

## CURRENT NOTES

The Newsletter for ATARI Users of D. C. and Northern Virginia

Volume 3, Number 9  
September, 1983

### DC CURRENTS

#### September 20: AtariWriter Meets the Fox

We have a double feature in store at the September 20 meeting of the DC group. Geoffrey Drumheller will give a demonstration of the new word processing cartridge from Atari, the AtariWriter, and the accompanying printer driver program from APX which (he said optimistically) should be in before the meeting. Geoff will talk about Print preview, using the AtariWriter with other word processor text files, Editing features, Memory check, safety features, print styles, and much more. Elsewhere in this issue you will find Gretchen Kolsrud's laudatory review of AtariWriter, which should make you want to come see it in action.

And then for something completely different, Bennett Rutledge will demonstrate his game SEVEN FOX, the ads for which have been helping to keep Current Notes solvent. The ad in this issue will tell you as much as you're going to find out about SEVEN FOX without coming to the meeting to see it (and maybe play it?).

All this plus the usual round of fascinating chatter that every meeting engenders, probably to include a weighty decision about what way the group will move on a new home for ARMUDIC. Be with us. Details of place and time appear on page 2.

#### DC Library News

by Bob Danson

The DC Library has added two new disks this month. Disk #17 contains many games, including HOPPER, a hop-across-the-road challenge; KNIGHTS (or Medieval Combat), a board-type battle game; MAZE3D, where you find your way out of a maze from within; Onslught, a fast moving machine language shoot-up; and Roadbloc, a good machine language multi-player line-chasing game. D017 also contains two small, but very useful, utility programs: RESDUP, which makes DUP.SYS memory resident, and BOOTTEXT, which creates a Blake Boot on a DOS 2.0 disk (much easier than using DISKTOOL).

(cont'd, page 3)

### NOVATARI NOTES

#### September 11: Testing ... Testing ...

Novatari will celebrate back-to-school at its September meeting with another program on an educational topic, this one particularly timely for those contemplating college in the near future. A part of college preparation that seems to have become as inevitable as application fees and buying clock radios is the "College Boards", the aptitude tests known as the SATs (Scholastic Aptitude Tests) and their little brother, the PSAT (Preliminary SAT). Several publishers make a good business out of books designed to help you prepare for these tests, and now some software publishers are getting into the act, too, with interactive packages for the computer which administer sample tests, tell you your score, and drill you in what you did wrong. At least three SAT preparation packages have been published for the Atari, by Krell, Harcourt Brace Jovanovich, and PDI. Rene Hertz will demonstrate each of these at the meeting.

As an added attraction, Rene also plans to demonstrate a multi-user disk system, which allows two Atari computers to plug into and share the use of a single floppy disk drive. If all goes according to plan, there should also be a delegation from the DC group with a proposal for shared operation of the ARMUDIC Bulletin Board between the two groups, which will require an important decision by those present at the meeting.

Sunday, September 11 is the date. See the next page for details about place and time.

#### Volunteers Needed

Rene Hertz is seeking volunteers to bring in full systems to the October meeting (which will be on Sunday October 9), for a word processing workshop. This was scheduled for an earlier meeting, but had to be deferred. The plan is to set several demonstrations going simultaneously around the room, and allow people to go from one to the next, to learn and compare. Three or four full systems will be needed to do it right. If you're willing to bring yours, call Rene at 860-2046, or tell him at the September meeting.

## DC GROUP MEETINGS

are held on the third Tuesday of every month in Room 543 of the National Science Foundation offices, 1800 G Street Northwest, Washington. The closest subway stop is Farragut West, on the Blue and Orange Lines. Take the 18th Street exit, and walk south (against the flow of traffic) down 18th Street for 3 blocks to G Street. The building is on the southwest corner of 18th and G; it can be identified by a sign for the Madison National Bank on the corner. Front entrance is in the middle of the block. Parking is available in the building, for a fee. The entrance is on the west side of 18th Street, between F and G. Meetings begin at 5:30 PM, and usually last until 8 or 9.

## NOVATARI MEETINGS

are on the second Sunday of the month. Novatari meets in the Greenbriar Community Center, on Stringfellow Road in Chantilly, Virginia. Stringfellow Road, also known as Route 645, runs south from U.S. 50 a little more than two miles west of the Fair Oaks Shopping Mall, which is at the intersection of I-66 and 50. There is a traffic light where Stringfellow Road meets 50. The Greenbriar Community Center is on the left-hand side of Stringfellow Road, 1.4 miles south of 50. There is a small parking lot in front, and a larger one just north of the Center (that is, just before you get to it), which is connected by a walkway. The meeting room is available from 5 to 9 PM. The first couple of hours are normally unstructured, open house style, with people free to come and go and chat with one another as they wish. Organized activities--the monthly program presentation, and any necessary business--begin about 7:00 PM, and usually last about an hour, after which there is some more free time before closing.

**CURRENT NOTES** is the monthly newsletter sent to members of the ATARI Club of downtown D. C. and Novatari (the Northern Virginia ATARI Users' Group). Both of these organizations are independent groups for computer users, and neither group is affiliated in any way with ATARI, Inc.

The Editor of **CURRENT NOTES** is Paul Chapin, 2159 Golf Course Dr., Reston, Va. 22091, telephone (home) 476-5950, (office) 357-7696. News items, short articles, original programs, classified ads, and any other material of interest to the membership are eagerly solicited.

Membership dues for both groups are \$15.00 a year, which includes subscription to **CURRENT NOTES**. Dues are payable at the beginning of each calendar year. Dues for new members joining during the year are reduced \$1.00 for each month which has passed since the first of the year. Dues may be paid at any meeting, or be sent to the editor. Persons living outside the metropolitan Washington D.C. area may subscribe to **CURRENT NOTES** for \$12.00 per year.

Advertising policy: classified ads are free to members. Commercial advertising rates are \$10.00 for a page, \$5.00 for a half page (no other fraction available). Advertising for any month's issue must reach the editor by the 20th of the preceding month. Advertising must be in the form of xerox-ready copy, on an 8 1/2 x 11 sheet for a full page or an 8 1/2 x 5 1/2 sheet for a half page. Full pages are reduced to 7 x 8 1/2, half pages to 7 x 4 1/4. Copy should be accompanied by full payment. Make check payable to Paul G. Chapin.

The second new disk, the Data Communication Disk (DCOM), contains a collection of telecommunications oriented programs and text files. There are three communications programs -- AMODEM, JTERM, and COMM400; text files describing how to set up a working disk and how to use the programs; different AUTORUN.SYS generation programs; and MICRODOS and PROGSEP2. Unlike the other library volumes, DCOM will periodically be updated to reflect the latest available software and documentation.

These new disks are the results of contributions by Bruce Blake (last month's Most Valuable Contributor) and Bruce Ingalls, who dialed various bulletin boards and collected most of the games on D017, and selected many of the programs on DCOM. This month's Most Valuable Contributor award goes to Pete and Steve Kilcullen for the game KNIGHTS (they entered all 220 sectors worth of BASIC statements from Creative Computing). Finally, John Brophy provides some very appreciated help by volunteering to take care of the ANALOG disks.

Bob Danson, Disk Librarian, 780-0758  
Bruce Ingalls, Tape Librarian, 430-3287  
John Brophy, ANALOG Disks, 425-7169

### Program Correction

If you obtained a copy of Library Disk #16 prior to the August DC meeting, program XREF.BAS should be changed at Line 2115 from LL=0 to LL=6.

### Query

Has anyone used the program DRAWING.BAS from Library Disk #5? Herb Talkin would like to discuss its use. Call him at 232-6448.

### Listing

A current listing of the DC Disk Library appears in the center section of this issue of Current Notes. There is also an alphabetical index, cross-referencing each program in the library to the disk which contains it.

My allegiance to LJK's Letter Perfect has come to an end with the advent of Atari Writer! The reasons: ease of use--including a superb manual, AND, AtariWriter uses Atari DOS, unlike Letter Perfect, so you can upload your written creations.

To begin at the beginning, purchase. I obtained AtariWriter at the D.C. Program Store. It was their last copy and on sale to boot (no pun intended, of course) for \$79.95. They said their nonsale price is \$99.95. Computer Outlet in the August issue of Compute! advertised AtariWriter for a mere \$55.

AtariWriter is a 16K program in a cartridge that you plug into the left slot of your computer. Turn your computer on and you will be greeted with a title page, complete with the Atari logo, which is shortly followed by the menu. The menu presents the following choices: Create File, Delete File, Edit File, Format Disk, Index of Disk Files, Load File, Print File, and Save File. You are prompted to enter the letter indicating your choice, which, if you are a first time user, is likely to mean entering C for Create File. Pressing RETURN brings up the edit screen with file formatting commands and their defaults along the top. You can delete and replace the default values and thereby change all margins, page length, line and paragraph spacing, paragraph indent, whether the text is right justified, and, IF you have an Atari printer, you can select three alternative fonts to the standard print style. (If you don't have an Atari printer, font changes are still possible, as I'll describe later.) Similar changes can also be made within the text as you go along.

On the bottom of the edit screen, arrows show the default TAB settings (easily changed) and the line and character location of the cursor. A prompt to press ESC to return to the menu is always present.

While editing, you can go up or down page by page, move from the beginning to the end of a line and v.v., and move from the top to the bottom of the file and v.v. Manipulating blocks of text is very easy. Simply place a CTL-X at the beginning and end of the target block. Then move it with OPTION-M, duplicate it with OPTION-D, or delete it with OPTION-DELETE BACK S. How straightforward, and easy to remember!

You can search for, replace, or delete any string of text up to 25 characters long. Titles can be centered or blocked flush right. Headers, footers, and automatic page numbering are easily done. And

should you be worried that you may be running out of computer memory, press OPTION-F for reassurance (or confirmation!). To handle large documents where memory becomes a problem, the solution is to chain files together.

AtariWriter is very fast Everything seems to occur with no delay, INCLUDING going from the top to the bottom of a file.

For those used to correction by striking over, note that that doesn't work with this software. With AtariWriter, correction is accomplished by deleting the offending character (if there is one) and then typing the correct character, which will be inserted to the left of the cursor.

Once you've completed your text, it can be saved to cassette or disk and previewed prior to printing. Two handy features of the menu are the provision for formatting a disk in the middle of a work session and the ability to provide an index of files on disk. AtariWriter will even ask you if you want the index printed.

As for printing, you can print on pinfeed paper or, if you have provided a CTL-W at the beginning of your file so that the printer will wait at the end of a page while you change paper, you can print a multipage document on single sheets. You will be asked whether you want to print the whole document or you can specify pages to be printed. One copy or up to 99 can be made.

Printing brings the question of fonts back to mind. As previously indicated, AtariWriter font choices are only effective with Atari printers. APX now sells a printer driver for other machines. Since mine hasn't come yet, I've simply been inserting control codes at the appropriate location in my text. For the Epson MX80F/T with GrafTrax, here are some fonts and the control codes that provide them (\* means while pressing CONTROL press O (that's O, not zero!)):

|                    |                |
|--------------------|----------------|
| Double width print | *14,,*20       |
| Condensed print    | *15,,*18       |
| Emphasized print   | *27*69,,*27*70 |
| Double print       | *27*71,,*27*72 |
| Script             | *27*52,,*27*53 |

In the above, the periods represent text that you type in after the control codes. The codes to the right of the periods return you to the default font. The codes can be combined, e.g., script plus emphasized, by simply typing in all the necessary codes. The above gives you more choices than AtariWriter with an Atari printer.

If you want to intersperse paragraphs of condensed print with regular-sized print, you will have to change the right and left margins when condensed print is in use if you want the condensed print to occupy the same space on the page as regular print. Below are the margin equivalents:

| Full size | Condensed |
|-----------|-----------|
| 10        | 17        |
| 20        | 34        |
| 30        | 51        |
| 40        | 68        |
| 50        | 85        |
| 60        | 102       |
| 70        | 120       |

To use the above, suppose you have been using the AtariWriter default values of 10 for the left margin and 70 for the right margin with regular print. You want to do condensed print with the same margins. Simply type L while holding down CTL, then 17, then type R while holding down CTL, then 120. Start typing your condensed print text. Remember to shift the margins back when you change back to regular print. (Another note: I generally find it is better to enter the condensed print control codes at the end of the paragraph of full-sized print. I make the margin changes at the beginning of the condensed print paragraph. As indicated previously, the above margin changes are for printing PARAGRAPHS in different fonts. If you are just typing a word in condensed print, you won't have to worry about margins, though I suppose that might affect right justification if you have it on. Since I haven't tried it, that's one for the reader to play with.)

Two features of AtariWriter with Atari printers that I haven't been able to achieve yet on my Epson are underlining and double column printing. Anyone know how?

A word on the manual. It gladdens what was once a human engineer's heart! Beautifully written and formatted, it leads the reader from the simple to the complex in clear, concise language. The final chapter - the Reference Guide - is very useful, as is the separate Quick Reference card that contains frequently used commands.

For those with Atari 830 Modems and AtariWriter, you can communicate directly by phone. Thus says the Summer 1983 edition of the Atari Connection. See page 37.

In sum, I highly recommend AtariWriter. It is easy to use, very fast, has many advanced features, AND is very reasonably priced.

# Downtown Washington ATARI Users Group Disk Library

## D001

|              |                        |      |
|--------------|------------------------|------|
| AUTORUN.SYS  | NEEDED FOR PROGLIB.BAS | UTIL |
| BIOSUR       | BIORHYTHMS             | PRAC |
| BOOKLIST     | DATABASE FOR BOOKS     | PRAC |
| CALCNT       | COUNTS CALORIES        | PRAC |
| CLOCK.DIG    | DIGITAL CLOCK          | PRAC |
| DATBAS.BAS   | GENERAL DATA BASE      | PRAC |
| FINANCE2.BAS | PERSONAL FINANCES      | PRAC |
| FINSTRUC.DAT | INSTRUCTIONS FOR FINAN | PRAC |
| JONESTRM     | UP/DOWNLD TERMINAL     | PRAC |
| MARQUEE      | MOVING SIGN            | PRAC |
| PROGLIB.BAS  | DISK DATABASE          | PRAC |
| PROGLIB.DAT  | DATA FOR PROGLIB.BAS   | PRAC |
| PROGSORT.BAS | SORTS PROGLIB FILES    | PRAC |

## D002

|             |                       |      |
|-------------|-----------------------|------|
| ADVEN/MAKER | MAKES ADVENTURE PROGS | UTIL |
|-------------|-----------------------|------|

## D003

|              |                        |      |
|--------------|------------------------|------|
| ALGRAF       | GRAPHS ALGEBRA FUNCTIO | EDUC |
| AUTORUN.SYS  | BOOTS MENU             | UTIL |
| CHEMTST      | DIFF CHEMISTRY QUIZES  | EDUC |
| FINDLETR.BAS | LETTER RECOGNITION     | EDUC |
| FUNCTION     | FUNCTION MACHINE(MATH) | EDUC |
| HOMEWORK     | DRILL YOU CREATE       | EDUC |
| M            | MENU                   | UTIL |
| MATHPKG      | ADVANCED MATH          | EDUC |
| MULT         | BASIC MATH             | EDUC |
| NUMBERLI     | BASIC MATH             | EDUC |
| SPELLBEE     | SPELLING QUIZ          | EDUC |
| STATES       | STATES AND CAPITALS    | EDUC |
| TONEGUES     | TONE RECOGNITION       | EDUC |

## D004

|              |                     |       |
|--------------|---------------------|-------|
| BACHCOR.MUS  | NEED MUSIC COMPOSER | MUSIC |
| BOUREE.MUS   | NEED MUSIC COMPOSER | MUSIC |
| CANON.MUS    | NEED MUSIC COMPOSER | MUSIC |
| EASY.MUS     | NEED MUSIC COMPOSER | MUSIC |
| ENTERTN.MUS  | NEED MUSIC COMPOSER | MUSIC |
| GLORIA.MUS   | NEED MUSIC COMPOSER | MUSIC |
| INSULIN8.DNA | NEED MUSIC COMPOSER | MUSIC |
| JAZZ.BAS     | SOUND AND LIGHT     | MUSIC |
| JOY.MUS      | NEED MUSIC COMPOSER | MUSIC |
| LUCY.MUS     | NEED MUSIC COMPOSER | MUSIC |
| MESSIAH.BAS  | IN BASIC            | MUSIC |
| DBLADE.MUS   | NEED MUSIC COMPOSER | MUSIC |
| PLAPIANO.BAS | BASIC PLAYER PIANO  | MUSIC |
| POMP.MUS     | NEED MUSIC COMPOSER | MUSIC |
| PUFF.BAS     | MUSIC FROM BASIC    | MUSIC |
| ROUND.MUS    | NEED MUSIC COMPOSER | MUSIC |
| SHEPARD.MUS  | NEED MUSIC COMPOSER | MUSIC |
| SOLACE.MUS   | NEED MUSIC COMPOSER | MUSIC |
| STARWARS.MUS | NEED MUSIC COMPOSER | MUSIC |
| WHENIM44.MUS | NEED MUSIC COMPOSER | MUSIC |
| YELLOW.MUS   | NEED MUSIC COMPOSER | MUSIC |

## D005

|              |                        |
|--------------|------------------------|
| BILBOUNC     | DRAWNS DESIGNS         |
| BOXDEMO      | PRETTY DESIGN          |
| CHTABLE.DAT  | PART OF DRAWING        |
| CUBETWO      | DRAWN SHAPES           |
| DRAWING.BAS  | AID TO DRAWING         |
| ERTHQUAK     | SIMULATE EARTHQUAKE    |
| ETCHSKCH     | ETCHASKETCH            |
| FLUBRUSH.BAS | DRAWN LINES            |
| HDEM.CHR     | PART OF HORSE          |
| HEARTS       | GRAPHICS PUZZLE        |
| HORSE        | HORSE RUNNING          |
| HORSE.DAT    | PART OF HORSE          |
| HORSES       | HORSES RUNNING         |
| HORSEV       | PART OF HORSE          |
| LOGO         | LOGO DISPLAY           |
| MAGIC        | MAGIC TRICK            |
| OCTADRAW     | DRAWNS DESIGNS         |
| SGDEMO.BAS   | (2) THEN RUN THIS PROG |
| SGDEMO.BIN   | (1) BINARY LOAD THIS   |
| SHAOING      | SHADES BOXES COLORS    |
| SNOWFLAK     | DRAWN SNOWFLAKES       |

## D006

|              |                      |
|--------------|----------------------|
| CHICKEN.BAS  | GRAPHICS ACTION      |
| CLEWSO       | DETECTIVE WORD GAME  |
| CONCEN       | CONCENTRATION        |
| HORSERAC     | HORSERACE            |
| LANDER       | LUNAR LANDER         |
| MUNCHERS.SO  | GRAPHICS ACTION GAME |
| PLUSZERO.SO  | DON'T REMEMBER       |
| SPY          | DON'T REMEMBER       |
| STARWARP     | GRAPHICS STAR WARS   |
| TIMETRIA.LSD | CAR SIMULATION       |
| TTT          | TIC TAC TOE          |

## D007

|              |                        |
|--------------|------------------------|
| ALIEN        | GRAPHICS SHOOTING GAME |
| BATS         | GRAPHICS ACTION GAME   |
| BLACKJAC     | BLACKJACK              |
| OOGGIES.BAS  | GRAPHICS THINKING GAME |
| HANG.WAR     | HANGMAN                |
| RUNSHOOT.BAS | GRAPHICS ACTION GAME   |
| SHOOT.DAT    | PART OF SHOOT          |
| SIMON        | COPY THE SOUND/LIGHT   |
| SLOTMACH     | SLOT MACHINE           |
| SURVIVE      | M/L SHOOTING GAME      |
| SURVIVE.FNT  | PART OF SURVIVE        |
| WHOMB        | WORD GAME              |

## D008

|              |                     |
|--------------|---------------------|
| ALTUSE9      | READS ENTIRE SCREEN |
| AUTORUN.CAS  | AUTORUNS CAS TAPES  |
| BUBSORT.NUM  | BUBBLE SORT DEMO    |
| CHAINING.LST | CHAINS AUTORUN PGMS |

## D008

|             |                        |      |
|-------------|------------------------|------|
| CLOAD.AUT   | UNKNOWN                | UTIL |
| DATASMT.GEN | FMT BASIC DATA STRINGS | UTIL |
| DAYWEEK     | WHAT DAY IS IT?        | UTIL |
| DECIDUMP    | LIST MEMORY LOC IN DEC | UTIL |
| DELETE      | DELETES BASIC LINES    | LST  |
| DISKTAPE    | "BACKS-UP" OSK TO TAPE | UTIL |
| DSK2CAS     | OSK FILES TO CAS       | UTIL |
| ERRTRAP     | CRUDE ERR TRAP/MSG     | UTIL |
| HELP        | DEMO OF ITSELF         | UTIL |
| HELP.DAT    | DATA FILE FOR HELP PGM | AUX  |
| HELP.WRT    | WRITES HELP DATA FILE  | AUX  |
| HEXADEC     | DEC/HEX HEX/DEC CONV   | UTIL |
| HOTSTUFF    | DISK DIR MENU PGM      | UTIL |
| LABELDSK    | PRNT OSK DIR ON LABELS | UTIL |
| LISTER      | PRINT 32-COLM ".LST"   | UTIL |
| MENU        | OSK DIR MENU PGM       | UTIL |
| MENU1       | SHOWS DISK DIRECTORY   | UTIL |
| MODEM       | DOWNLOADING THRU MODEM | UTIL |
| NEATLIST    | ".LST" FILE TO PRINTER | UTIL |
| NOTEIN      | NOTE/POINT OSK DEMO    | UTIL |
| NOTEDUT     | CREATE FILE FOR NOTEIN | AUX  |
| PEEKER      | EXAMINES MEMORY LOCS   | UTIL |
| PMDMO       | SMALL P/M DEMO         | UTIL |
| RENUM.LST   | RENUMBERS A BASIC PGM  | UTIL |
| SCREENPR    | PRINTS SCREEN          | UTIL |
| SEAUTO      | AUTORUN.SYS BASIC PGMS | UTIL |
| SUPRCOMP    | COMPARES ".LST" FILES  | UTIL |

## D009

|          |                        |       |
|----------|------------------------|-------|
| CLEWSO   | DETECTIVE WORD GAME    | GAME  |
| DRAWING  | CRUDE LINE DRAWING     | GRAPH |
| FORTRESS | SPACE SHOOT-UP         | GAME  |
| GOLDRUSH | GET BAGS OF GOLD       | GAME  |
| LL       | TOUCHY LUNAR LANDER    | GAME  |
| MAZE     | GET OUT OF HIDDEN MAZE | GAME  |
| MYRIAPED | ARCADE QUALITY GAME    | GAME  |
| RACE     | AUTO RACE GAME         | GAME  |
| SAUCER   | SKEET SHOOTING         | GAME  |
| STARBL8  | SLOW "DEFENDER"        | GAME  |
| TAG      | 2-PLAYER JOYSTICK TAG  | GAME  |
| ULTRACUB | DRAWN "3-D" CUBES      | GRAPH |

## D010

|             |                         |       |
|-------------|-------------------------|-------|
| ASM.801     | 6502 EDIT/ASSEMBLE/LOAD | UTIL  |
| ASM.DDC     | SEE PGM "DOC"           | AUX   |
| ASM.08J     | 6502 EDITOR/ASSEMBLER   | UTIL  |
| ASM.TAB     | UNKNOWN                 | AUX   |
| ASMDT.801   | SEE "ASM.801"           | AUX   |
| ASMLDR.801  | SEE "ASM.801"           | AUX   |
| AUTORUN.PAC | CREATES AUTORUN.SYS     | UTIL  |
| BACKUP1     | DSK & CAS FILE COPIER   | UTIL  |
| BOOTCOPY    | CAS BOOT PGM TO DISK    | UTIL  |
| COLOR.ASM   | SEE PGM "COLOR.801"     | AUX   |
| COLOR.801   | DISPLAY 128 COLORS      | GRAPH |
| COLOR.DOC   | SEE PGM "DOC"           | AUX   |



# Downtown Washington ATARI Users Group Disk Library

## D010

COLOR.OBJ SEE PGM "DOC" AUX  
DISASM 6502 DISASSEMBLER UTIL  
DOC LIST ".DOC" DISK FILES UTIL  
DOC.DOC SEE PGM "DOC" AUX  
EXAMINE.UTL EXAMINES DISKS UTIL  
FILEINDX.PAC INDEXES DISK FILES UTIL  
LOADOBJ.B01 ASM OBJ TO LOAD FILE UTIL  
MEMLOW.TOP UNKNW UNKNW  
MENTEST.ASM "MENTEST.OBJ" SOURCE UTIL  
MENTEST.DOC SEE PGM "DOC" AUX  
MENTEST.OBJ TESTS MEMORY UTIL  
MENU OSK DIR MENU / JOYSTCK UTIL  
MICROASM.B01 6502 ASM/DISASM UTIL  
MICROASM.DOC SEE PGM "DOC" AUX  
NUM.DOC SEE PGM "DOC" AUX  
NUM.OBJ AUTO-NUM BASIC LINES UTIL  
PATTERN.B01 DISPLAY MOVING PATTERN GRAPH  
PATTERN.DOC SEE PGM "DOC" AUX  
PATTERN.OBJ SEE "PATTERN.B01" AUX  
PEEKER EXAMINES MEMORY UTIL  
PRINTNOP.ASM SOURCE FOR "PRINTNOP" UTIL  
PRINTNOP.DOC SEE PGM "DOC" AUX  
RPM.PAC DISK SPEED CHECKER UTIL  
STRING.CRE MEMORY TO BASIC STRING UTIL  
VARIABLE.LST LIST BASIC PGM VARIABLES LST

## D011

ARTILLER ARTILLERY DUEL GAME  
BARCADE 2-PLAYER LINE CHASE GAME  
BJACK BLACKJACK CARD GAME GAME  
CIVILWAR SIMULATION MODEL GAME GAME  
COLORSTK DRAW PATTERNS GRAPH  
CONCEN "CONCENTRATION" GAME  
HANGMAN GUESS LETTERS IN WORD GAME  
LIGHT PHYSICS OF LIGHT EDU  
MESSAGE SCROLLING MESSAGES UTIL  
METSTRM DODGE THE MOVING DOTS GAME  
OTHELLO SURROUND & CAPTURE DOTS GAME  
PACINWAD SLOW "SPACE INVADERS" GAME  
ROCKET PSEUDO "MISSILE COMMAND" GAME  
WIMPUS ADVENTURE WORD GAME GAME

## D012

AMODEM COMMUNICATIONS PGM UTIL  
AMORTIZE CALC MORTGAGE PAYMENTS APPLI  
CHASE 1 OR 2 PERSON TAG GAME  
CRICKETS OBSTACLE COURSE GAME  
DRAWHAT 3-D SIN-WAVE PICTURE GRAPH  
LASER SPACE SHIP SHOOTING GAME  
MASTRAH2 FIND WAY OUT OF MAZES GAME  
MONOPOLY MONOPOLY GAME  
PERCOM.RPM DD PERCOM SPEED CHECK UTIL  
TAX FED/VA INCOME TAX PGM APPLI  
UXB UXBS IN MINE FIELD GAME

## D013

CREDITS PART OF "SHOW"  
DIPCHIPS.PIC PICTURE FOR "SHOW"  
GIRLBEST.PIC PICTURE FOR "SHOW"  
LADY.PIC PICTURE FOR "SHOW"  
LOGO2 PICTURE FOR "SHOW"  
RANDOM.PIC PICTURE FOR "SHOW"  
SCROLL PART OF "SHOW"  
SHIFT.ASM PART OF "SHOW"  
SHOW PICTURE/SLIDE SHOW  
SQUEEZE.PIC PICTURE FOR "SHOW"  
TEX.PIC PICTURE FOR "SHOW"  
TIMENACH.PIC PICTURE FOR "SHOW"  
WINSTON.PIC PICTURE FOR "SHOW"

## D014

ANTWARS.BAS GOBBLE UP ANT EGGS  
ATAR1825.LST (SEE SCRIPTOR.TXT)  
AUTOB50.BAS 850 AUTORUN MAKER  
BBOOT.TXT DESCR. OF BOOT DISPLAY  
BUBLSORT.BAS SORT DEMONSTRATION PGM  
CLOSEOUT.BAS EAT DOTS/SHOOT/CLIMB  
CLOSEOUT.TXT EAT ON USING CLOSEOUT  
COVERSCR.BAS FILL-UP SCREEN IN TIME  
DCMENU.BAS MENU PROGRAM  
FROG.BAS FROG FLICKS FLIES

## D015

DCMENU.BAS MENU PROGRAM  
DEFEND.OBJ DEFENDER TYPE GAME  
DISKPEEK.BAS LOOK AT DISK SECTORS  
HOMEINVE.BAS HOME INVENTORY PROGRAM  
OILWELL.BAS DRILL FOR OIL & MAKE \$  
PILOT.TXT INFO ON USING PILOT  
PILOT.XLT PILOT-BASIC TRANSLATOR  
PILOTEOT.BAS EDITOR FOR PILOT.XLT  
PILOTEX1.PIL SAMPLE PILOT PROGRAM  
PILOTEX2.PIL SAMPLE PILOT PROGRAM  
PILOTEX3.PIL SAMPLE PILOT PROGRAM  
PILOTEX4.PIL SAMPLE PILOT PROGRAM  
PILOTEX5.PIL SAMPLE PILOT PROGRAM  
PILOTEX6.PIL SAMPLE PILOT PROGRAM  
SLALOM.BAS SLALOM SKI COURSE  
VIDEO080.BAS 88-COLUMN DISPLAY DEV.  
VIDEO080.TXT INFO ON USING VIDEO080  
VOPEN.BAS OPEN ROUTINE FOR V80  
WEDGE.BAS ATARI DOS EXTENSIONS  
WEDGE.TXT INFO ON USING WEDGE  
WINDOWS.BAS DEMO OF V80 WINDOWS

## D016

AUTOGEN.BAS GENERATES AUTORUN FILE  
AUTORUN3.BAS MULTI-FUNCTION AUTORUN  
BBOOT.TXT INFO ON IPL TITLE SCRIN  
CAESARC.BAS ROMAN NUMERAL CLOCK  
CREATION.BAS PATTERN GROWTH  
CYPHER.BAS DISK CRYPTO EN/DECODE  
CYPHER.TXT INFO ON USING CYPHER  
DCMENU.BAS MENU PROGRAM  
MICRODOS.OBJ ADDS EXTENSIONS TO DOS  
MICRODOS.TXT INFO ON USING MICRODOS  
MODDOS.BAS CONFIGURES ATARI DOS  
MODDOS.TXT INFO ON USING MODDOS  
MODE10.BAS GITA DRAWING TOOL  
MODE10.TXT INFO ON USING MODE10  
MODE10EX SAMPLE MODE10 PICTURE  
MAZE.BAS AVOID THE MOVING LINES  
RAMDISK.BAS SEQ. I/O TO UNUSED RAM  
RAMDISK.TXT INFO ON USING RAMDISK  
RITEBACK.BAS HOW TO MOD ATARI DISK  
SYSTAT.BAS DISPLAY OF SYS STATUS  
XREF.BAS BASIC XREF LISTING PGM  
XREF.LST BASIC XREF LIST CODE  
XREFBAS.TXT INFO ON USING XREF.BAS  
XREFLST.TXT INFO ON USING XREF.LST

## D017

BOOTTEXT.BAS CREATES BLAKE BOOT  
BOOTTEXT.TXT INFO ON USING BOOTTEXT  
HOPPER.OBJ HOP FROG ACROSS ROADS  
HOPPER.TXT INFO ON USING HOPPER  
KNIGHTS.BAS MEDIEVAL BOARD BATTLE  
MAZE3D.BAS FIND WAY THRU MAZE  
ONSLIGHT.OBJ SHOOT MOVING SPACESHIPS  
RESDUP.BIN CREATE MEM-RES DUP.SYS  
RESDUP.TXT INFO ON USING RESDUP  
ROADBLOC.BIN RACING LINES  
ROADBLOC.TXT INFO ON USING ROADBLOC  
TEXTIT.BAS EDITS FILE LINES  
YANTZEE.BAS GAME BY SAME NAME

## DCOM

AMODEM.TXT INFO ON USING AMODEMS  
AMODEM42.BAS DATA COMM. PROGRAM  
AMODPLUS.BAS DATA COMM. PROGRAM  
AUTOB50.OBJ 850 AUTORUN MAKER  
AUTOBBS.BAS MULTI-FUNCTION AUTORUN  
BUILDIAL.BAS PART OF COMM4000  
COMM4000.BIN 40/80 COL. COMM. PGM.  
COMM4000.TXT INFO ON USING COMM4000  
JTERM.TXT INFO ON USING JTERM  
JTERM36.BAS DATA COMM. PROGRAM  
MICRODOS.OBJ ADDS EXTENSIONS TO DOS  
PHONE001.LST BBS TELEPHONE NUMBERS  
PHONE002.LST BBS TELEPHONE NUMBERS  
PHONE003.LST BBS TELEPHONE NUMBERS

## Downtown Washington ATARI Users Group Disk Library

### DCOM

|              |                        |      |
|--------------|------------------------|------|
| PROGSEP2.BAS | COMM. PGM. BUFFER UTIL | UTIL |
| PROGSEP2.TXT | INFO ON USING PROGSEP2 | DOC  |
| PRTDIAL.BAS  | PART OF COMM4080       | DCOM |
| VIDCOMM.OBJ  | PART OF COMM4080       | DCOM |
| VIDE080.OBJ  | PART OF COMM4080       | DCOM |

### EX82

|              |                        |      |
|--------------|------------------------|------|
| BALLOONS.AUG | "SHOOT" TYPE           | GAME |
| CASTLE.DEC   | FIND WAY THRU ROOMS    | GAME |
| EGGS.DEC     | CATCH FALLING EGGS     | GAME |
| GOBBLER.AUG  | GOOD "PAC-MAN" TYPE    | GAME |
| GRUBS.OCT    | LADDER CLIMBING        | GAME |
| JTERM03.3    | DATA COMM. PROGRAM     | DCOM |
| MERRYCHR     | PICTURE AND MUSIC      | DEMO |
| TIGER.OCT    | MAZE TRAVERSE (?)      | GAME |
| TINYTEXT.NOV | SMALL TEXT ED/FORMATTR | UTIL |
| XMASMUS.MBO  | see MERRYCHR           | AUX  |

### PCD1

|              |                        |         |
|--------------|------------------------|---------|
| BARGRAPH.DEM | BARGRAPH DEMO          | DEMO    |
| BOXOEMO      | SOUND AND GRAPHICS     | DEMO    |
| CHOPSTIX     | SINGLE-TONE SONG       | MUSIC   |
| CLOCK.DIG    | BIG DIG CLOCK/CALENDAR | GRAPH   |
| DIALOGUE     | CRUDE COMPUTER CONVER  | DEMO    |
| ELLIPSE      | DRAWN ELLIPSES         | GRAPH   |
| ETCHSKCH     | DRAWN ON SCREEN        | GRAPH   |
| FUGUE2       | GOOD MUSICAL NUMBER    | MUSIC   |
| GIGGLE       | LIGHT SHOW ON SCREEN   | GRAPH   |
| INTRO.DEM    | DISK CONTENTS INFO     | UTIL    |
| JAZZ         | SOUND AND LIGHT        | DEMO    |
| LOGO         | USUAL ATARI LOGO       | DEMO    |
| MAGIC        | LETTER GUESSING        | GAME    |
| MESSAGE      | SCROLLING MESS. BOARD  | UTIL    |
| NITENARE     | (I'm not sure)         | UNKNOWN |
| PUFF         | MUSICAL RENDITION      | MUSIC   |
| SCROLL       | SCREEN TEXT SCROLLING  | DEMO    |
| SOUNDSTK     | CHANGE SOUNDS W/JOYSTK | UTIL    |
| STARSHIP     | STARSHIP DRAWING       | GRAPH   |
| STARWARS.MUS | STARWARS THEME         | MUSIC   |
| STRINGAR     | VARIATION OF STRINGART | GRAPH   |
| VEGAS        | SLOT MACHINE           | GAME    |
| XMASTREE     | XMAS TUNES             | MUSIC   |

The DC ATARI Users Group Disk Library is a set of single density disks containing various public domain software. Dues-paying DC and NOVATARI members can obtain copies of the Library Disks at any DC Group meeting. Only whole disks will be provided, not individual files.

Software is provided on an "as is" basis without any guarantee as to function or performance. If errors are found in a Library program please report them to the Librarian. Software corrections will be dependent upon the willingness of Group members to volunteer their programming skills.

If a disk will not read properly it will be rewritten or replaced. Disks that are physically damaged will not be replaced, but a new copy will be provided if the member supplies another disk.

Everyone is encouraged to make additions to the Library. These can be original programs which you have created and are willing to share, programs from magazines (EXCEPT Softside and ANALOG), programs obtained from bulletin boards, or any other software in the public domain. The availability of the Program Library is one of the major benefits of belonging to the DC ATARI Users Group. The more you put into it the more of a benefit it will be to all members!

Disks are provided at the following rates:

SCOPY 810 - \$7  
 ANALOG disks - \$3  
 other disks - \$4

### SCOPY 810

A small, fast, well implemented sector-copy program. Copies an entire disk in two passes (48K system). Excellent documentation.

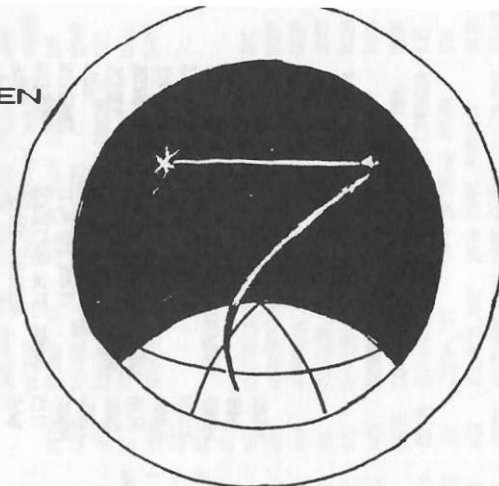
### fig-FORTH

A public-domain version of the FORTH language.

## THE SAGA OF PLANDEFRON SEVEN THE FOX FIGHTS ALONE

Planetary Defense Squadron Seven had just proven itself as a fighting unit. Only two days before they had driven off an attack upon Collins Base and its vital stores, but at a terrible cost. Now with only one of the eight ships... Foxtrot, "the Fox"...able to fight, the entire system lay in grave peril...

for the sentinel posts had just reported an incoming craft, its zigzag maneuvers a certain prelude to attack. Then the outposts fell silent.



\*\*\*\*\*

SEVEN FOX is a game for one to five players of varying skill levels who each take a separate action station as the crew of the FOX in its desperate bid to intercept this attacker bent on destroying an entire planet. The game requires an ATARI\* computer with at least 16K of memory, (24K with 810 Disk) a model 410 Program Recorder, a BASIC language cartridge, a pair of Knob ("paddle") controllers, and a pair of joysticks.

Special AUDIO TRACK FEATURES: a "radio play" to provide background, and an audio-visual "briefing" for beginners, are available on the cassette version.

Cassette Retail \$19.00 each

5 1/4 inch Floppy Disk (no briefing)

\$24.00 each

Find me at meetings, leave an ARMUDIC note for #230 (WANT-ADS), or write:

Bennett Rutledge, CDP  
327 South Wayne Street  
Arlington, Virginia 22204

\*ATARI is a registered trademark of Atari, Inc.



# Downtown Washington ATARI Users Group Disk Library

| DISK ID | PROG/FILE ID | DISK ID | PROG/FILE ID | DISK ID | PROG/FILE ID | DISK ID | PROG/FILE ID |
|---------|--------------|---------|--------------|---------|--------------|---------|--------------|
| D002    | ADVEN/MAKER  | D006    | CHICKEN.BAS  | D010    | EXAMINE.UTL  | D003    | M            |
| D003    | ALGRAF       | PCD1    | CHOPSTIX     |         | FILEINDX.PAC | D005    | MAGIC        |
| D007    | ALIEN        | D005    | CHTABLE.DAT  | D001    | FINANCE2.BAS | PCD1    | MAGIC        |
| D008    | ALTUSE9      | D011    | CIVILWAR     | D003    | FINDLETR.BAS | D001    | MARQUEE      |
| D012    | AMODEM       | D006    | CLEW50       | D001    | FINSTRUC.DAT | D012    | MASTRWAZ     |
| DCOM    | AMODEM.TXT   | D009    | CLEW50       | D005    | FLUBRUSH.BAS | D003    | MATHPKG      |
|         | AMODEM42.BAS | D000    | CLOAD.AUT    | D009    | FORTRESS     | D009    | MAZE         |
|         | AMODPLUS.BAS | D001    | CLOCK.DIG    | D014    | FROG.BAS     | D017    | MAZE3D.BAS   |
| D012    | AMORTIZE     | PCD1    | CLOCK.DIG    | PCD1    | FUGUE2       | D010    | MEMLOW.TOP   |
| D014    | ANTWARS.BAS  | D014    | CLOSEOUT.BAS | D003    | FUNCTION     |         | MENTEST.ASM  |
| D011    | ARTILLER     |         | CLOSEOUT.TXT | PCD1    | GIGGLE       |         | MENTEST.DOC  |
| D010    | ASM.001      | D010    | COLOR.ASM    | D013    | GIRLBEST.PIC |         | MENTEST.OBJ  |
|         | ASM.DOC      |         | COLOR.001    | D004    | GLORIA.MUS   | D000    | MENU         |
|         | ASM.OBJ      |         | COLOR.DOC    | EX02    | GOBBLER.AUG  | D010    | MENU         |
|         | ASM.TAB      |         | COLOR.OBJ    | D009    | GOLDRUSH     | D000    | MENU1        |
|         | ASNETD.001   | D011    | COLORSTK     | EX02    | GRUBS.OCT    | EX02    | MERRYCHR     |
|         | ASMLDR.001   | DCOM    | COM4000.BIN  | D007    | HANG.WRM     | D011    | MESSAGE      |
| D014    | ATARI025.LST |         | COM4000.TXT  | D011    | HANGMAN      | PCD1    | MESSAGE      |
|         | AUTO050.BAS  | D006    | CONCEN       | D005    | HOM.CHR      | D004    | MESSIAH.BAS  |
| DCOM    | AUTO050.OBJ  | D011    | CONCEN       |         | HEARTS       | D011    | METSTRM      |
|         | AUTO085.BAS  | D014    | COVERSCR.BAS | D000    | HELP         | D010    | MICROASM.001 |
| D014    | AUTOGEN.BAS  | D014    | CREATION.BAS |         | HELP.DAT     |         | MICROASM.DOC |
| D000    | AUTORUN.CAS  | D013    | CREDITS      |         | HELP.WRT     | D014    | MICRODOS.OBJ |
| D010    | AUTORUN.PAC  | D012    | CRICKETS     |         | HEXADEC      | DCOM    | MICRODOS.OBJ |
| D001    | AUTORUN.SYS  | D005    | CUBETWO      | D015    | HOMEINVE.BAS | D014    | MICRODOS.TXT |
| D003    | AUTORUN.SYS  | D016    | CYPHER.BAS   | D003    | HOMEWORK     |         | MODDOS.BAS   |
| D016    | AUTORUN3.BAS |         | CYPHER.TXT   | D017    | HOPPER.OBJ   |         | MODDOS.TXT   |
| D004    | BACHCOR.MUS  | D000    | DATA5MT.GEN  |         | HOPPER.TXT   |         | MODE10.BAS   |
| D010    | BACKUP1      | D001    | DATBAS.BAS   | D005    | HORSE        |         | MODE10.TXT   |
| EX02    | BALLOONS.AUG | D000    | DAYWEEK      |         | HORSE.DAT    |         | MODE10EX     |
| D011    | BARACADE     | D014    | DCMENU.BAS   | D006    | HORSERAC     | D000    | MODEN        |
| PCD1    | BARGRAPH.DEM | D015    | DCMENU.BAS   | D005    | HORSES       | D012    | MONOPOLY     |
| D007    | BATS         | D016    | DCMENU.BAS   |         | HORSEV       | D003    | MULT         |
| D014    | BBOOT.TXT    | D000    | DECIDUMP     | D000    | HOTSTUFF     | D006    | MUNCHERS.SO  |
| D016    | BBOT.TXT     | D015    | DEFEND.OBJ   | D004    | INSULIN8.DMA | D009    | MYRIAPED     |
| D005    | BILBOUNC     | D000    | DELETE       | PCD1    | INTRO.DEM    | D000    | NEATLIST     |
| D001    | BIOUSR       | PCD1    | DIALOGUE     |         | JAZZ         | PCD1    | NITEWARE     |
| D011    | BJACK        | D013    | DIPCHIPS.PIC | D004    | JAZZ.BAS     | D000    | NOTEIN       |
| D007    | BLACKJAC     | D010    | DISASM       | D001    | JONESTRM     |         | NOTEOUT      |
| D001    | BOOKLIST     | D015    | DISKPEEK.BAS | D004    | JOY.MUS      | D010    | NUM.DOC      |
| D010    | BOOTCOPY     | D000    | DISKTAPE     | DCOM    | JTERM.TXT    |         | NUM.OBJ      |
| D017    | BOOTTEXT.BAS | D010    | DOC          |         | JTERM36.BAS  | D003    | NUMBERLI     |
|         | BOOTTEXT.TXT |         | DOC.DOC      | EX02    | JTERM003.3   | D004    | OBLEDE.MUS   |
| D004    | BOUREE.MUS   | D007    | DOGGIES.BAS  | D017    | KNIGHTS.BAS  | D005    | OCTADRAW     |
| D005    | BOXDEMO      | D012    | DRAWWAT      | D000    | LABELDSK     | D015    | OILWELL.BAS  |
| PCD1    | BOXDEMO      | D009    | DRAWING      | D013    | LADY.PIC     | D016    | OMAZE.BAS    |
| D014    | BUBLSORT.BAS | D005    | DRAWING.BAS  | D006    | LANDER       | D017    | ONSUGHT.OBJ  |
| D000    | BUBSORT.NUM  | D000    | DSK2CAS      | D012    | LASER        | D011    | OTHELLO      |
| DCOM    | BUILDIAL.BAS | D004    | EASY.MUS     | D011    | LIGHT        |         | PACINWAD     |
| D016    | CAESARC.BAS  | EX02    | EGGS.DEC     | D000    | LISTER       | D010    | PATTERN.001  |
| D001    | CALCVT       | PCD1    | ELLIPSE      | D009    | LL           |         | PATTERN.DOC  |
| D004    | CANON.MUS    | D004    | ENTERTN.MUS  | D010    | LOAD00J.001  |         | PATTERN.OBJ  |
| EX02    | CASTLE.DEC   | D000    | ERRTRAP      | D005    | LOGO         | D000    | PEEKER       |
| D000    | CHAINING.LST | D005    | ERTHMAAK     | PCD1    | LOGO         | D010    | PEEKER       |
| D012    | CHASE        |         | ETCHSKCH     | D013    | LOGO2        | D012    | PERCOM.RPM   |
| D003    | CHEMTEST     | PCD1    | ETCHSKCH     | D004    | LUCY.MUS     | DCOM    | PHONE001.LST |

1. Name of the person or organization

01 217 1992 01 1810

FOR SALE:

Mike Focke, 620-2776

Eclipse Software's DOS-MOD modifies Atari's DOS 2.05 to support

- Includes DOS-mods and flip-side tutorial and documentation. See Antic August, p. 79

Contact Mike Focke, 703/620-2776.

## TIME FOR A CHANGE

After two and a half years of producing Current Notes, your Editor is ready to hand over the job to someone else and pursue some other interests of his own (like actually getting somewhere with Assembly language programming). What you now see before you is a general call for a volunteer or volunteers who would enjoy taking on the newsletter job for the groups. Let me tell you a little bit about what's involved.

The first thing that has to be said is that the job is a lot of fun, and a lot of learning about Ataris that I, at least, wouldn't have managed any other way. If the rewards weren't worth the work, I wouldn't have kept it up this long, I assure you.

Nonetheless, there is work involved, and that aspect shouldn't be minimized. While I haven't kept an exact log, I think I now average about 15 hours a month on all phases of getting the newsletter written, edited, printed, and mailed. It's a lot faster now than it used to be, for several reasons. We now have a regular string of contributions from members, which means I have less to write. We receive exchange copies of other clubs' newsletters which often contain interesting material we can reprint, with the same effect. And I have finally found a print shop that will do the whole job of producing the finished newsletter, as it goes into the mail, at a price the clubs' treasuries can afford. All these productivity enhancements will continue to be available, I should think, so that whoever takes on the job can expect to do it at least as fast as I do.

The work divides up naturally into two or three separate tasks. One possibility might be to have different people doing these various jobs. Let me describe them briefly. The first stage is to generate the copy. This involves collecting together all the contributions sent by members, reading the other groups' newsletters and extracting the good parts, talking to the Program Chairpersons of the two groups to find out what's in the offing for the next meetings, and then sitting down and getting together eleven pages' worth of material. Some of that the Editor has to write, especially the front page material; some of it comes ready-to-use, including all paid ads, a lot of the material from other newsletters, and some of what the members send in. The culmination of this stage is the layout, cutting and pasting all the copy into the final form which the printers will work from directly.

Production involves delivering the original to the printer, picking up the finished copies, attaching stamps and mailing labels (currently a little over 300 of each), and happily dumping the whole mess off at the post office (or in any corner mail box, for that matter). Somewhere in this process, of course, you have to buy the stamps. You also have to have the mailing labels prepared, and that's really a separate job in itself. I keep the mailing lists of paid members of both groups up to date, using File Manager 800+ (which belongs to the two groups jointly, and goes along with the job). Each month I enter all of the new members for each group, then print out a list of each group's current membership, then print out all of the labels. Another file also gets printed onto labels, the addresses where we send complimentary and exchange copies of Current Notes (just under 50 addresses at present).

I guess it's evident from the above that you need to have your computer equipped for word processing to do the first job, generating the copy, and have a disk drive and a printer to run FileManager 800+ and print out the labels. No equipment required to trek to and from the printer's, or to stick on stamps and labels, or to mail a bundle.

So there you have it. I know that nobody these days has any identifiable spare time, but I urge you to think about what you're actually doing with your time, and consider whether editing and publishing Current Notes wouldn't be more fun and more constructive than some other activity you were thinking of giving up, anyway. I'll do everything I can to make as smooth a transition as possible. If you're interested, and want to find out more, call me at home, 476-5950, or at work, 357-7696, or talk to me at one of the group meetings.

--Paul Chapin

