Tech's Jim Allen, accelerator guru of the Atari World, was there to display Turbo16 and Turbo16e.

Turbo16 is a 16 MHz accelerator for 1040, 520 and Mega STs. Turbo16e does the same thing for Atari's STe computers. Although Fast Tech had the Turbo16e board on display, he did not have an accelerated STe because, according to Jim Allen, "I received my STe, literally, an hour before I left home [in Massachusetts] to come here. There was no time to install the unit and run the necessary tests and benchmarks."

Although Gadgets by Small was well represented by Doug Wheeler and Dave and Sandy Small, I regret to say I did not have time to stop and see a full demo of the latest version of Spectre GCR, the Macintosh emulator for the ST line of computers.

Displayed in the Gadgets by Small booth was a Tee-shirt with a picture of a Stacy portable ST with Spectre Cartridge and bold letters above it that said "I Want My Mac ST." Also displayed was Dave Small's latest 'toy', a Telsa Coil. Although it was prominently displayed, I have no idea what Dave had done with it, or had planned to do with it. Perhaps Gadgets had it there as a salute to Telsa himself who, in Dave's words, "Was the greatest hacker of them all." Quite an endorsement from the likes of one of the ST world's greatest hackers.

Talon Technology had, among other things, Om-

niswitch and their entry into the MS-DOS emulator market, SuperCharger.

SuperCharger is a small, external box that connects to the DMA port of your ST. From the moment you activate the program provided, you are in the world of MS-DOS. You can switch at will between ST and IBM modes without having to re-boot your computer. Another nice feature of SuperCharger is that, since it provides its own memory, you can use the SuperCharger memory as a RAM disk in ST mode. Multi-tasking can be done between the two modes and, best of all, you do not need a dealer to install it for you as with pcdittoII or PCSpeed. You just plug it in and go!

ICD was there showing off their new, STe-compatible hard drive host adaptors as well all the other goodies—like the FaST tape backup drive—we've come to expect from these folks.

Zubair Interfaces had plenty of Z-Ram 3-D boards, the unique "double decker" memory upgrade that fits inside the video shifter box in any ST or Mega computer and provides up to four megabytes of memory. Because of the unique design, you can be sure it will fit into your machine.

## Dealers

Dealers did a brisk business on both days with almost every item imaginable for your ST on sale. Best Electronics offered everything from MegaClick keyboard springs to magazines to replacement mice. Best boasts one of the largest selections of Atari-related items around. Toad Computers had Portfolios, STe systems, Rainbow TOS, removable hard drives and many other items ready for sale.

Michtron was well stocked with their new offering: ATSpeed, the follow-up to their very popular PC-Speed IBM emulator, as well as all the other programs that have made Michtron famous in the ST world. ATSpeed boasts the same compatibility as PCSpeed, but runs faster than other popular emulators.

## GENie's New Aladdin

GENie was well represented by Darlah Pine, ST Roundtable sysop. For those of you who are wondering, yes, Darlah is as nice in person as she is online. She was more than willing to take the time to talk with any and all.

GENie's big news should be warmly received by ST users. In the near future Aladdin, GENie's online navigation system, will be available to ST users. According to Darlah, all a user will have to do will be to download the appropriate file. Aladdin users have told me the online navigation commands it provides will save users time and money. Look for information about Aladdin on GENie soon (By the time you read this, Aladdin should be available and in extensive use...watch for it).

## Atari's Booth

On the other side of the partition from GENie was

Atari's booth. The most impressive aspect of Atari's presence was not the machines they brought to the show, but the people that manned the booth.

Among the list were Bob Brodie and John Townsend, both well known for their presence on GENie. Also attending were so many knowledgeable people I don't think that I could list them all. Although I didn't see him myself, I was told Elie Kenan, Manager of Atari North America, was at the show for a short time.

Although Atari had no TTs on display, they did have Portfolios and two STe systems. Demos designed to show off the STe computer's graphics and sound capabilities were running. The sound was surprisingly good and the graphics were excellent.

Perhaps the thing that surprised me most about the show was that everyone was so friendly. I had expected the dealers and developers to be personable—that's a part of their job—but I was not prepared for what I found in every nook and cranny: There was an atmosphere of camaraderie that comes from owning a machine you know is truly great, but never seems to get the recognition it deserves.

Only time will tell if Atari will finally market computers in the U.S. in the way we all know they deserve to be marketed.

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# A-T-A-R-I

## Answers, Tips And Relevant Information

### Paul Alhart (AFED)

Some time ago a friend was having trouble when using AtariWriter+ with SmartDOS.

We found that her P.R. Connection printer interface was booting the RS-232 "R:" handler over parts of DOS. This caused lots of strange things to happen. It also would reboot the R: handler whenever returning to AtariWriter+ from the Proofreader, compounding the problem.

Since she never used the RS-232 capabilities of her interface, the fix was simple. A jumper was placed across the two pins labeled "R Off" on the P.R. Connection circuit board. This disabled the R: handler.

Recently, another friend who was having the same problem called. He however, was using an Atari 850 interface.

Sure, he could turn off the interface until AtariWriter+ had loaded. But if he forgot, the system would lock up and he would have to reboot from scratch.

He also had to remember to turn off the 850 when returning from Proofreader or risk a program crash. An inconvenience to say the least. There is no jumper in the 850 to disable the R: handler so I decided that it was time to modify AtariWriter+ again.

I located the code that tells the R: handler to boot and disabled it by making its first instruction an RTS (Return from subroutine).

Now, the R: handler is not loaded by AtariWriter+ and the problem is gone. If required, the R: handler can still be loaded by

using the RS232.ARX program provided with SmartDOS.

This will eliminate memory conflicts with this DOS. (Most DOSes have their own RS-232 handler loader program for this reason.) This modification will work with the P.R. Connection and for other DOSes as well.

### Making the Fix Yourself

To make the change yourself, use a sector editor and find the byte string [A9 50 8D 00 03]. It is located in the 21st sector of AP.OBJ (48K version) starting at byte \$61. It can be found in the next to last sector of AP.OBJ (130XE version) starting at byte \$68. Change the first byte [A9] to [60].

If you don't have a sector editor or the idea of modifying a program with one scares you, don't fret. Next month I will present you with a short "Type-In" BASIC program that will allow you to painlessly enable/disable AtariWriter+'s RS-232 handler loader routine as well as change the default screen colors of AtariWriter+.

### RANA Drives

With a little help from my friends at Best Electronics, I found a direct replacement head stepper band for the RANA Systems 1000 disk drive.

The Atari 810 with MPI drive mechanism used the same band. Atari part # FA10034. Also, the head stepper motor (CB101145) and drive motors (FC100520) are the same as those used in the Atari 1050s with the Tandon drive mechanism.

Best Electronics (an AIM advertiser) is one source for these parts. Give Best a call and be sure and

ask for a copy of their latest catalog.

PS: I am still looking for a source for Drive Belts for the Rana. If you know of one let me know and I will pass the information along to my readers.

### Putting in a Write Light

While I'm on the subject of RANAs. Would you like yours to have a "Write Light?" Trak drives have a LED that lights whenever data is being written to the disk and your RANA can too.

You might be surprised how little time the drive is actually writing data. Connect an LED in series with a 330 ohm resistor between +5 volts and the junction of U7-8 and U10-13.

NOTE: The cathode of the LED should be toward U7-8. The LED can be mounted wherever you choose. I converted the semi-useless "Power" indicator on my RANAs to be a Write Light.

To do this J8 has to be unsoldered and removed from the board. With the connector removed, cut both ground traces that connect to J8 pin 11. Replace J8 and run a wire from J8-11 to U7-8. You might also want to replace R1 (330 ohm) on the front panel display board with a 160 ohm resistor to make the LED a little brighter and easier to see.

You can find more RANA tips as well as schematics, alignment instructions and waveforms, and repair hints in my book—The Rana Repair Guide.

To order your copy, send \$18 (check or M/O) to:

Paul V. Alhart  
524 North Zee St.  
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# AtariWriter+ The Final Chapter

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

### Jimmy Boyce (CACE)

As you may have guessed this is it. The lazy one is going into retirement for the rest of the fall as a writer. Perhaps if our worthy leader is nice to me this winter I will review in depth something else.

So here we are at <pg68> Building A Subset. Now there is an interesting word—SUBSET. For our use, it is a file within a file. Let's say that as writers we are very prolific and we write science fiction (SF) about computers, about rockets, about little green people and large green people. We write about four different types of SF.

For the sake of illustration, there are several different publishers for each of these four types of sci-fi. From our file of sci-fi publishers we will attempt to set up four subsets.

To keep this simple, I am going to use the default format as an example. In attempting to use this subset system for purposes of writing this article, it left a lot to be desired. The book is very ambiguous with its directions.

The one thing I could not figure out was how to save the subset once you created it. Next, you would have to have some sort of code on each of the various publishers in order to get to the four various types. If you have created a format (remember <pg66>?), that format will appear on the screen because the way you start this whole process is to load a file.

So let's start—first load your file with coded publishers that has your own format. After the file is

loaded and the menu reappears on the screen, you raise your finger in high expectation and aim at the [B] key and zero in on it with the precision of a mosquito. OK, Bunky I know, I know—On with punching the letter [B] to build a subset.

There on the screen resides your format but in a slightly different form. The left-hand column is labeled FIELD NAME, and to the left of the field name is a number (more about that in a minute). In the center column is a column of dashes (as you set them up) labeled LOW VALUE. On the right is a duplicate column of dashes labeled HIGH VALUE.

Let's say you have gone back and very tediously coded each of the four types of publisher names with a number (remember UPDATING A FILE <pg65>?). Either you incorporated it into an existing field or you created a new field.

For the sake of ease, let's say we created a new field and it is number nine (9) in the left-hand column. The cursor is on the first dash of the first field. Hit [RETURN] until you are at the first dash of field number nine.

At this point, you type in [1] for the code of the first type of publisher and right arrow [SHIFT][\*] over to the first dash under HIGH VALUE. Here type in a [1] and hit return.

Since number nine was your last field and since the cursor now sets on the first dash of a line labeled SEQUENCE BY FIELD NUMBER \_\_, do not type in a nine. That will result in a terse little message that refers to the low I.Q. of the typist. Over the first dash type a zero. Over the second dash type the all important nine.

To see your subset in all its glory, smash the [ESC] key with delirious fervor. Before your eyes there is a list of names I have no vague notion how to get off the screen and onto a piece of paper via your printer.

Now there is one of those little bits of information that is labeled *important*, only the second sentence makes any sense to me.

So for the first, last and only time and without the author's permission, I am going to quote verbatim what is printed in this wonderful little tome of information:

*"Important: If you build a subset, only those records that fall into the subset will be available when updating records. To erase the subset, enter [0] [0] for the SEQUENCE BY FIELD \_ \_."*

With that, we shall forever close the book on subsets unless someone wants to tell me how to do the things that I cannot do, that render this whole mess useless as far as I am concerned.

### Data Base Merge Character

Now here is a nifty and useful part of this program that if I had read it a long time ago, and especially before writing this, I would not have said a subset was useless. I guess I should go back and rewrite the whole article but I did not get the nickname "the lazy one" by rewriting whole articles.

With this agreeable little utility, you can take that subset and put the publisher's name and address in the proper place in your form letter that you are sending to all of those editors that are going to read your latest SF manuscript.

This DATA BASE MERGE CHARACTER has the appearance

of a little heart. You know, Bunky, the one that appears on your screen when you hold down the [CONTROL] key and the [,] key. Well, you get one every time you hold down the [OPTION] key and the [M] key.

Remember those little numbers on the left side of the subset format menu? After you get the little heart on the screen, type in the first number that would be the name and hit [RETURN]. The next line would be the street address, so type [OPTION][M] and the next number, then [RETURN]. To get the lines to appear as an address should look just hit [RETURN] after each [OPTION][M] and field number. Failure to do so will result in that field not being printed!!!

Remember that if you want ten addresses printed, you will need to type in a ten (10) when prompted as to the number of copies of your letter you want printed. This will not type your entire file, only a subset, but it is easy enough to turn your entire file into a subset if you want to address Christmas envelopes.

Well, folks, this epic has been a year and a half in the making and is now finished. It has been fun and I hope not too confusing and hopefully has been of help. Bunky and I must move on to other topics of importance. Bye!



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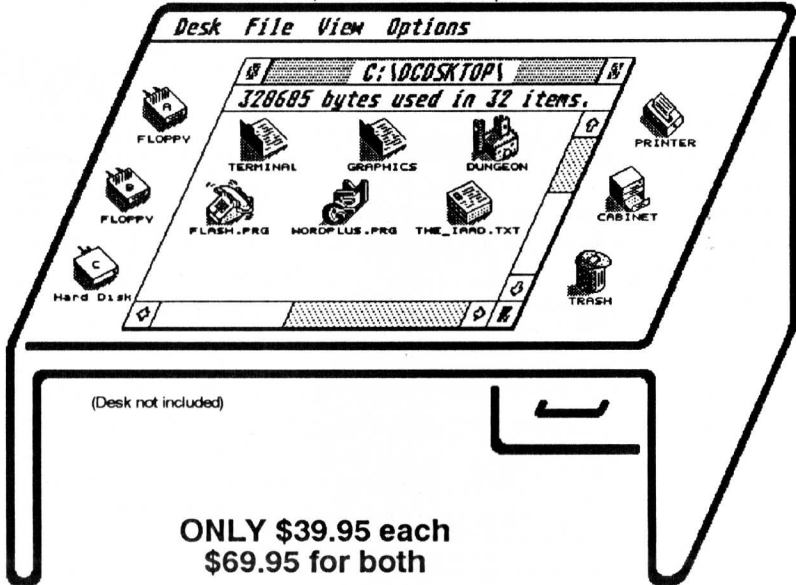


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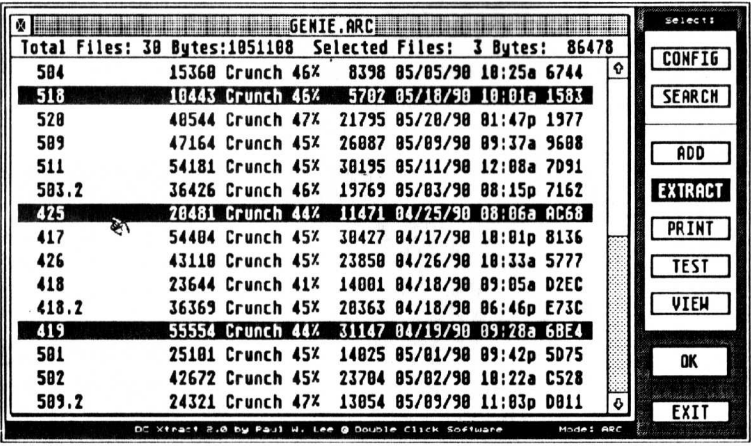
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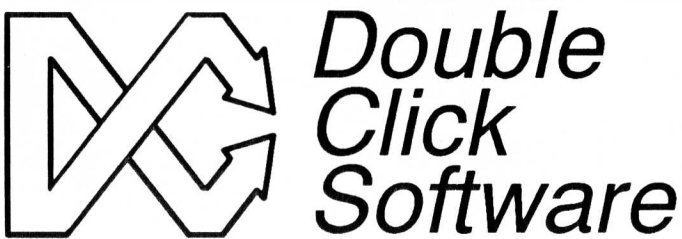


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# Their Finest Hour

## Rich Scheidel (CCCC)

It all started eight months ago when my boss asked me if I had ever heard of a game called "The Battle of Britain." Huh? He was looking in one of those IBM or Commodore game magazines that proliferate at the stands.

"I doubt it'll ever be ported over," I said. I looked at the magazine and ruefully shook my head. "Look at this," I said. "Holy cow! This looks fantastic." I looked further and read and reread...and wished.

### When Wishes Come True

I just went to Derric's in Hamden, CT and...behold! There on the cover of an English magazine was a WW-II flight program that looked a lot like "Battle of Britain."

I ripped it off the rack, skimmed the table of contents and there it was..."Their Finest Hour." Lucasfilm Games' new name for Europe's "Battle of Britain." Wow!! They did it!

"Is it in stock?" I asked? "No, but check back during the week."

Seems I wasn't the only one to ask. A fitful week went by, but come Saturday, it was on the car seat next to me heading up the Wilber Cross Parkway at an unreasonable speed.

For the next three hours, I ignored wife, telephone, dog and the world, and read into "Their Finest Hour." Ohhh...this is great! This is gonna be the source of many a late night.

For starters, Lucasfilm has no copy protection on "Their Finest Hour" (to be referred to as "TFH"

herein). They use a Radio Frequency wheel with many codes built in as their protection.

You also need the manual for small tips, which, if you don't read, the game will go on but as "Crippleware." Neat! So that's great news for hard drive owners, as the screen updates will be fast.

I did something different. I don't have a hard drive. I loaded the entire game into a RAMdisk! You want to talk about fast screen updates?? Ha!

### Getting Started

When you boot TFH, you have the option of being either an Allied or Axis pilot, with more options on the Axis side.

Your choices as an Allied pilot are two models of Supermarine Spitfire or two models of Hawker Hurricane aircraft. The Hurricane has an excellent ability to sustain incredible damage and has moderate performance. The Spitfire has fantastic performance, but you gotta watch your damage level.

As an Axis pilot, the choices are immense. Fighters, fighter-bombers and bombers! The Messerschmidt Bf109 E is heavily armed, heavily armored and fast as hell.

They also have the Messerschmidt Bf110 C-4, a fighter-bomber, two dive bombers, the JU-87 Stuka and the Junkers JU-88. Also included are the two most widely used bombers by the Germans in World War II, the Dornier Do 17 and the Heinkel He 111-H.

The fighters perform as expected...fast. The bombers let you switch from pilot to gunners at the mash of a key! Trying to keep the bomber on target while under attack is tricky, but then...you mash

yet another key and turn the aircraft over to the bombardier!

He (you) will guide the aircraft on final approach, but you can still jump to a side or nose gun and wail away at the British fighters that continue to try to blow you outta the air. Incredible!

Graphics are awesome (especially pouring out of a RAMdisk!) Tracers fill the air, chunks and pieces of aircraft fall off as you stitch up the enemy with machine guns or switch to cannons! Smoke trails and flames belch out of doomed aircraft.

### Even Make Movies of Your Fight

Record the action for later viewing with onboard cameras!

It's a replay camera that will record the entire sequence from an outside point of view, use it just like a VCR! Rewind, play, stop, forward, zoom in, rotate from a different angle, whatever you like. Somebody did their homework on this one!

This is very different from Falcon, in which you could lock a missile on the enemy and fire without ever seeing the guy! Everything is close up.

In fact, it has to be. You might be shooting at a friendly if you act too quickly—which brings up the problem of identification.

Both sides use camouflage paint schemes and it's up to you to properly identify that oncoming plane. I've got to get further into the game to get better at that. I'd swear I've shot at friendlies, but nothing has happened because of it...so far.

Like I said earlier, the game is not copy-protected. If you are

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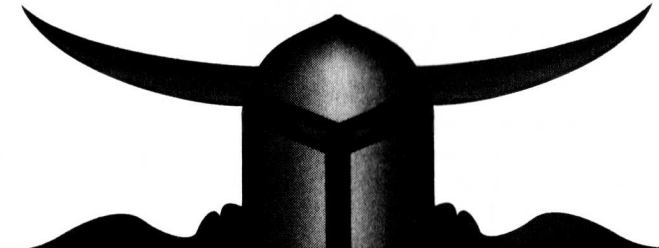
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going to play using floppies, make backups the normal way...put your originals away.

If you only have single-sided drives, you can get the game on single-sided disks from Lucasfilms. You can control the game by keyboard, joystick or mouse, with mouse providing superior control in my humble (HA!) opinion. Make up another disk to use as a mission save/pilot data disk.

To wind this up, I'd just like to say I'm real happy to see Lucasfilm port this over. I didn't think they would do it, especially with the experience they had with their 8-bit offerings.

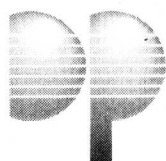
This is a "most excellent" game that had me hooked from the moment I saw it...eight months ago.



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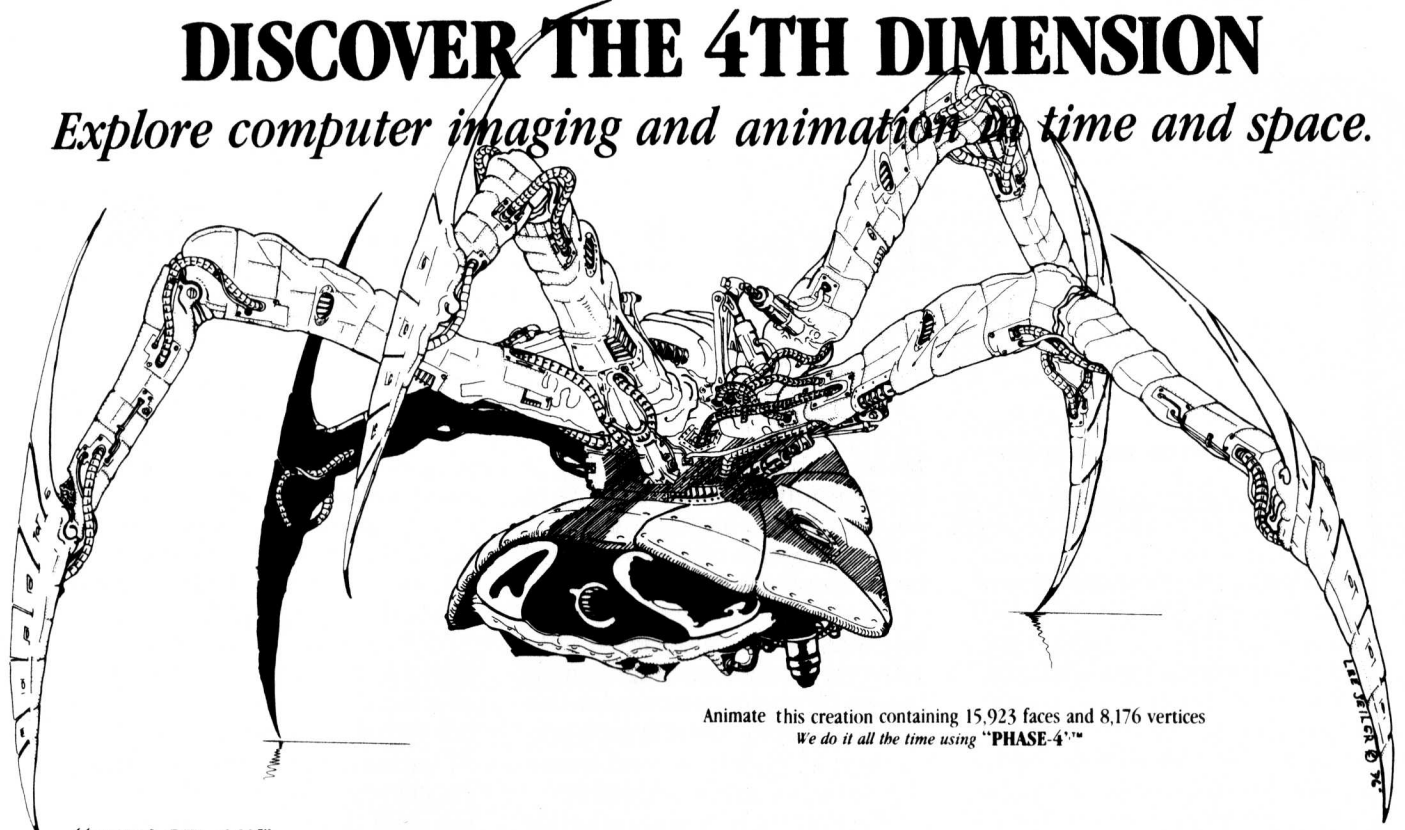
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# Developer Beware!

**Robert C. Arp, Jr.**

Prefacing the documentation of some software packages you will find a disclaimer; in other packages you will see a limited warranty that includes one or more guarantee options. Perhaps you have wondered why those responsible for the design, implementation and/or distribution of software find it necessary to use these disclaimers and limited warranties as instruments to disassociate themselves from the purchase and use of that software.

After all, is it not the buyer who faces the danger of expense sans recompense? Well, I'm sure that we've all suffered the "pisses me off" syndrome connected with the purchase of software which did not meet our expectations.

And it's true that often the snit in which we are cast can be attributed to one or more of the entities

involved in the exchange of payola for computer guanola. But of course, there's more to the story than guanaware; otherwise there'd be no material for discussion.

There is a Frankenstein's monster atmosphere associated with software production. Programmers can easily slip into paranoiac listlessness as they confront each possibility of user misuse and execution environment incompatibility.

One instance of inappropriate behavior by a user could sentence a programmer to months of ridicule on bulletin boards across the world.

I doubt kitchens get any hotter than those in which Atari ST software is cooked. I'm willing to bet that the software produced by ST developers is exercised and scrutinized within the most hostile and volatile of all computer execution environments.

Each program executed from the Auto folder; each resident desk accessory; each added piece of af-

ter production equipment; each of these aberrations twist the ST environment into a mutinous mutilated mutant waiting to devour even the most carefully crafted algorithms. It's a jungle in there.

ST software developers must navigate this jungle with the grace of a ballet dancer, while wearing the hide of a rhinoceros, because ST users are formidable, nitpicking ass-chewers. Like disciplined marine drill instructors shouting, "I can't hear you!" they whip and cajole production of the best software for the cheapest price.

Slackards don't last long in the ST development environment. What happens to programmers wrung and hung by the ST community? They transfer to another outfit—to work on Apples, or Amigas, or IBMs.

So, if you, as a potential ST developer, are viewing the ST community as a berry patch for easy pickings—beware; them ain't berries, they's briars.

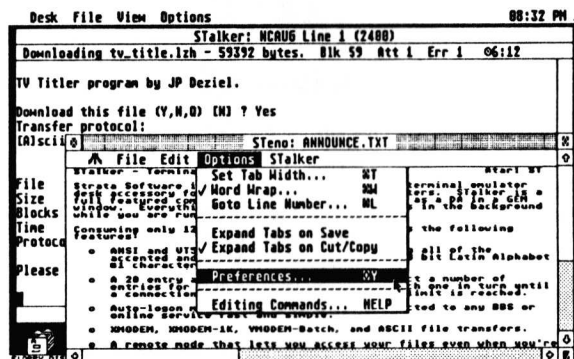
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# BASICALLY SPEAKING

## Jeff Summers, ACORN

Sometimes, when programming in BASIC, you will need a fixed set of numbers loaded into memory.

An example of this is a reference table like the XYZ tax tables (this being just after a big tax debate, I figure this is on everyone's mind). BASIC's most convenient way for storing a related series of numbers is the array, but you have to fill the array with numbers. One way would be like this:

```
10 DIM X(10)
20 X(1)=25
30 X(2)=32
40 X(3)=45
(etc.)
```

That method is tedious. What we need is a way to fill an array with a set of known numbers. BASIC allows this by use of the READ and DATA statements.

READ is used very much like INPUT and has the same restrictions. The only difference between INPUT and READ is where they get their information. INPUT will get data from the keyboard or other device, READ gets its info from DATA statements within the program. The equivalent set of using READ and DATA would be:

```
10 DIM X(10)
20 FOR I=1 TO 10
30 READ A
40 X(I)=A
50 NEXT I
60 DATA 25, 32, 45, ...
```

A few important things to note: First, the program ends up being much shorter (or would be if I had written all ten assignment lines in the first example).

Second, all the data is in one place and therefore is easy to find if you need to make a modification. Third, like when using INPUT, you can't READ directly into a dimensioned variable. In this example, I read the data into A and then transferred it into the X array in the next line.

If you have several sets of data that you may want to read into the same array depending on conditions, READ/DATA allows for this also. The method used for this is to use the RESTORE statement to specify the line where you want READ to start getting its data. Here's an example:

```
10 DIM X(5)
20 PRINT "Which Data Set Do
You Want"
30 INPUT S
40 RESTORE S*100
50 FOR I=1 TO 5
60 READ A
70 X(I)=A
80 PRINT A
90 NEXT I
95 GOTO 20
100 DATA 1, 2, 3, 4, 5
200 DATA 23, 42, 61, 17, 8
300 DATA 21, 20, 19, 18, 17
```

Now, the first thing to notice is that we have calculated depending on the user's input where we want the data to start. RESTORE sets the "data pointer" to that location. Each READ will then pull data from that line, and the subsequent statements fill the array and print the data to the screen (so you can verify that I'm not lying).

The last point I'd like to make is that, like with INPUT, you can also READ strings. This is most useful with RESTORE as, if you simply wanted to assign a set of characters to a string, it would be just as easy to declare it as READ it—remember there are no true string arrays in ATARI BASIC.

However, with RESTORE you may select which set of characters are loaded into your string. The first obvious application of this is in quiz type programs where you can read a response dependent upon user input—"Great job!" or "That's close but you forgot..." Another obvious use for this is in error handling routines. Depending on the error, you could read an appropriate message into a string and print it to the screen.

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ATARI ST HARDWARE

# Bentley Bear's Spelling Bee & Magical Math II

Nancy Kanski (COAC)

The Bentley Bear Spelling Bee and Magical Math II programs were designed to be used on the Atari Mega and ST computers, and I could hardly wait to show these programs to my eight-year-old daughter, Amy.

I was impressed with the colorful, hard-bound folders the disks and booklets came in. The instructions were clear and easy to follow. Amy was eager to get started, so without waiting to figure out how to use the program, she immediately turned everything on and inserted the Spelling Bee disk. Two disks were provided, one for monochrome and one for color monitors.

Amy was impressed with the seaside scene and using the mouse, she chose Level 1—Very Easy to begin with. Then clicking on Start, she was greeted with Bentley Bear standing in a pool, with a honey cooler and a seagull nearby.

To help Bentley, she had to choose a letter from the alphabet to complete the word at the top of the screen. Everytime she missed, the seagull hopped closer to the drink. When she couldn't figure out the word, the bird would drink the honey cooler. Bentley, being as smart as he is, didn't give the seagull much opportunity!

Amy did try all five levels with level three being a challenge to her and five impossible at this time (this version, grade level 3-6). We both were amused by the antics of the seagull and Bentley's expressions and enjoyed the animation and lively tune throughout the

program. This makes guessing words fun, encourages your child to sound out letters in each word that appears and also increases the words in their vocabulary.

There is a separate UPDATE.PRG which can be used to add or delete words used in the program's dictionaries. Each level of difficulty has its own dictionary. It was hard to stop playing, but we had decided to investigate...

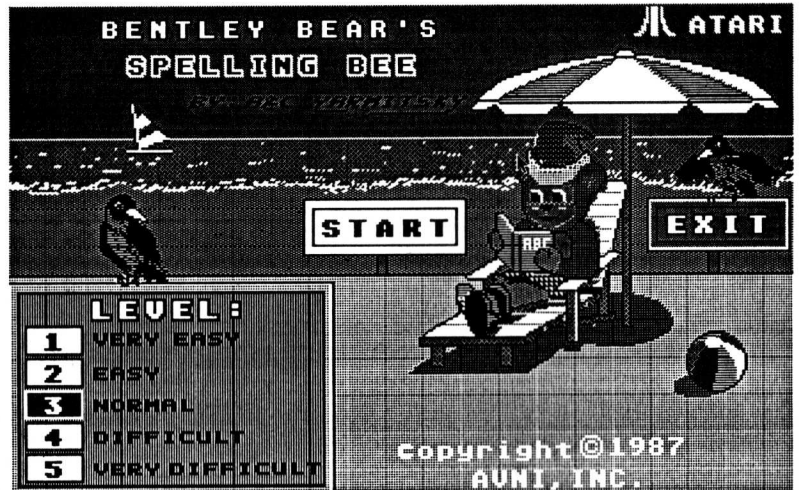
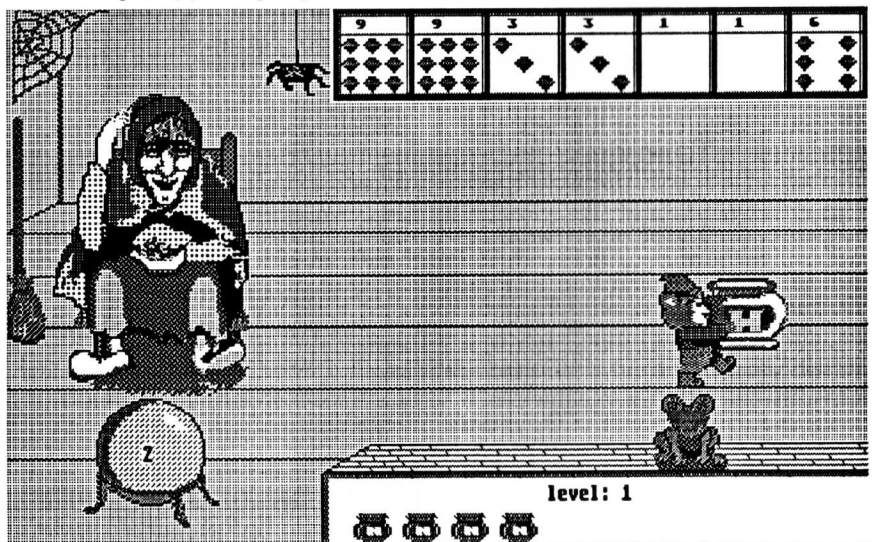
Bentley Bear's Magical Math II! Here Bentley is dressed as Robin Hood and he has come to claim his pots of honey in the witch's cabin. In exchange, Bentley has to give her the correct number of jewels. To get the jewels, you must add the right numbers in the windows, press the mouse button to release

the jewels from Bentley's bag and take them to her. If your answer is correct, Bentley walks away with the honey. You must be careful, for a Black Widow comes down to take away the honey pot if you take too long.

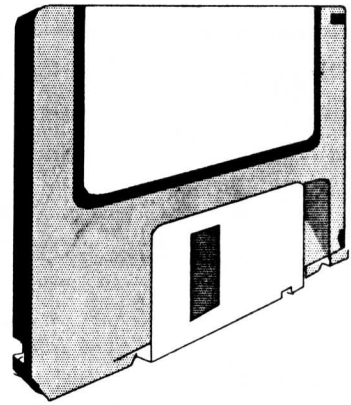
Amy and I really liked this program and found it to be a delightful challenge and comical as well. The witch's expressions, the frog that croaks (this frog is full of surprises!), and the spider that can come down as fast or as slow as you desire all add to the program.

You can also choose one, two, or three digit numbers to add. It makes math fun!! This program was designed for Grades 2-3 and can be used on monochrome or color monitors.

Here, Bentley Bear is walking off with the honey pot after successfully picking out the correct amount of gems (2), then giving them to the witch.



# Aim Disk of the Month December, 1990



All files on this disk are self-extracting LZH archives created with Double Click's ARC program DC SEA! To use these programs, simply double click the files. Then, click on *Extract* and select the drive/folder to which you want the extracted files saved. Click on *Verbose* to get a list of the files in each archive or *Exit* to abort.

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

**CHAME117.APP**—Chameleon is an ACC that loads any other ACC at run-time and allows for unloading of the loaded ACC at any time. PD from Germany. English docs included.

**CHEETAH3.APP**—Version 3.0 of the super fast file/disk copier. Shareware.

**COUNT3.APP**—A versatile counter for writers. Counts number of words, sentences and more. Generates a handy report. Written by Dave Stuart.

**C\_BURST2.APP**—Color Burst is a paint program allowing use of 200 palettes per screen. Dynamic interlacing allows over 3000 colors on an ST and over 29700 colors on an STe. Source code in Laser C included. *Color only!*

**DCMENU.APP**—DC MENU v1.0 is the *first freeware* extension for Double Click's DC Desktop. DC MENU allows you to assign keystrokes to execute programs not placed on the desktop. Uses capabilities *already* existing in DC Desktop. Requires DC Desktop from Double Click Software.

**DCPICK.APP**—Another *freeware* extension for DC Desktop. DC PICK can run as a program or accessory, and allows you to pick any file for viewing with the installed SHOW modules. When run as a desk accessory, you can view text, ARCs, pictures (and more soon) while in any program. Requires DC Desktop.

**DELTA\_X.APP**—Feature-packed disk labeler from Germany. *Mono only*. Don't worry about the bombs displayed when exiting this program...the author has a weird sense of humor! Docs in German only.

**DIABLO.APP**—New, fixed version of the Diablo emulator for the Atari SLM-804 laser. Copyright 1990, Atari Corp.

**FS1\_02.APP**—This Fileselector shell offers versatile access to the file selector on your system. Features include color palette definition and ability to run programs directly from the shell. From Artisan Software. *Join The Revolution... Use An Atari Computer!*

**FUJIDESK.APP**—Places a 3-D spinning Fuji logo in the top left of your screen. Program by Chet Walters of Wiz Works.

**HSPD\_232.APP**—Set your serial port to higher baud rates than 19,200. Especially useful if you have an HST high speed modem or do a bit of null modeming.

**MAZ.APP**—A one- or two-player maze game. Use joystick, mouse, keyboard or any combination thereof to guide your mice through intricate, randomly generated mazes. Choose from four different games (including a ravenous cat and the bloodthirsty PARANOIA option), four different maze types (Regular, Grid, Invisible and Hidden) and twenty-five different game speed combinations. You can even cover your tracks as you go! *Color Only!* Shareware from J. Weaver, Jr. (author of Michtron's CARDS)!

**PAKICE.APP**—Allows packing of programs and data files. NOTE: This program doesn't save the original file, it deletes it! Backup the original program before packing it!

**QST22DMO.APP**—Quick ST 2.2 Demo. Contains mono and color versions and the Desktop Customizer. Order this demo *free* from Branch Always...they'll even supply the disk! This demo is so fast, it beats earlier commercial versions. *Feel The Speed!*

**RHOCON.APP**—A replacement for the standard Atari Control Panel, this ACC from Germany adds several nice features such as a mouse accellerator and VT-52 terminal emulator built-in. English docs included.

**SHREDR.APP**—SHREDR Plus v2.0 is the ultimate file deletion utility. When your deleted files must remain private, use Shredr Plus to ensure they are truly deleted. Shareware from Do Not Stamp Software.

**SUIZA.APP**—Complete Swiss and Swiss Italic font for Calamus. Free-ware.

**sys\_info.app**—Displays TOS ROM version and creation date, total amount of RAM, Free RAM, System Boot drive and more. Shareware from Catspaw Software.

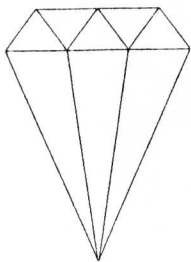
**TIEMPO12.APP**—A full Tiempo font family for Calamus, with bold, true italic and bold italic. Complete font, share-ware.

**TLC\_BOOK.APP**—Powerful address book/date minder. Too many options to mention. *Very Fast*. Another *must have* program by Germany's Tom Hayslett.

**XLATE.APP**—XLATE is a powerful file conversion program. Any file can be converted to Word Writer ST, First Word or converted ASCII format! XLATE can strip control characters and even strip out excess spaces (such as indents)!

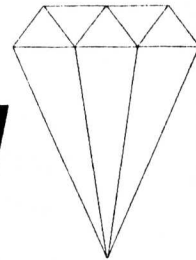
Readers can purchase the December '90 Disk of the Month from their local AIM Participating User Group or by sending \$6 (\$5+\$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108.

Please specify the December '90 disk when ordering.



The New

# Diamond Back II



Listen to what reviewers are saying:

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

David Plotkin - STart

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

LeRoy Valley & Ron Robinson - ST Informer

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

Victor T. Albino - ST World

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

**Introducing DIAMOND CACHE!** The most powerful disk cacheing program available for the Atari ST. Diamond Cache is fully user configurable and even includes a flexible print spooler.

ALSO AVAILABLE FROM DATA INNOVATIONS

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

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

## MYSTERY MANSION

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

**DATA INNOVATIONS, INC.**

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**RISING SUN, IN 47040**

**(812)438-2604**

**FAX: (812)438-2567**



SUGGESTED RETAIL PRICES:

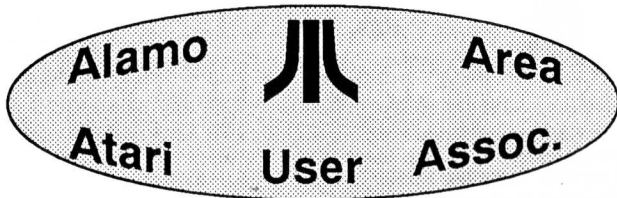
DIAMOND BACK II...\$44.95

DIAMOND BACK & DIAMOND CACHE...\$54.95

DIAMOND CACHE...\$19.95

ALL SPORTS GAMES ARE...\$39.99 EACH

MYSTERY MANSION...\$24.95



The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. Presently, there are about 50 Regular and subscribing members, some also own Atari STs. We hold General Membership meetings on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm in San Antonio, from 6:30 to 9:30 PM. General meetings feature a presentation of general interest and small group problem solving. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation.

AAAUA maintains a public domain library of about 700 disk titles as well as a sizable hard copy library of magazines and newsletters. We also hold Special Interest Group (SIG) meetings on the second Monday of each month at the same location and times, on such subjects in which interest is expressed. In addition, we conduct an "Introduction to Atari Computing" class one or two times each month at Atari-ville, our local Atari store, 1015 W. Hildebrand, (512) 736-1405.

Each month we publish (FR)ANTIC, our user group newsletter, covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for family membership are \$24 per year or \$15 for six months. A "Subscribing" membership is also available for \$12 a year which entitles the member to a subscription to AIM and (FR)ANTIC, and access to our P.D. Library. For further information about AAAUA, write to the above address or call Al at (512) 492-6633, or Gino at (512) 826-3689.

#### Presidential Ponderings by Alvan Sherrill

AAAUA has just become a Participating Atari user group member with this issue of AIM. When I first saw a copy of the magazine, I was impressed. AIM certainly fills a crying need for independent, unbiased reporting on Atari news and views, as well as being a source of information on equipment and software reviews. There is also a need for tutorials and technical information on Atari computing. AIM has great potential to fill these needs that are no longer being adequately covered in other publications. But, to help AIM continue to grow in fulfilling this void, we all must contribute our expertise and know-how.

Let's face it. The Atari computer has been largely abandoned by most computer publications. If we are to continue to grow with our computers, we Atari users must stick together and share what we know and learn. Also, when a large user base becomes known to software and hardware producers, it is more likely they will be persuaded to give us the support that has been so lacking in the past. This is especially true of the CLASSIC Atari 8-bit.

So, user groups throughout the land, let's band together, for in numbers there is strength!

**The Atari Clubs of Denver**

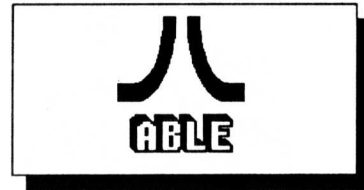
<p><b>ATARI CLUB OF DENVER</b> Eadenor Chet Cox 303-399-9322 Librarian Paul Mirci 303-599-6647 Treasurer Guy McDaniels 303-236-2366 Exec Director (means nothing) Joe McWilliams 303-790-7119</p>	<p><b>STARFLEET</b> President C.J. Bender 303-455-1769 Vice Chris Guenther 303-279-4422 Secretary Thomas Oughton 466-6344 Treasurer Charles Robique 303-424-2857 Librarian Fleet Wesley Crusher (Don't ask!)</p>
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ST Interest Group (SIG)

1st Speaker, \_\_\_\_\_  
Librarians: Lou Mendoza & Joe Ronda  
Scribe - Chet Cox  
PictureDrawer  
Jeremy Fazon

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

It was a dark and stormy night, and all of the faithful ST users had gathered to attend the monthly meeting. Alas, they lamented, "where is our 'beloved' 1st Speaker Crazy Eddy?". As if on cue, or a little later a wretched looking 1st Speaker wandered in out of the rain. Immediately crushing the aspirations of the rebel librarian Crazy Eddy whipped out his clipboard and started the meeting. Crazy held an impromptu demonstration of ST Data Manager and Publishing Partner. After this masterfully handled meeting we were sent on our way by our 'leader??' into the cold, dark night.

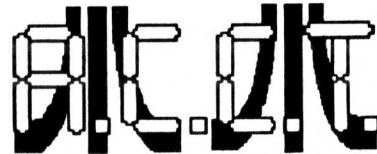


The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

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.

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.



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.

From the Prez,

I'm back (again!). We're going to try this again this year. We held our elections last month (October). Many of our membership have wondered just when the h--- this club is going to get off the proverbial ground. Well, I really thought that last year was going to be it, but I was *wrong*. I unfortunately have a job that requires some long periods away from home (I'm writing this from my hotel room in North Carolina), which dumps a lot of things into my VP's lap and then if he's tied up with college stuff then things really go haywire. Sooooo, this year I am going to make a super effort to get the board of directors together soon (November's meeting or thereabouts) to plan (what a concept!) our program for 1991. October was also the month for the ComputerFest sponsored by our friends in the Commodore computer club. A word of thanks to them for the invitation again this year.

We have invited the members of the other Atari club in town to form a joint club that could benefit all, I hope it happen because they have some top notch folks there.

The topic for the November meeting will be computer storage devices, from tape drives to hard drives and how they work for you. November's meeting will still be on the second Monday (the 13th) since there was some confusion as to which Wednesday we wanted to change to (was to have been voted on last meeting) so come one come all and help me get the ball rolling. Until next month.





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.

## ATARI COMPUTER OWNER'S RESOURCE NETWORK

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning at 10 AM. Annual membership dues are \$18 which includes access to our library of 8-bit and ST software, magazines, books, and hardware; member's privileges on the BBS; the monthly newsletter; and a membership card good for discounts at some of the local stores.

Eric Converse	President
Scott D. Schaffer	8-Bit Vice President
Scott Sorg	16-Bit Vice President
Kim Stahn	Treasurer
Karl Fadus	Librarian
Ken Helms	Secretary/Newsletter Editor
Our BBS	(219) 744-1396

**CALENDAR:** The November meeting has been cancelled. The next regular meeting will be December 1st. The first meeting in 1991 will be January 5th.

**Minutes of the Last Meeting:** With the ICE conference the last Saturday in October and Pentacon on our regular meeting day in November, it was voted to skip the regular meeting in November. It was also voted to restructure the meeting agenda to combine 8-and 16-Bit demos, keep them short, and leave more of the meeting time "unstructured." Bob Kelley demonstrated WordUp 3.0.

**Plans for Upcoming Meetings:** The focus of the December meeting demos will be graphics. The January meeting will be our usual after Christmas Gamefest. Come and join the fun.



Bluegrass Region Atari Computer Enthusiasts

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. 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 have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
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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

Happy Halloween Trick or Treat wipe your feet

No one is home right now so leave your name, opps wrong place. Anyway we had a good meeting on the 8th, people showed up and everything. Phil started off with all of his news from the Atari world some good some not. Next we took a break and everyone milled around for a while. Then we were called back to order(?) so the demos could start, Paul Alhart avid 8-bit fan showed us one of his favorite utilities, the name of which I can't remember right now, but it was real neat (Paul said so) and we have a copy in the library. This program will fix missing/messed-up data tables. For the ST folks a head to head comparison was made between Quick ST2 and Turbo ST, we found Turbo ST faster (with Mike running the stop-watch) but Quick ST2 came with some utilities that Turbo ST didn't, so it all depends on what you are looking for, to quote one club member "6 of 1 1/2 dozen of another". It was not too long after this that the meeting ended with more milling and mingling outside after the bank closed.

Please remember NOVEMBER 5th is ELECTION day come to the meeting and VOTE.

## 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.

## 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.

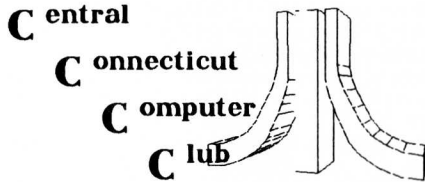
BRAG ST, PO Box 1035, Buffalo, New York, 14225
Chairman Mark Pierro (716) 691-7844







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.



Well hi! Still here as you can see. September meeting came off good. Joe Miranda brought the 1040STe and his own machine with P.C.Ditto II installed and working. Joe ran us through a quick guided tour of the (shudder) IBM system as we all watched.

I ripped off some parts of my wife's stereo system for the next demo. Yup...hooked up the 1040STe to a 120 watt Kenwood system that just happened to be sitting in my garage. Sounded great, the game Joe demoed on the STe was Dragons Lair done by Don Bluth whose last achievement was Space Ace.

Meeting progressed to discussion of WAACE show and who was going. Gary (Too Tall) Jones was going to try to go with video camera and maybe Joe Miranda. Also, if anyone knows the phone number to the 8-bit club in Hartford, drop me a line....I have letters from prospective members for them.

OK...that about duz it. Next month...The Battle of Britain, and hopefully a showing of a "production" NeoDesk 3.

Yankee "no longer on GENie" Rich, Prez!



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



Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

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.

If you look at the calendar perhaps you will notice that December is fast approaching, and that means it's... ELECTION TIME. Oh Boy! I know everyone is excited about that. We need everyone's help and input during elections so that we can choose just the right persons to fill our high offices. People who embody the high standards and helpful traditions of our club. (It's get'n deep here) People who can give us forthright leadership. People who care beyond the call of duty. People..... who. Well, maybe we're asking too much! Come to the meeting anyhow, we do give away things and we have a good time.

Thank you Nancy for bringing the goodies to eat. Your fruit cakes were delicious.

We did give away some things. Bob Kanski won a T-shirt. He had to give it to Nancy though, it wasn't quite big enough. Marc Hitson won a game for his 8-bit. Yea! Marc. It seems the odds are pretty good for the 8-biters, there were only two there. 50/50 ain't bad. We decided to go ahead with the purchase of the Migraph Hand Scanner. Some members are pitching in \$25 each and the club will pick up the rest. The unit will then be rented out to members. No rental rate has been set yet, but it will have to reflect the cost of the unit and return a profit to the club. The total cost is \$250, something no single member has enough need to invest in.

We had a good turnout for the October meeting, good seeing you all. We may not be a big group, but we are a pretty happy group. December marks the beginning of our 5th year. Happy birthday COAC! And thank you members.

See ya latter dudes...glenn



## 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
Secretary	Nancy Prevost	509-456-0506
Sysoy	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876





GRAND  
RAPIDS  
ATARI  
SYSTEMS  
SUPPORTERS

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

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

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



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

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

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

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



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

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
Recording Sec'y	Gary Mickus	767-1933



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 meeting: December 12, 1990.



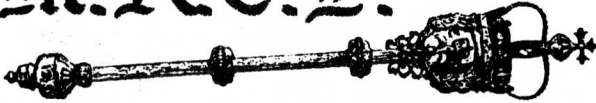
The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connelly	
LBACE BBS		498-8824

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



# M.A.C.E.



## The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

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

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

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

### M.A.C.E. MEETING MINUTES -- SEPTEMBER 1990

President Ed Hanson called the September meeting of MACE to order at 7:55pm. Bob Retelle got things rolling with the latest word from Atari, and continued by showing off the AIM disk of the month, as well as a disk of Tiny format cartoon pictures donated by Bill Boles and a disk of games donated by another member. After this, our regular Q&A session was held.

Next up was the main topic for the evening... ELECTIONS!! After much begging and pleading, the following chumps (Er... persons) came forward to take command:

President—Ed Hanson; Vice-President—Ted Newkumet; Meeting Coordinator—Jon Bailey; Recording Secretary—Mark Tappen; Membership Officer—Bill Boles; Treasurer—Jim Nichols; Corresponding Secretary—Mark Tappen; ST Disk Librarian—Bob Retelle; 8-Bit Disk Librarian—Ray Simmonds; Newsletter Editor—Jon Bailey. A well deserved thank you to all of our new officers. After elections, the members took a 10 minute break. Finally, to close the meeting, Jon Bailey gave a demo of the Instant Graphics program. The meeting was called to a close at 9:30pm.



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

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

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

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

## Middle Georgia



## Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 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.

October Meeting—The October meeting kicked off at the usual time. Turn out was good with three members from the Atlanta ST users group including their president showing up at the meeting. We are glad that they decided on the 100 mile trip to attend our small meeting. Bob Blackshear was nice enough to bring his computer to the meeting which was a boon in that we had some lively discussions.

Atari has a lot of things on the horizon but whether that will help Atari U.S.A. is still a toss-up. The TT is supposed to shipping at this time with the 32Mhz clock instead of the 16. It will also have an extra bonus in a new desktop that has a lot of features found in NeoDesk.

Speaking of NeoDesk, Atari Canada, is offering several bundles of software including NeoDesk. The Atari CD ROM has finally been released to the public for under \$600. Two Atari disks have been released including a disk of Public Domain software and a disk of Clip Art. Atari is also selling a 520STe in Europe, no news if or when it will be offered in the U.S. Atari is also marketing a new monitor to take care of the STe's sound. The new color monitor will have stereo and is an entirely new monitor.

On the software front we have some new software that promises to be a boon on the Atari front. M1 Tank Platoon from MicroPose will be released soon and should be a must have for Strategy gamers. For Wargamers there are two new releases that may be of interest, Universal Military Simulator 2 and Halls of Montezuma are for hard core Wargamers only.

We had the drawing for ACCESS at the meeting and Jeff Vincent was the lucky winner. Another ACCESS program will be given away at the November meeting. You MUST be at the meeting and be a payed up member to qualify for the drawing. Jeff was also nice enough to bring his new game BATTLE OF BRITAIN from LucasFilm to the meeting. Also at the meeting was LEE MAVITY with his new 85 Meg hard drive from D&P Computers. The hard drive featured an under the monitor style case and has a clock, fan and room for an additional drive. All this for a under \$600 -- a great price. If you are thinking about a hard drive you may want to give D&P a call.

The next meeting will be on December 9th at the library at 1 PM. I hope to see you there and Why don't you bring a friend.



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!



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 Leonard  
ACE of America 503-285-4417

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.

By the time you read this we will have completed the elections for the new board and they will be anxiously looking forward to their terms of office for the new year. Many of the board positions are going to be filled by current members and perhaps we can look forward to some new blood as well. After serving as President for the last few months I can honestly say that I am looking forward to a rest. For the coming year I will be serving as Advisor, a post usually filled by the outgoing President. Let me take a moment to thank all of you for the support you have given me and for what I consider a successful term.

For the coming meeting in December we are planning a Christmas party. PAC will supply the beverages and it will be a pot luck. The only rule for the pot luck is if you plan on eating be sure you bring something to share. We will also have a raffle and give away something nice. We don't know what just yet, but I'm sure we can find something good. Let's take a few moments to invite all your Atari friends and family for a good time.

I would also like to invite all the dealers and marketing people who would care to come. In particular we would welcome the people from Supra Corp., Branch Always Software, and Migraph. I believe the people from Diamond Back also are our neighbors and they are certainly welcome. If you are near or far and would care to join us please feel welcome.



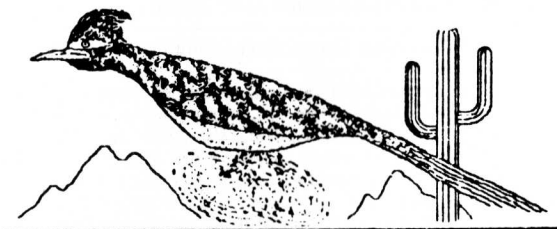
President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying 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...Is that snow I see outside? Standard equipment to have in the house during a "white alert" is your 8bit/ST, a good word processor, spreadsheet and game! This Christmas, make an effort to support your favorite shareware author, or buy that long sought after software package, just to let the world know that Atari supporters still use their machines and purchase software. Do it!

We've received a few items of interest in the mail this month. Soft-Logik's newsletter describes its new releases for the Amiga (ha!). MiGraph sent an interesting proposal to user groups. For \$250, they will send us a single MiGraph Handscanner and TouchUp software bundle for the ST. Also, they are calling on "All Atari Pirates!" For \$79.95, they will send you a legitimate copy and manual of their TouchUp software, provided you mail them your pirate copy. Hmm, I might be missing something here, but couldn't you copy TouchUp easily? The protection was that without the hardware key, the program was rendered useless. I have information on an Atari 8bit to IBM PC connector that allows your 8bit to access stored Atari programs on yes, your PC hard disk!

Our club couldn't be running smoother. Our AIM subscription has been a rousing success. New members are joining and interest is again mushrooming, finally! The meetings will be held at the Androy Hotel in Superior, WI for now. Robert Whiffen will be your host. See you November 18th!



**PHAST - Phoenix Area ST**

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





### P3Atari Computer Enthusiasts (P3ACE)

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

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631

#### The Prez Sez by Rick Reaser

For some reason, the article we submitted in August for the September mailing of the October AIM didn't get printed. Hopefully, these comments which I am typing in the middle of October will be printed in the December AIM. I will repeat some of the things you might have missed in the missing October AIM article.

The new and improved LASERNET BBS (591-4620) is now up and running with TurboBoard. It is \*HOT\*, so check it out. We post Club News and so forth on the board. For those of you who haven't heard, Computer Express! has folded and the 8-bit and ST public domain libraries are now at the Citadel Computer store on 1860 S. Nevada, behind El Pollo Asado. The Citadel Computers near the Citadel Mall is up and running now. They have ST hardware and software in this location now. Two British ST magazines (with disks) have been a hit there. Support your local retailer.

Our annual picnic was a moderate success. Twenty-six people attended in all. The weather was fabulous. The publicity was not. You probably received the flyer for the picnic a week after the picnic. We mailed it in a month and a half before then. In the future, we will be mailing time sensitive stuff out ourselves, direct to the membership, as well as posting it on LASERNET. Here are some things to mark you calendar with, if the December AIM gets mailed on time. First, the November ST SIG will meet on the fifth Thursday, 29 November at the normal place. The fourth Thursday is Thanksgiving. Second, the December 8-bit and ST SIGs are combined for our annual election meeting/party. Both SIGs will meet on 4 December which is the 8-bit SIG meeting day, at the normal place. We will send a direct flyer out for both of these events, in case something goes wrong with AIM.

Here's the update on SIG happenings. At the June 8-bit SIG we demoed Atari Artist with the Touch Tablet, Atari Graphics with a Light Pen, Rambrandt, Diamond Paint with an ST mouse and several public domain graphics programs which are in the Club library. The October 8-bit SIG was essentially rained out. The troops were directed to go to Dave Koster's house after assembling at the Mall. Sorry, if we missed you. We didn't want to risk carrying our computers through the rain. Since Steve Leser was sick, the July ST SIG was led by fearless Dave Koster. Most of the time was spent looking at Aquanaut and some Dr. T. demos.

The September ST SIG highlight was the demo of TOS 2.0. It was very fast, but it did require a few workarounds. Hope to see you at the next SIG meeting.



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

# R.A.C.E.

Hey gang! I hope that you are enjoying Atari Interface magazine. It seems that most of the people in the club really enjoy receiving it every month. Switching to the magazine did cause certain problems with our club though. Because of the lead time that's involved with producing a magazine such as this, we are unable to inform you of the next club meeting in a reasonable amount of time, and we can't even tell you about the happenings of our last club meeting. If you want to know when the next club meeting is, simply call 851-5134 (Eric) and a message will be posted telling you about the next meeting. The officers of the club will also call all of the members about 1 week before the meeting to remind you when the meeting is.

The Atarifest was a great success this year. R.A.C.E. took 21 people while A.C.U.S.O.F.t. from Fayetteville took 4 members. Combined, the clubs easily spent over \$4,000! There was so much to see, so much to buy, and so many people to meet. Many club members got to meet Bob Brodie, John Townsend, and Ken Bradenshire from Atari Corporation. Elie Kenan was present as well. There were numerous vendors and 2 of the vendors had the TT on display!

I could go on for many pages about the happenings at Atarifest but I just don't have the time to do it. I'm in the process of planning for our October meeting which will feature Mac emulation via Spectre GCR and the 1040STe. This meeting will be designed to impress the public since the public has been openly invited. A public announcement spot is being aired for us by WRDU 106.1 FM, an advertisement in the News & Observer has been placed, an editorial in the North Carolina State University newspaper is being run, flyers are being posted, and even the Mac users groups in town are being invited. Hopefully, we'll have a decent turnout.

I hope to see you all at the next club meeting. Give me a call to find out when it will be held!



## WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9am-12:00 noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.



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



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

During our September general meeting, 6 lucky members were able to pick up their TOS 1.4 chips, courtesy of ATARI's user group coordinator, Bob Brodie. Bob visited SDACE back in June and offered to donate the chips as door prizes. Richard Betson picked up the chips from Bob at the HACKS ATARI computer show in Glendale during September. Congratulations to all winners.

The October general meeting announced upcoming elections for SDACE officers, to be conducted in November. By the time you read this, the SDACE reins may have been turned over to some new volunteers. Although the club size has stabilized around 100 members, over 3 times that many attend meetings or use the BBS. Hopefully we can get some of these "unencumbered" individuals to join in the support and direction of the group. To this end, SDACE will be kicking off a major membership recruiting drive over the winter months.

In December, SDACE will hold its annual Christmas party vice the regular general meeting. There will be food and drink for all, and drawings for software/hardware prizes. We cordially invite all SDACE members to join us for this event.

The date for the SDACE ATARI swapmeet is still being considered. Due to the anticipated large number of items to be made available for swap/purchase, we are looking for another location to hold it in vice the North Park recreation center. The location and date will be passed to members as soon as possible.

In November, SDACE will participate in the San Diego Computer Fair. As a participating user group of the San Diego Computer Society, this is our opportunity to demonstrate to the IBM and Macintosh owners the exceptional power and ease of use of ATARI machines at DTP, word processing, games, CAD, MIDI, and multitasking in IBM and ST modes or MAC emulation. We usually draw a lot of looks of disbelief as the unfamiliar visualize the capability of our "game" machines.

Support your local user group and dealerships!



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



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.

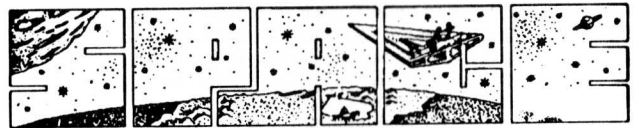
OCTOBER MEETING: We had 8 people show up for the October meeting. The "postcard reminder" system has been getting praise from our members. I will keep sending those reminders and hopefully pick up some new members. If anyone wants a particular disk in our PD library, they should fill out a form for LeRoy at the meeting (or call before the meeting) and LeRoy will bring your requested disks to the next meeting. A hardcopy list of the catalog will also be present at all meetings. As an incentive, all new memberships and renewals will be accompanied by a free PD disk of your choice from our library.

Games was the topic of the month. Starflight was demoed by Neil Demo at the meeting. AI Jennings could not get Space Ace to run on any computer but his. Two programs, Altered Beast and Shadow of the Beast, were two fantastic high-res games for the ST. Fun was had by many especially with the surprise appearance of the STACY. NOTICE: There is a possibility that the TT might make a surprise visit to a STAG meeting in the near future.

NOVEMBER 17th MEETING: Hard drive meeting: The group will have a hard drive tutorial meeting for the ST. ICD Utilities, Cache programs, dissections of a LIVE hard drive are some of the many activities that will be directed by LeRoy Valley at the meeting.

EQUIPMENT VOLUNTEERS for November 17th are LeRoy Valley with his ST and hard drive and Bryant LaFreniere with his monitor and hard drive.

FUTURE MEETINGS: The December 15th meeting will feature our annual swap meet. Also, remember that a January appearance at the Fashion Square Mall in Saginaw by the STAG group is a possibility so I will be looking for volunteers to be at the booth during that special weekend.



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.



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



# ST CLUB EL PASO

The Atari ST Club of El Paso is the only official Atari ST user group in the El Paso southwest. Meetings of the ST Club are held once a month at the Richard Burges Library, 9300 Diana in the NorthPark Mall Parking lot. Each meeting is at 12:30pm on the second Saturday of each month.

Meetings feature demos of the latest ST products, as well as help for those that might have a computer problem. Voting membership in the ST Club is \$20 per year, and includes a years subscription to this magazine. Newsletter only memberships are \$18 per year. Members also receive special access to the STE-EP BBS at 915-821-9220. To become a member of the ST Club of El Paso, just drop us a line to: 10953 Yogi Berra El Paso, Texas 79934

ST Club executive committee 1990-91: Steven Bruck L.R. (Pete) Rosh Tim Holt

Prez talk... Well, if you went to the Amigo Airsho instead of the club meeting in October, here is what you missed:

We are having a drawing for a Christmas giveaway of a LYNX Handheld game system. Donations of \$2 get you a ticket for the drawing. A packet of 15 tickets will only set you back \$20! Support the club, and I encourage all of you to try to sell at least one packet of tickets. It is a fund raiser for the club, and you might win a nifty Christmas present. Drawing will be held at the December 8th meeting.

The December meeting will also feature our now famous club auction. If you have some excess stuff that needs to go, try to sell it at the auction. Get as much as you can, and the club gets 10% of your final price. We have had some doosies in the past with these auctions, and I know for a fact that WordPerfect will be on the block, as well as a ton of games. Get some money for the holidays, or get few good deals. It's all for a good cause: us!

October's Stealth Fighter meeting saw the best of PD databases, and we also looked at some of the new? mags from Europe that Jenkin's is now selling. Made me want to cry when I saw all the stuff they have over there that we can only dream of having...

Anyway, buy some tickets, and have a happy turkey day. I will see you at the December meeting, it promises to be a real winner!



The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

STUN is happy to be included in AIM for our first issue! Putting a club newsletter together can be a lot of work. It will be great to fit in with such a great publication as Atari Interface Magazine.

Our recent meeting which centered around educational software was fun. It was a special treat to see some of the programs that our own club members have developed. We needed to have some of our kids there to do the demos and show how it's really done. Thanks to all who helped.

Ralph Porter and Brad Davis have shown their STacy laptop computers at our meetings. The accessories that Brad's company has been developing will help STacy owners protect their portables and make them even more portable. STUN takes pride in their members that succeed in adding valuable 3rd party products to the ST line.

# Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. It supports both the 8-bit and ST computers. There is a free disk of the month for all attendants, bring your own disk. Dues are \$12 per year and includes Atari Interface Magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings. SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President Gary Klugman (408) 758-4894 Vice-President Dale Meisenheimer (408) 449-7750 Secretary/Treasurer Charles White (408) 449-8986 BitStream BBS (408) 449-2150

Our last meeting was late in starting, and we didn't get reminder cards out. Although attendance wasn't great, we had a great demonstration. By combining hardware from different users, we were able to scan things and print them on a deskjet. We all learned things about desktop publishing.

The next meeting (which may have happened already) will be putting two ST's together with a null modem cable. We should be able to demo telecommunications programs and games that users can play over a modem.

Like always we are dependent on volunteers to bring things in to demonstrate and help out. All of us have expertise in different areas, and can share them with the other members.



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

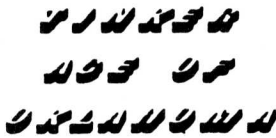
S.W.A.G. Meeting Minutes September 23, 1990

First order of business was discussion of letters mailed to vendors promoting the combined area club's November '91 Atari fair. Search for an building continues. The building must have enough space, and it must be in Oregon for tax reasons.

The A.I.M. editor explained the format and submission requirements for those wanting to write articles for the magazine. A local deadline (the 5th of each month) has been set to allow time for local editing. We then raffled the Practical Solutions Monitor Master. The monitor Master was substituted for the Cordless Mouse which had died and was being replaced. John Moore was the winner.

Steve Traxler then demonstrated his STE with a new stereo and enhanced color demo program. He also showed us some of his commercial software that doesn't work properly on the STE. He doesn't know if the problem is with the hardware, or if the software authors took shortcuts (ala the 800 to XL problems).

Mike Calvin mentioned the problems he has been having with his older 520 since he converted to 1 MEG. It seems the MMU chip is dying. Another has been ordered, and he will let us know if the problem is fixed.



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 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 October meeting of WAUG was held on Tuesday, 10/9. Craig called the meeting to order at 7:40pm announcing the feature topic would be a demonstration of the SuperCharger IBM emulator from Talon, courtesy of Bill and Pattie Rayl. Craig gave an update of progress in planning for the Atarifest, noting that we still needed a volunteer to run the club booth during the two day show (as most of the officers already have other duties to perform...)

While waiting for the computer to be set up to start the demonstration, Craig also listed upcoming meeting topics:  
Nov - Tim Purves of Michtron will speak. Dec - Christmas Party/Games Jan - MiGraph hand scanner Feb - Printers (we'll attempt to show printouts of .IMG pics created with the scanner...)

Craig presented an idea to change election night from June to another month, suggesting December as having the largest member turnout. April was also considered, but due to lack of interest/concern on the part of the attending membership the topic was tabled for further consideration by the officers.

Bill Rayl gave a great demo of the SuperCharger, noting its compatibility with all models of STs AND the new TT. Mike Olin followed Bill's demonstration with the "Atari" IBM program that reads from/writes to 8-bit Atari diskettes in a standard IBM drive. This program is in the Public Domain and has been used by many ex 8-bit owners who have moved into the world of MS-DOS (gag me with a CLI!)

Craig announced the raffle of the last copy of PageStream, and last-minute investors were given a final chance to buy tickets. The drawing was then held, and Russ Crum was the lucky winner. Congrats Russ!

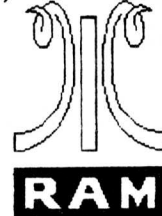
Bill gave a description of the files on the latest AIM disk, after which Craig adjourned the meeting.

## UNYACE Upper NY Atari Computer Enthusiasts

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

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

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



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

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



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.



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
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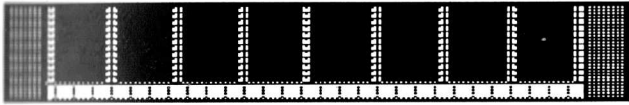
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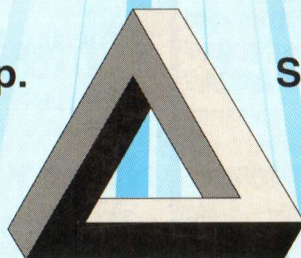
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