

PORTLAND ATARI CLUB

(Not affiliated with Atari, Inc)

NOVEMBER 1983

GENERAL MEETING: November 7th

BPA Auditorium
9th and Holladay, NE

PAC BULLETIN BOARD SYSTEM

24 hours 7 days
1-503-245-9405

PORTLAND ATARI CLUB
3116 SW Evelyn Street
Portland, OR 97219

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NOVEMBER 1983 NEWSLETTER

Clyde Pritchard, Editor

1747 NE Carole Court, Hillsboro, OR 97123 648-0461

Technical Editor - Pat Warnshuis
Games Column - Robert Lindstrom
PAC Educators (PACE) - Trudie Mishler
Forth Column - Pann McCuaig

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President: Walter Germer 282-2139
Vice President: Jim Stibik 646-3467
Secretary/Treasurer: Gail Horner 657-5702
Program Director:
Disk Librarian: Dean Wagner 230-7712
Cassette Librarian: Dan Heims 244-0545
Special Projects: Lloyd Suiter 648-2274
Special Interest Groups: Buddy Hammerton 646-3467
Advisor: Pat Warnshuis 246-3724

HELP HOT LINE

The following people have generously offered to take telephone queries in the areas indicated.

| | | |
|---------------------------|------------------|----------|
| HARDWARE OPERATION | Steve Deutsch | 648-2017 |
| CASSETTE OPERATION | Lee Gassaway | 642-2455 |
| | Gary Lippert | 233-7069 |
| DOS OPERATIONS | Steve Deutsch | 648-2017 |
| MODEM OPERATIONS | Gary Lippert | 233-7096 |
| BASIC PROGRAMMING | Nick Yost | 981-0838 |
| | Lee Gassaway | 642-2455 |
| OPERATING SYSTEM | Nick Yost | 981-0838 |
| | Leroy Baxter | 653-1633 |
| ASSEMBLY LANGUAGE | Leroy Baxter | 653-1633 |
| FORTH | Ricky Wooldridge | 224-7163 |

Club Business and Activities

SYNAPSE SOFTWARE PRESENTATION

SPECIAL NOTICE - NOVEMBER MEETING

A representative of **SYNAPSE SOFTWARE** will be the featured speaker at the PAC General meeting on Monday, November 7th. The representative will be from either the applications or games group of SYNAPSE. We will get the latest information on what's happening at SYNAPSE and get to see several of their products in action on a very large screen display.

Be sure to attend this meeting, as this is a very special opportunity that has taken a lot of time and effort to arrange. Help show SYNAPSE that it's worth their time and expense to come to Portland and talk to the Portland Atari Club!

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#### PRESIDENT'S COLUMN

*Walter Sommer*

In last month's newsletter I talked about the coming election and how it will effect the next couple of meetings. Let me take a moment to repeat the election schedule for the next two months.

NOVEMBER : Final nominations can be made. Some time will be given to nominees to speak to the club briefly about themselves and their ideas for improving our club.

DECEMBER : A ballot will be printed in the December newsletter which you will be asked to return to the December meeting to be counted. Ballots will also be supplied at the meeting. The ballots will be counted at the meeting and the new Board of Directors will take their positions at the January 1984 meeting.

I would like to thank all of you who participated in the election discussion at the last meeting. It shows how many of you want to see the club grow and improve. As I mentioned, all positions are open for nominations. Positions which will be vacated by the current officers are PRESIDENT, VICE PRESIDENT, TREASURER, DISK LIBRARIAN,

SPECIAL PROJECTS COORDINATOR, and PROGRAM DIRECTOR. (Ed. Note: See the club bylaws in this issue of the newsletter for a short description of each board member's duties). As suggested, the Board has approved that the out-going President (Ed. Note: See the bylaws for more on this) shall remain on the Board as ADVISOR. This should help to make a smooth transition from one year to the next. Thanks again for your suggestions, and if you have any others, please let me know.

The OMSI Computer Fair was a great success for the Portland Atari Club. I talked to many people who were not only impressed with our booth, but also the club members who helped them. I want to thank the 30 or more members who helped with the Fair, and THE MOORE COMPANY (especially Ron Dick) for the great hardware and software we were able to borrow.

I was very excited in the involvement I saw in the SIG groups at the last meeting. I hope everyone met some new friends with similar interests and got acquainted. The sharing and exploring that takes place at this level will help each member and the club as a whole as



We plan to set aside some time at the next meeting for the SIG groups to meet again, so bring your ideas and questions. The Beginner's SIG was a hit and will again meet in the Cafeteria. Thanks to Lloyd Suiter for leading it.

Finally, with all the business out of the way, I want to announce that a representative from SYNAPSE will be at the next meeting. I don't have a list of the topics he will be discussing, but it is sure to include their new group of application programs. Be sure to tell your friends to come for a rare chance to hear the latest from one of the best third party sources for Atari Software. See you there.

Next business consisted of surveying board members for their intentions regarding being office holders next year. The offices and nominations are as follows:

|                    |                   |
|--------------------|-------------------|
| President          | - Lloyd Suiter    |
| Vice President     | - open            |
| Advisor            | - Walter Germer   |
| Program Director   | - open            |
| Secretary/Treas.   | - open            |
| Disk Librarian     | - Dan Heims       |
| Cassette Librarian | - Dale Chipman    |
| Membership Secy    | - Gail Horner     |
| SIG Coordinator    | - Buddy Hamerton  |
| Special Projects   | - Gary Hansen     |
| Newsletter Editor  | - Clyde Pritchard |

## BOARD MEETING NOTES

*Gail Horner*

The meeting was held at the home of Dan Heims, with Dan, Jim Stibik, Buddy Hamerton, Clyde Pritchard, Dean Wagner, Lloyd Suiter and Gail Horner present.

The first order of OLD BUSINESS was to review member suggestions from the general meeting regarding ways to conduct the nomination and election of PAC officers. Among these suggestions were:

Elect half of the Board in January, and half in July, to assure continuation of a number of knowledgeable board members all year.

Vice President should be elected with agreement to become president the following year.

Establish policy that President and Vice-President be elected from among the current year's board members.

The past President and past Editor should be Advisory members of the board following their retirement from active office.

There should be a Board Member at Large.

Separate the duties of the Secretary/Treasurer from the Membership Secretary.

Nominations should be made by a nominating committee consisting of the President, Past president, and an arbitrary number of members of PAC. These nominations should be presented to the membership for vote.

The Board noted each suggestion and generally felt that most changes should best be made by the incoming officers after their review of the By-Laws. (By-Laws are being reviewed and revised by Walter, Pat and Clyde as of this writing.)

The Board spent considerable time reviewing the By-Laws and making some changes. These changes will be passed on and reviewed by the By-Laws committee, to be included in the complete set of By-Laws printed in this issue.

### NEW BUSINESS:

Jim Stibik made a motion for the club to purchase another disk drive for the BBS. This will be the MPI-52 drive, to cost no more than \$300. Motion was seconded by Dan, and passed, with Lloyd and Gail abstaining.

Jim also made the motion to sell one of the club-owned 810 drives, when the other is on line properly. Asking price will be \$275. Dan seconded; passed.

### CHAIRMEN REPORTS:

SPECIAL PROJECTS - Lloyd reported that although attendance was down at the OMSI Computer Fair, enthusiasm was high and we had a terrific booth with terrific workers. The Moore Company furnished lots of equipment and new software for demo in the booth. For the hard working volunteers, they also furnished T-shirts. Unfortunately most of these are size extra small, with a few smalls. If you worked, and have a kid who might like a shirt, see Lloyd next month.

CLUB SOFTWARE LIBRARIANS - Dan reported that all 75 of the Games III cassettes have been sold and 50 more will be ordered. Still a good supply of other cassettes. The Club is receiving a cassette version of the Analog magazine programs now, which may be included in some club software.



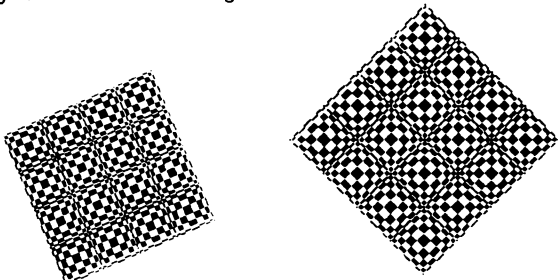
There is still no sign of the Analog Magazine disk version which was supposed to be a bonus to our club for getting those ill fated - long awaited subscriptions you heard so much about. Another phone call needed. (We paid for the cassette version.)

[In defense of Analog Magazine, once the right people got word of our problems, through a newsletter subscriber in Virginia, they called to make sure things were ironed out and were very cooperative. Maybe the same person will pass on this word again. The number to call is 503-657-5702 for Gail. It's a very FINE magazine for ATARI owners!]

NEWSLETTER - Clyde reported that the newsletter was mailed according to the published schedule, which was counting on the Postal Service being able to get it out fast. This turns out to be risky with bulk mail, so future schedules will take this into account. Mailings will be done on Thursdays because Fridays, especially at the end of a month are heavy bulk mailing days. On the subject of advertising, Clyde reported that the newsletter staff feels that although it is nice to defray or cover that cost of the newsletter with commercial advertising, since the membership dues are intended to pay for production of the newsletter, the primary purpose of the newsletter staff is to get out an informative publication for the benefit of the membership. Therefore, Clyde will work up some ideas for future solicitation of advertising, perhaps under the direction of the board member(s) responsible for club public relations activities.

SPECIAL INTEREST GROUPS - Buddy reported the success and enthusiasm for the SIG corners at the last meeting. He is currently reviewing application forms to note the areas of interest, and will be contacting members regarding their interests in each group. Also, Buddy is converting the membership list over to Data Perfect for his records. A really big job on both counts. BIG thanks are in order...

At only one before the witching hour, the meeting adjourned and we winged home.



## OMSI COMPUTER FAIR

*Lloyd Suiter*

The OMSI Computer Fair was rated as a success and the Portland Atari Club was one of the reasons.

A combination of a professional booth, super equipment thanks to the Moore Company, and our club members made the Portland Atari Club booth one of the main attractions at the fair.

More and more people are being told of the special qualities of Atari Computers by our work and efforts at events like the OMSI fair. AS Special Events Coordinator I would like to give a special well done to all who participated in this event. The following is a list of club member who helped. If I forgot any of your names I'm sorry, but many thanks and your efforts are noted.

Mike & Judy Oxborrow  
 Gary Hanson  
 Lloyd & Sandra Suiter  
 Bob Lussier  
 Gail Horner  
 Max Salmenson  
 Kishor Patel  
 Jim Harton  
 Dave & Meghan Kuchler  
 Rick Davis  
 Bob Mair  
 Mike Shiffer  
 Scott Johnson  
 Glenn Schilling  
 Dave Finley  
 Don Berger  
 Jim Squires  
 Trudie Muhler  
 Bill Edmark  
 Alan Grinnell  
 Joe Richter  
 Terry Sutfin  
 Walter Germer  
 Dave Dilner

Remember that all who join the world of Atari Computers will help to provide a larger demand for hardware and software, making your computer a more versatile machine. Keep spreading the word.

Thanks, you're great. LLOYD SUITER  
 SPECIAL PROJECTS



## SIG NEWS

*Buddy Hammetton*

Well how did everyone like our little meeting with the leaders of the SIG groups? Wasn't it interesting! I hope that it generated a lot of interest in the SIGroups as a means of learning what you and your computer can do.

It's nice to be able to help someone when they need you and also to get the help that we need when problems arise. That's what our SIG's are for. Having people like Chris and Trudie, Pat, and Pann among others is a real boon to our club. They can get us through the rough spots, pull us over the bumps and give helpful and encouraging suggestions when we need them the most.

The nice thing about all this is that all that is needed is to put forth a little effort. Let someone share your ideas with you. Tell them what you think about certain topics. And be receptive to the responses and comments that they may offer.

With winter approaching there is a lot of activity going on. There will be an assembly language group that Pat will be conducting. And Pann will have a Forth meeting each month. Trudie and the PACE group will be meeting each month also. There is also a new group, the Applications SIG. They will be reviewing and discussing the new business and application software that will be coming available for all of the Atari computers.

As the Special Interest Groups get bigger and there learning becomes more advanced we are going to try to get them to be our 'guest speakers' at some of the meetings so we can see what they are doing. There may even be club disks or Cassettes authored by the various groups. I believe that this will be a real boon to the club as it will motivate the members of our fine club to take a more active part in what is going on.

And as usual I am still looking for people to head the groups and also people who are interested in joining these groups. As PAC grows and its membership increases it will become harder and harder for all of our members to derive full benefit from just the general program offerings. The SIG's will enhance the club and will become the ideal way to disseminate information.

## SEPTEMBER PACE MEETING

*Trudie Mishler*

The September PACE meeting was held in Portland at Trudie's house. The usual discussion (for the last 3-4 months) occurred about the arrival of Logo in this area. Don Weston of Computers, Etc. with a little help from ex-PAC member Jason Gervitch has ordered Atari Logo for Trudie to use on her 13 Atari's at Fernwood School in Portland.

The upcoming OMSI computer show was discussed with strong agreement among the PACE members that NO games should be allowed in the Atari display. Agendas and activities for future PACE meetings were arranged and we observed a very nice program written in PILOT for kindergarteners to use in learning their phone numbers and addresses. We then reviewed the Scholastic version of The Bank Street Writer. This version comes with lesson plan ideas and is designed for teachers using the Bank Street Writer word processor.

## OCTOBER PACE MEETING

*Trudie Mishler*

The October PACE meeting was held at Trudie's house. We watched and listened to a presentation by James Driward on PILOT programming and capabilities. He showed us a fascinating program using random numbers to generate graphics, sound and words. He gave us convincing evidence that PILOT is a much overlooked and very powerful computer language. His contention is that PILOT can do everything that BASIC can do and more - in a logical, structured manner (including arrays and matrixes). We also had a brief discussion of the "little black boxes" which allow you to use one disk drive with more than one computer. It turns out that no one had used such a thing, but we had heard of or seen them in action. We checked to see if we could unplug a disk drive after it had booted the system and still access it if it was plugged back in. It worked.

(Ed. Note: Plans for the November PACE meeting were changing at publication time, so come to the November General Membership Meeting or contact Trudie for further info. CP.)



## BUSINESS APPLICATIONS SIG

*DJ Johnsen*

The first meeting of the Portland Atari Club Business Application Special Interest Group (PACBAS) was held Tuesday, October 18. About .01Kp (Kilopeople) attended.

The location was the office of Allstate Equipment Leasing, donated for the evening by Ed & Judy Kay, who also donated the use of an Atari 800 system for demo purposes. To complement the system, Dave Dillner brought an ATR-8000, Percom drive, and a monitor.

There were two subjects discussed at the meeting, organization and Visicalc. The Visicalc demo was given by Mr. Chuck Rudkin, the internal auditor for Fred Meyer. Mr. Rudkin who uses Visicalc in his day to day work, set up a payroll demo as an example of Visicalc usage, and then fielded questions from the floor.

The organization of PACBAS was efficiently accomplished, with the following items agreed upon by all present:

1. PACBAS will meet on the third Tuesday of each month.
2. On even numbered months, meetings will be held at 136 NE 16th, the office of Allstate Equipment Leasing.
3. On odd numbered months, meetings will be held at 3504 SW Caldew, the office of Touch The Future.
4. The attendees at each meeting will decide by consensus what the topic of the next meeting will be.
5. The group leaders will be Chuck Hall & DJ Johnsen.
6. DJ will be putting up a BBS for PACBAS and interested parties at 245-4374 after Oct 22.
7. Next meeting we will discuss Word Processing in a business environment, at 3504 SW Caldew.

(Ed. Note: Looks like this SIG is getting off to a great start. Good work folks. CP.)

## FORTH REPORT

*Pann McQuaig*

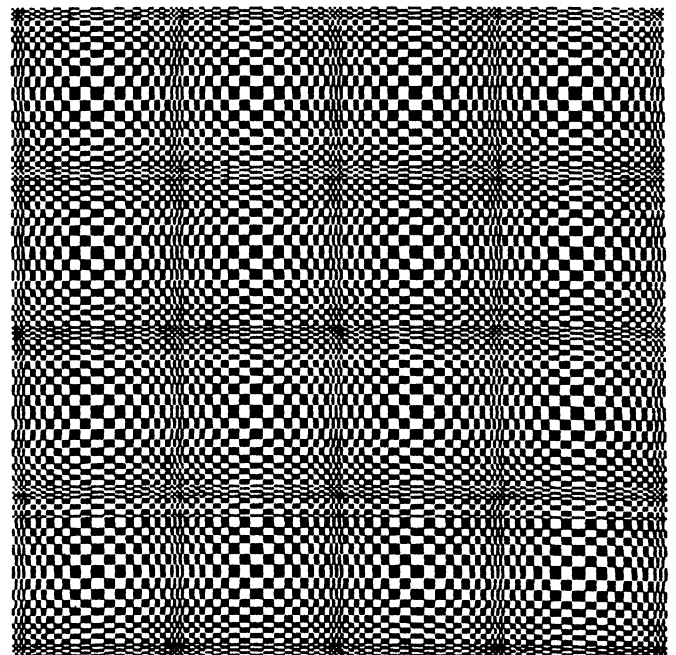
The OMSI Computer Fair and recent work pressures have made my regular column a casualty this month, but I do have a couple of announcements.

I'm still distributing a public domain version of FIG-Forth. This version has documentation on the disk. Bring me \$3.00 (or a blank diskette to trade) and you too can be a proud owner of "Free Forth." Call (632-7203) if you want to reserve a copy -- I've had no extras the last few meetings.

The Forth class is on! We will meet Saturday evenings at 7 p.m. on November 5, 12, and 19, and December 3, 10, and 17. Ron Dunnigan has volunteered his house at 13580 Bull Mt. Rd. in Tigard. (684-1480)

We will be using the first module of val-FORTH, and Leo Brodie's "Starting Forth." If you'd like to sit in on the class without spending money on the above items, you're welcome to if there is room. (See me.) val-FORTH is available from Computers, Etc. (252-0179) and Day Enterprises (206-687-4752). "Starting Forth" is available at several computer stores and bookstore chains around town.

The regular Forth Report will resume next month.





PAGE SIX  
*Elyde Pritchard*

Production of the newsletter has gone much better this month than it did last month. This is amazing because this month's newsletter is the largest ever - 28 pages. Part of this is because 3 pages are taken up with the PAC Bylaws, but we still have a lot of interesting and informative material on the other 25 pages.

A couple of notes on last month's issue. The Atari dealer listing did not include the large retailers like Sears, Meier & Frank, Pennys, etc. because although they are authorized dealers, they get their Atari products through channels other than The Moore Company. I'm sure that you can count on any major organization like these being an authorized dealer, but if you aren't sure, ask them. The printer seemed to have a few problems with his set-up and the alignment of some of the pages was a bit off along with some faint print on some of the pages. Pat indicated that he would follow up on these items, because we go to a lot of work to have our originals printed clearly and pasted up properly, so it's a real disappointment to have it come back from the printer looking like a "low budget" publication. At a dollar or so a copy we want it to look as professional as possible.

I hope that those people who typed in the "Grab an Apple" program were successful and enjoyed it. I didn't get any calls from people who had problems, so I am assuming that it worked as printed. If you do run into problems with any of the programs printed in the newsletter, please give me a call so we can resolve the problem and print a correction if necessary. We had some problems getting "Grab an Apple" up on the BBS and will try very hard to get this month's feature program, "Merlin's Magic Square", up on time. We will also make these programs available to the Action BBS in Vancouver and possibly the ACE BBS in Eugene. Availability on these systems is subject to the discretion of the Sysop of each system and of course space availability.

At the last meeting of the newsletter staff we talked about how to get more people involved with the newsletter. Even if you think you've heard it all before, please read on. Our latest idea is to have a Newsletter SIG. Therefore, the monthly meeting of the newsletter staff will become the N-SIG meeting. It will be held at a centrally located public place such as a pizza parlor. We hope that these ideas will make involvement in

the newsletter even more open to all club members. So if you have any kind of interest in helping with the newsletter, please give me a call and I'll add you to the list of people to be contacted with the time, date and location of the meeting. Once we know the number of people who will be attending each month, we will set a regular meeting schedule and publish it in the newsletter with the rest of the newsletter schedule.

The N-SIG will cover all functions required to produce the newsletter; planning for future features, articles and reviews, proofreading and rough layout, final paste-up, working with the printer, preparing for mailing, working with the Postal Service and writing material. We especially need to find people who have time available during the day to work on the mailing functions. Also, if someone with an interest in photography gets involved, we could start including pictures of club activities, etc. in the newsletter.

The production schedule for the December newsletter is going to be very tight because of the Thanksgiving holiday and no slack time at the end of the month. The newsletter must get out to you so you will have your ballot for the election that will take place at the December General Membership Meeting. The schedule that we are shooting for is:

11/10 - N-SIG Meeting  
11/14 - Article Deadline  
11/17 - Rough Layout & Printing Done  
11/21 - Final Paste-up Done  
11/22 - To Printer  
11/25 - Prepare for Mailing  
11/28 - To Postal Service

We may have to make some adjustments in these dates, but the date of mailing must be no later than Monday the 28th.

The SIG people did a great job this month and I hope that we can have something from each of them every month. There are a couple that are still being organized, and I hope that we will have something from them next month. The newsletter should be a good tool for each group to use in keeping itself visible to prospective members and other interested people.



## P O R T L A N D   A T A R I   C L U B

## Articles of Organization - Bylaws

## ARTICLE I -- Description

SECTION I: The name of the organization shall be the "Portland Atari Club". The club is based in Portland, Oregon.

Section II: The Club is a group of unincorporated individuals with a common interest in the ATARI Home Computer System and its applications.

SECTION III: The Club is not affiliated with ATARI, Inc. in any respect.

## ARTICLE II - Membership

SECTION I: Membership is open to all persons or businesses upon payment of the currently established dues. There is no separate category of family membership, but each person in a family who participates in Club activities is considered a member of the Club. Only one person from each member business will be considered a member, unless each person involved has joined separately.

SECTION II: All memberships shall be on an annual basis beginning with the month joined and renewable in the same month each year.

SECTION III: Members are entitled to:

Participate in all Club activities.

Receive one copy of each issue of the newsletter. (One copy per family membership.)

Cast one vote for each position in the annual election of Club Officers.

Cast one vote on any proposed amendment to the bylaws.

Seek election to any of the Club Board of Directors positions.

Initiate motions to the Board of Directors or to the General Membership recommending Club policies or projects. Any motion initiated by a member and approved by three-quarters of the members voting at a General Membership Meeting shall be binding on the Board of Directors, provided that it does not involve an expenditure beyond the currently available assets of the Club.

## ARTICLE III - Finances

SECTION I: The Club is a non-profit organization.

SECTION II: All monies received by or dispensed by the Club shall be accounted for by standard accounting methods. Such accounts shall be open to any member upon request to the Secretary - Treasurer.

SECTION III: All revenues received by the Club shall be deposited in the Club checking account within ten days of receipt.

SECTION IV: All checks drawn on the Club checking account shall be signed by two Club Officers other than the Officer requesting the expenditure.



SECTION V: The Club shall maintain a reserve fund in a savings account with a balance sufficient for three months of Club operating expenses. This reserve shall not be considered available for expenditure by the Club except in extraordinary circumstances.

SECTION VI: The amount of annual dues shall be established by the Board of Directors.

SECTION VII: In case of dissolution of the Club, any money or other assets remaining after payment of all obligations shall be disbursed as determined by a unanimous vote of the Board of Directors.

#### ARTICLE IV - Board of Directors

SECTION I: The Board of Directors shall establish Club rules, policies and projects subject to the financial conditions of Article III.

SECTION II: The Club Board of Directors shall consist of the following Officers:

- President
- Vice-President
- Advisor
- Program Director
- Secretary - Treasurer
- Membership Secretary
- Special Interest Group Coordinator
- Special Projects Director
- Disk Program Librarian
- Cassette Program Librarian
- Newsletter Editor

Each Officer shall have a single vote on the Board of Directors in matters of Club rules, policy, projects and expenditures.

SECTION III: The President shall:

- Direct the activities of the Board of Directors in the conduct of Club business.
- Appoint Officers pro-tem to pursue specific club projects not handled by the Special Project Director.
- Insure the adequacy of Club records and financial accounting.
- Lead the business part of the monthly General Membership Meeting and the monthly Board of Directors Meeting.
- Be elected annually by a vote of the General Membership.

SECTION IV: The Vice-President shall:

- Assist the President in the achievement of his responsibilities.
- Assume the duties of the President in the event of his absence or disability.
- Act as liason between the Club and other organizations.
- Be elected annually by a vote of the General Membership.

SECTION V: The Advisor shall:

- Assist the Board of Directors in operating the Club.
- Be the out-going President, Vice-President or Program Director respectively unless any of these individuals are unable to fill the position, in which case the new Board of Directors shall appoint another of the out-going Board members to fill the position.

## SECTION VI: The Program Director shall:

Arrange and coordinate the monthly meeting facilities and program.  
Make sure that machines and other equipment are provided and adequate.  
Insure that the facilities are clean before leaving.  
Be elected annually by a vote of the General Membership.

## SECTION VII: The Secretary - Treasurer shall:

Maintain the administrative and financial records of the Club.  
Record all motions voted on by the Board of Directors and the General Membership.  
Receive and disburse Club funds pursuant to Article III.  
Be elected annually by a vote of the General Membership.

## SECTION VIII: The Membership Secretary shall:

Maintain a current Club Membership List.  
Provide a mailing list for the newsletter.  
Notify members when their membership is due for renewal.  
Be elected annually by a vote of the General Membership.

## SECTION IX: The Special Interest Group Coordinator shall:

Direct the organization of Special Interest Groups.  
Be elected annually by a vote of the General Membership.

## SECTION X: The Special Projects Director shall:

Direct and coordinate activities for all one-time or annual events that the Club participates in.  
Recommend participation in special events to the Board of Directors or the General Membership for their approval.  
Be elected annually by a vote of the General Membership.

## SECTION XI: The Disk and Cassette Librarians shall:

Collect, edit and maintain a library of public domain software for ATARI Home Computers.  
Maintain a catalog and description of available software. Availability of software shall be announced in the newsletter.  
Distribute copies of public domain software to the Club Membership. The charges for these services will be determined by the Board of Directors.  
Provide the Secretary - Treasurer with an accounting of all monies received and spent in the performance of the library operations.  
Be elected annually by a vote of the General Membership.

## SECTION XII: The Newsletter Editor shall:

Edit, publish and distribute the Club Newsletter.  
Provide the Secretary - Treasurer with an accounting of all monies received and spent in the operation of the newsletter.  
Be appointed by a vote of the Board of Directors upon the recommendation of the out-going Newsletter Editor.



## UP AND COMING

*Walter Germer*

New Atari software is still being released every day. Some of you old timers may remember when any new software release was cause for celebration. Most of those releases would be laughed out of town today because not only has the quantity of software increased, so has the quality. Many of the best new programs are just as revolutionary today as Star Raiders was way back in the dark ages. I think it's a good idea to reflect on this from time to time to lest you take the current Atari software situation for granted. Let's hope the push for quality and innovation continues. And on that hopeful note, let's get to this month's news.

ELECTRONIC ARTS (media report) is one of the best of the new software houses. Their latest software project, modeled on their fabulous Pinball Construction Set, is MUSIC CONSTRUCTION SET and will be released for the Atari around the first of the year. Now you'll be able to create and save your own music in the same easy way you created Pinball games before. You use the hand to pick up and place notes, sharps, flats and rests on the staff anywhere you want them. You can also use the scissors to cut measures out and the gluepot to paste them back anywhere you want. You can vary the tempo of the music and the notes scroll by as the tune is played. The program will also transpose to any key. It comes with everything but the baton.

SUB LOGIC will be releasing their "Flight Simulator" for the Atari around middle of December. It's been the most realistic flight simulator for the Apple computer to date. The graphics promise to be great.

MUSE SOFTWARE will be releasing their "Super-Text Professional" word processor for the Atari around the first of the year. It will have a 40-80 column viewing screen without the use of extra hardware. It's one of the better Apple word processors with features like on-screen formatting, on-line "help" guides, split screen, math mode, and much more.

For the surprise of the month, Atari has released KANGAROO through the APX software line. This is the same arcade game that was released for the 5200. The best news is that Atari didn't try to squeeze it into a cartridge; they kept the full

games will find their way to APX also. This could mean that some good games won't be compromised by paring them down to 16K for cartridges. They should be cheaper too. Watch for Vanguard next.

SYNAPSE SOFTWARE always makes it into this column each month with new releases. First is QUASIMODO, a game in which you run, climb and jump your way through a bell ringer's nightmare. (Sounds like fun!) Next, there's ENCOUNTER which is a tank game similar to Battlezone. I'll bet that will make a few people jump for joy, because it will be some time before Atari releases Battlezone. The bad news is that DIMENSION X is still on hold. (Problems?) Hopefully, it will be out before Christmas.

The newest company to come out with software for the Atari is ORIGIN SYSTEMS INC. The owners and programmers are ex On-line Software people Lord British and Chuckles. Both have new games. EXODUS ULTIMA III is the third in the series of fantasy role-playing games from Lord British. CAVERNS OF CALLISTO is from Mr. Arcade himself, Chuckles. It is said to blend arcade action with the intrigue of adventure gaming.

NEXA SOFTWARE (media report) will be soon releasing a fantastic football game called SUPERBOWL. It just might be the best football game to date for computers. (Where do I go to get pads for my 800?) All eleven players can be controlled in over 1000 offensive and defensive plays. Can't wait to play this one.

MICRO GRAPHIC IMAGE (media report) is also a new software company for the Atari but one which was not a Apple software house first. Their new game is SPELUNKER. It's an adventure-arcade game in which you find yourself in a cavern and descend through thirty different screens to find the treasure.

HES (Human Engineered Software) (media report), a company which started out with software for the Commodore has released a game called GRIDRUNNER for the Atari. The really exciting news is that the firm has acquired the home computer rights to six of Japan's hottest arcade games. These games will also be released for the Atari. They are RALLY X from Namco, THE PIT from Coin-It, CHAMELEON from Jaleco, MR. JONG from Sanritsu, MR. TNT from Telko and ROOTIN' TOOTIN' from Data East.

Short notes : MONSTER SMASH is due from DATAMOST. HAYDEN SOFTWARE will have the maze game WARGLE. GRUDS IN SPACE will be the next SIRIUS adventure game. Also from SIRIUS comes the return of wayout, FLAG CAPTURE. For those of you who loved WAYOUT this one's for you.

One major problem with writing this column is that my box of game disks is right beside my computer. Sometimes it's hard to just talk about them when they're so close. What's that? I think I hear them calling me now...

## PACE SOFTWARE REVIEW

*Trudie Mishler*

### SCHOLASTIC'S BANK STREET WRITER

Using PACE's review criteria:

- 1) The operating instructions are very clear and very long and involved.
- 2) There are several suggested activities and lesson plans included with the software.
- 3) The documentation includes actual screen displays, and a user's guide.
- 4) The program is menu driven and includes prompts in the accompanying tutorial. These are almost people-kid proof.
- 5) We understand that Broderbund is really good about replacing damaged disks if you mail them back.
- 6) The tutorial is superb and needs almost no help.
- 7) This program obviously does something a teacher (even with a typewriter) could not do.
- 8) NA
- 9) The tutorial adjusts to student error.
- 10) The students learn a useful activity in learning to use a word processor.
- 11) This program seems most suitable for 4th grade to adults.

This is a special edition of the Bank Street Writer which was especially designed for teachers in the classroom and it would not be appropriate for most parents.

## ACTION BBS

*Glyde Pritchard*

The ACTION BBS is located in Vancouver Washington and is one of four local ATARI oriented Bulletin Board Systems. It is operated by Gary Baker, a PAC member.

ACTION came on-line early in 1983, running the 1/25/83 version of AMIS on a single 810 system. In April a second 810 was added, and the software was upgraded to the 4/17/83 version of AMIS. This program added a "sliding buffer" feature, which allows transfer of larger programs than can be held in a fixed size RAM buffer. In July the software was upgraded again with the 7/7/83 version of AMIS. In August another software upgrade occurred, this time to the CARNAVAL version of AMIS. This version added a private message capability and a multiple user level to the BBS.

By the end of August, ACTION will be operating under a totally new version of BBS software called FoReM. This will give ACTION very sophisticated capabilities, including the ability to leave a private file for another user in addition to the existing private message feature. The upload, download facilities and message features will also be upgraded.

New hardware will be installed in conjunction with the software changes. ACTION will operate with an ATR8000 and two double sided/double density 5 1/4" drives. Future hardware plans include more disk space in the form of 8" drives and possibly a 10 megabyte hard disk.

ACTION is a well organized and operated BBS with the latest and best ATARI public domain software available for downloading. It actively supports PAC by displaying membership information to all new users on their first signon. It operates 24 hours/day, 365 days/year (except when maintenance is done) at 300 baud. The phone number is 206-574-5438.

The Music File BBS, ACTION ANNEX, operated by PAC members Mike and Donna Calvin, was publicized in last month's newsletter and is an offshoot of ACTION. It specializes in files for the APX Advanced Music System, ATARI Music Composer and The Pokey Player. It is available from 8 p.m. Friday thru 8 p.m. Sunday at 206-892-8969, also 300 baud.



## ASSEMBLY LANGUAGE COURSE

*Pat Warnshuis*

A beginners course in Assembly Language Programming will start Wednesday, November 9th. That's the Wednesday after the November General Meeting. The course will be held at Pat Warnshuis' house, 3116 SW Evelyn St, Portland. Classes will run from 7:00 to 9:00 PM. We will take Thanksgiving week off. There will be a \$20.00 fee for the four-week course. If we find we want to continue past four weeks, we'll do it in two-week increments. The course will be limited to 20 members so get your registration in early.

The course will cover the 6502 processor, 6502 instruction set, use of the Atari Editor/Assembler/Debug cartridge, and controlling the Atari 400/800 hardware from assembly language. At the end of the course each student should be able to continue independent study of programming the Atari in assembly language. We will develop, study and distribute a series of utility subroutines during the course. These will include such simple functions as getting a character from keyboard and displaying it on the screen, string input and output, direct use of the CIO, setting color registers, controlling graphics modes and screen graphics, etc. (We'll restart the SIG Assembly Language Group in January. With the background of this course, you really will be able to dig in and control your 400/800.)

We will use the Atari Assembler/Editor cartridge. (OSS MAC/65 is compatible and preferred if you can afford it.) Inman & Inman's book on using the cartridge is recommended for rank beginners. Those with some understanding of assembly language programming (especially if on a different CPU than the 6502) would do well to get Leventhal's "6502 Assembly Language Subroutines," available at Dalton's Bookstore. Leventhal's "6502 Assembly Language Programming" is an exhaustive reference for the 6502 but is no learner's text. Avoid the Sybex books by Zaks until we can discuss them in class. Sam Roberts' "How to Program Your Atari in 6502 Machine Language" is great for getting started but it's not worth the \$10.00 asking price. We sold about 10 copies of it to club members about a year ago. If you can find a copy for \$5.00, grab it.

I don't recommend trying to get into assembly language programming with only a cassette recorder. You can do it, but it's really frustrating. We will presume that everyone has at least one disk drive for this course and I'll prepare weekly handouts and programming samples on disks for each class. Eventually you'll need a printer. A 24-line screen window on an assembly listing is another frustration you can do without. You can get through this course without one, however.

OK. No more excuses about assembly language. Let's do it!!

---

**FOR SALE**  
*PAC Members*

ATARI 810 Disk Drive. Currently used on PAC BBS. Will be available when BBS is changed over to ATR-8000 hardware. \$275 to PAC members, \$300 to non-members. Call any PAC board member for more information.

ATARI HOME COMPUTER SYSTEM. Complete system including 48K 800, 410 program recorder, 2 810 drives, 825 printer, 850 interface, 2 Wico joysticks, Bookkeeper package with 10 key pad, 12 cartridges, all PAC disks, 25 blank discs, diskette file and all documentation. Cost over \$3000 new, asking \$1250 or best offer. Never used by children. Call Bill Carroll in Canby at 651-3311 or at work in Tigard at 643-5234.

ATARI MICROSOFT BASIC Disk with reference manual. Excellent condition. Gives many advanced features over standard Atari Basic. Also eases conversion of programs from Apple, TRS-80, etc. \$50. Call Clyde Pritchard at 648-0461 or leave a message on the PAC BBS.

ATARI ASSEMBLER/EDITOR/DEBUGGER Cartridge with manual and reference card. Excellent condition. Perfect for the beginning assembler programmer or Basic programmers who want to use machine language subroutines. \$30. Call Clyde Pritchard at 648-0461 or leave a message on the PAC BBS.

## KOALAPAD Lloyd Suiter

Nothing was more impressive than the Koala Pad demonstration on the 25" Sharp Monitor at the OMSI Computer Fair last month. Anyone within 100' of the Portland Atari Club booth was drawn like a magnet to the table when the Koala Pad was in action. A super monitor, one of the best graphics pads on the market, and an Atari computer is a very hard combination to beat.

After owning the Koala Pad for several weeks now I would like to give you my impression of the abilities and shortcomings of this product.

First the hardware; the Koala Pad Touch Tablet is a state of the art, highly technical, position sensing device. It converts finger or stylus pressure and movement into electronic signals for the computer to use to plot locations on the graphic screen or any of the menu programs. The tablet also has two buttons on the top of the pad that do various operations. The touch tablet is very durable and should last the user a long time. If some damage is done to the tablet you can have it repaired for \$25.00 by Koala Technologies.

With the hardware comes a program called the Micro Illustrator. This is the real exciting part of the package.

The Micro Illustrator is disk based and needs 16k of ram for operation (If you wish to store your pictures on a disk then you need 32k of ram).

Getting started is very easy. All you need to do is follow these very basic steps. 1- turn on disk drive. 2- remove basic cartridge. 3- insert program. 4- turn on color T.V. 5- turn on computer. 6- plug in pad to port number 1.

After following these steps you will see the title page for the Illustrator. Push either of the two buttons and the main menu page will appear. On the main menu page you will see all of the graphic options available to you. This is the display that really catches the eye. It is layed out very well and is easy to understand. From this menu you can chose to draw by free hand, plot points, use computer generated lines, draw k-lines (similar to several drawto commands hooked together), draw computer generated rays, you can fill in areas, make frames, make boxes,

make circles, make discs (filled in circles), erase the screen, store your drawing, you have a mirror option (whatever you draw on one side appears on the other), a magnify mode (lets you use all of the commands in a highly detailed view of the screen) and finally a color menu box.

That's only the drawing commands, there is still more on the main menu page. You have your choice of nine different sizes and types of paint brushes (graphic tips). Four major paint buckets in which your paint color is stored, and 12 different smaller paint buckets that have shades of the major paint buckets with a textured pattern in them.

And if that isn't enough there is also a help key position to explain it all to you if you forget! The help key is the least useful item on the program. Using the Koala Pad is as easy as accidental computer lockup and we all know how easy that is.

The major difference between the different types of Koala Pad programs is that the Atari version is the only one with a color menu box. To activate any of the commands all you have to do is set the stylus or your finger on the pad and move it until it is over the command you want and then push a button. If you do this when the cursor is on the color menu a totally different menu will appear displaying four options and two vertical color bars. The color bar on the right shows you 16 different colors. You can move the cursor to any of the 16 different colors, press a button and that color fills one of your paint pots. The other bar shows you 16 different shades of that color you just selected. You can now place the cursor on the shade of the color you want, press the button and the paint pot fills with the correct shade. Remember that all the little paint pots with textured patterns adjust as you change color and shade. With a little math we see that 16 colors with 16 shades for each (yes I said each) color gives us a total of 256 different color choices ( $16 \times 16 = 256$ ). Seems to make Apple a little green doesn't it.

After choosing your color and letting your artistic talents go, the color menu still has more to offer. If you're not to sure about your color choice you may go to the graphic screen and change the colors right on the picture. A super neat ability. Also you may pick a specific color

continued...



on the picture to rotate through a rainbow of colors (that'll send Commodore to the bottom of the blue sea). The Color menu page is the heart of Atari graphics and Koala Technologies rates an A+ in this area.

With the touch of the stylus you can save your pictures to disk, or load from disk.

However there are a couple of areas that need to be improved on. One, for example, is even though you can save your picture to disk there is no way provided with the Pad to load your picture into a basic program or dump it to the printer. This is something that is really missed and I hope the hacks out there will jump on this and devise a subroutine to solve this problem (Pat, are you there!).

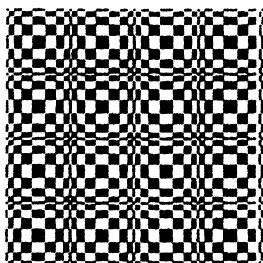
The second problem is that the four paint pots, even though there are 12 additional small paint pots, don't always seem to be enough. The graphics level must be a limiting factor to the number of colors on the screen at one time. But the 256 shades really help make up for this limitation.

Overall I would rate the Koala Pad Touch Tablet at an A level. It would have gotten an A+ if I could dump to a printer or put the pictures in my basic program. But I have a lot of faith in the hacks of the world and I'm sure soon this will be overcome.

A final word about the Pad is that in the manual there is information about how to install an overlay onto the Pad. This means that in the future Koala will make additional programs for the Pad similar to the Intellivision concept for making their controls more versatile.

If any one would like more info on the Koala Pad, wants to know where to get one or has the answer to the basic problem, just give me a call. I'll be more than happy to talk to you. My number is on the front of the newsletter.

Keep hacking. LLOYD



## THE HOME ACCOUNT

*Buddy Hammerton*

Are you looking for a financial package for your ATARI home computer. Well the people at Continental Software have come up with a real winner. It has often been said that you can't see where you are going until you find out where you have been. To find out where you are you need a program like The Home Accountant.

The Home Accountant will handle all your checkbook balancing as well as your family budget. It is capable of keeping a record of over 500 transactions per month, 50 budget categories, five different checkbooks, will print graphs and much more. The program itself is written in BASIC and is listable so that you can modify the code. And it also uses two sides of the disk. It is modular in construction and all menu driven. After using this program for a while I find it hard to put away. Balancing my checking, savings, and my credit card accounts were never my favorite jobs. But now I look forward to them. The input of information is very slow because it asks for so much of it, but it's nice to have it there. I can't tell you how many times I've written a check somewhere and forgotten what I bought!

There are numerous reports available to print out (printer is optional but highly recommended). There's a personal budget statement, an income and expense statement, and a net worth statement, it will even print your checks for you (they include an order form to buy compatible checks with). You can print a whole years worth of transactions or just one months. The printout will also compare actual amounts to the budgeted amount. Besides all of the reports available you can also graph the information on the screen. To help you do this three types of graphing techniques are used. These are bar graphs for showing differences in the actual and budgeted amounts in any budget category, line graphs that may include up to three different categories at once, and trendline graphs to project into the future to be able to see what it may hold for you financially.

The documentation is rather extensive and it makes an attempt to be tutorial, but a lot of area is not covered well and some of the unique inputs are not clearly explained. Overall the manual provided is well written and jammed packed

with information. Unlike some of those other programs that deal with your budget, this is a little more comprehensive and does much more than balancing your checkbook. It would also be helpful if you had a little accounting background simply to understand what is going on in the program.

On the whole the Home Accountant from Continental Software is an excellent program for helping you plan your future and also to help you keep track of today!! This program is a must for every Atari owning household.

Many thanks to Don Weston at Computers Etc. for the use of this fine software.

~~~~~

MY \$7.00 ATARI 400 *Pat Warnshuis*

Here's how I bought a brand new Atari 400 for \$7.00!

At Stereo Super Stores I bought the out of the box Atari 400 for \$97.00. SSS threw in my choice of two \$40.00 cartridge games: Donkey Kong or Miner 2049'er. That brought the price down to \$57.00. The Atari Company sent me a \$50.00 rebate. Total price: \$7.00. The Moore Company (Atari distributors for the Northwest) arranged this sale through Stereo Super Stores.

Remember, these machines have the new operating system ROM and the GTIA chip. Many of us paid over \$25.00 just to add either of those chips to our old 800's. Shoot, a back-up power supply alone would run you more than \$15.00.

Also, with the PAC instruction booklet, you can upgrade the 16K of RAM to 48K for less than \$60.00 and run anything the big boys can run. My neighbor, Walt George, and I are working on a dum-dum method of adding composite video and built-in sound for the 400 which we'll publish in the PAC newsletter when we get it right. You can add an honest keyboard for less than \$40.00 now. So, for something like \$7.00 + \$60.00 + \$40.00 + \$15.00 (\$122.00 ?) you'd have a pretty decent machine.

Will we see Atari 800's for less than \$200 before Christmas? Keep your eyes peeled, folks! There are weird people doing strange things out there these days.

ANTIC'S FONT ANTICS

Max Salmenson

If you are a regular Antic Magazine reader, you are probably aware of a problem with the font used for program listings. Antic does not use mono-spaced characters, that is, equal spacing between each character as is the practice in Compute! Magazine. This can cause a number of problems. Entering a literal string of eight spaces is a good example. In Compute! this is designated as [8 spaces], but in Antic you see " ". This would not be a major drawback if the characters on each line were equally spaced; you could just count based on the line of characters above or below. But try counting the spaces when the line above has different spacing from the line below!

A specific problem I had with an assembly listing dealt with the spacing of labeled statements as opposed to unlabeled statements. Those of you familiar with Atari Assembler know that a labeled statement has only one space after the line number while an unlabeled statement has two. Antic's listing showed only a half-character indentation at best. Yes, I know, I should have read the manual, but with a proper font coupled with my usual care, this would not have been a problem.

Other problems exist too, such as showing control characters in their graphic representation. Do you have all those graphics characters memorized? Do you know that the ball-character is a control-T? Antic puts the ball-character in their listings but Compute uses [T].

It would seem that I am not the only one with such earthshaking problems because the latest issue (10/83) of Antic has a letter from a reader stating this problem with a response from the Editor saying that it will be resolved in the near future. Let's hope so. In the meantime, PROGRAMMER BEWARE!

To end on a positive note, I would like to add that although the font used for program listings has its problems, the listings themselves and the articles are generally quite good.

MYDOS FOR THE ATR 8000

Jim Stibik

The VERY agreeable MYDOS
for the ATR-8000

For those of us who now own the ATR-8000, and those who will soon, the long awaited has arrived. MYDOS, the disk operating system which allows the Atari to work double density AND double sided.

This is not a joke. It's here and it works.

When I format a disk and then ask for a directory the available sectors number is 1428, the figure is not a misprint, it's one four two eight; and those are double density sectors (256 bytes each). That is about 360K per disk, and I don't have to turn the disk over to get it. Not too bad for a system that was designed for 88K (the Atari not the ATR-8000).

I'm very impressed with the operation of the new DOS. Not that it is extremely user friendly, but it sure is operator friendly. What I'm talking about is the way it takes key input. With Atari DOS if you want a disk directory of drive 2 you need to type 'A' then hit 'RETURN' then type '2:' and hit 'RETURN' again. With MYDOS you type 'A2' then hit 'RETURN', and that's all.

How about copying a file (we'll call it FOO.BAR) from drive #2 to drive #1? With Atari DOS: Type 'C' then 'RETURN', type '2:F*.*,1:', then 'RETURN' again. With MYDOS: Type 'C2F**,' then 'RETURN'. That's all there is to it.

Would you believe UPPER and lower case filenames? That means that you can have FOO.BAR, foo.bar, fOo.bAr, or any combination thereof on the same disk. As a matter of fact, you can have almost any character except periods and spaces.

When you boot-up with MYDOS you can configure the drives to be anything from SS/SD to DS/DD. If your master disk is DS/DD and you want a directory of your friends 810 disk, just go for it, no reconfiguration necessary, MYDOS takes care of it for you.

The 'O' command has been changed from 'Duplicate File' to 'Configure Drive' and has too many options to list here. Though, one of the niceities of the 'O' command is that it allows you to turn on or off write-verify and open more

channels for I/O; without going to BASIC and making the appropriate pokes and rewriting DOS.

The 'P' command allows you to predefine the density of the disk you wish to format, as well as allowing you to change your default drive (this is drive 1 ONLY in Atari DOS).

Would you like to duplicate a complete disk? Don't bother to format the destination disk first, just go with the 'J' command and it will format it for you, or if you've already formatted the disk, simply put '/N' in the command line and you'll have just told MYDOS that you don't wish to format the destination.

Impressed? I think that out of some 60 disks, I've probably got two that still have Atari DOS on them, the others have already been converted.

The comment I used earlier about not being user friendly is not really fair to the product. The fact is that "to me" user friendly means you have to work at it to destroy a disk full of data (like asking you six times "Are you sure?"). MYDOS assumes that you know what you want and will take care of the project given it with the least amount of intervention on your part; and does this well (see paragraph #5).

To the user who has not yet operated a disk drive, some of the terminology and commands I've used here will seem quite cryptic and obscure. Don't be scared-off, it's a great deal easier than it sounds. And to be sure, MYDOS is every bit as easy to learn as Atari DOS. Both are menu driven and contain many of the same commands. The truth is that MYDOS is as close to a real disk operating system as Atari has seen. I know the truth is hard to take sometimes but Atari DOS is almost as basic as you can get. Though I do believe Commodore managed to figure a way to get below it.

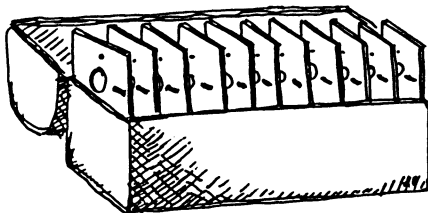
There are a few programs that don't like residing on a double density disk but they are few.

As a matter of fact, I talked to Ken Berry of LJK Enterprises Inc. today and discussed the ATR-8000 and Letter & Data Perfect. He said that he would contact John McFarland of SWP Micro. Products, the makers of the ATR-8000, to see about bringing out a compatible version of both programs for the double sided and double density media. I truly

hope this comes about. It would certainly benefit this writer.

I must say that I believe the ATR-8000 and MYDOS have put the Atari right into the middle of the small business computer world.

(Ed. Note: For those of you who are new to the club or haven't heard this before, Jim is the local distributor of the ATR-8000. There are several retail outlets in the area where you can get more info and see a demo of this system.)



A WORD TO THE BEGINNER

Jim Stibik

A helpful bit of advice for the beginners and their spouses.

Remember that a computer is the dumbest thing in the world. It can only do ONE thing at a time, and you have to tell it what that is. We have a great tendency to over complicate a problem on the computer which serves only to infuriate and aggravate us, and increases the fear toward the alledged Guru at our fingertips.

Now, please re-read the second and third sentences in this paragraph.

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How To Do It

GRAPHICS FUN

Pat Warnshuis

Here are two great little graphics routines to diddle with. They both are based on patterns from the Lompoc/Santa Maria Users Group newsletter. The power of our wondrous little ANTIC chip still amazes me. Look what we get out of two simple programming lines here (LN 110 and 120):

```
10 REM GRFUN1, Pat Warnshuis, PAC, Nov 83
90 DX=1:DY=2:XMAX=310:YMAX=180:TRAP 200
100 GRAPHICS 24:COLOR 1:SETCOLOR 2,0,0:SETCOLOR
    4,0,0:SETCOLOR 1,0,4
110 FOR K=1 TO 190:X=X+1.5:X1=X1-DX:Y=Y-DY:Y1=
    Y1+DY:PLOT X,Y:DRAWTO X1,Y1
120 NEXT K:FOR K=1 TO 2000:NEXT K:GRAPHICS 10+
    32:FOR K=1 TO 2000:NEXT K:GOTO 100
200 X=X-XMAX*(X>XMAX):Y=Y+YMAX*(Y<5):X1=X1+XMAX*
    (X1<5):Y1=Y1-YMAX*(Y1>YMAX):TRAP 200:
    GOTO 120
```

```
10 REM GRFUN2, Pat Warnshuis, PAC, Nov 83
100 X=0:Y=0:X1=78:Y1=190:A=8:GRAPHICS 24
110 A=A+1:A=A-3*(A=12):GRAPHICS A+32:TRAP 200
120 COLOR X:X=X+1:Y=Y+2:X1=X1-1:Y1=Y1-2:PLOT
    X,Y:DRAWTO X1,Y:DRAWTO X1,Y1:DRAWTO X,Y1
    :DRAWTO X,Y:GOTO 120
200 X=X-79*(X=79):Y=Y-192*(Y=192):X1=X1+79*
    (X1=-1):Y1=Y1+192*(Y1=-2):GOTO 110
```

Beginners programming notes: The general idea in both of these programs is that we keep adding or subtracting from the current value for X,Y and X1,Y1 to plot a new X,Y point and draw to a new X1,Y1 point. Obviously, if we keep doing that, we're going to run off the screen. Then we'll get an ERROR 141 (Curses! Cursor out of range) and the program will STOP. Most programmers test for the value of X,Y and X1,Y1 every time before they plot a point to make sure that they are still on the screen. But that really slows down the program.

But we don't have to make any checks at all! We just swing away until we cause an error. The first time we run off the screen, Atari BASIC (oh, you little Beauty!) catches the error for us. And that's where we get smug. We TRAP the error. Take a look at the second program. That TRAP 200 statement in LN 110 tells BASIC, "Look, anytime you get any kind of error, don't tell me

about it. Just go to LN 200 and I'll take care of it myself." At LN 200 we say, "OK, who's the wise guy?" We find out if X or Y or X1 or Y1 went off the screen and yank them back. Then we go back to our free swinging ways in LN 110. That way, instead of testing every point to see if we're in trouble, we only take action when BASIC discovers for us that we are in trouble. It's much faster.

Consider some other ways the TRAP statement can work for us:

A common task in programming is to READ in a lot of DATA. If you try to read in more data points than your data list, BASIC will kick you out of your program with another ERROR statement. So how do you know when you've reached the end of the data? Well, there are two common programming techniques:

1. You can put a sentinel at the end of your DATA. That's any value which cannot possibly be one of the data points you're trying to READ in. For example, if you're only READING in positive numbers, the sentinel could be -1. Or, 9999 or any ridiculous value. Then, every time you READ a value, you test to see if it's the sentinel. If it is, you stop READING and GOTO the next statement in your program.

If your values are in the last DATA statement in your program however, you can set a TRAP before you start READING the data. Then simply keep READING until you run out of data. BASIC will discover the error and go to the line you set your TRAP for, say the next line in your program. Now all that time consuming value checking is unnecessary.

If you have more DATA statements in your program, BASIC will keep on reading them and go past your immediate DATA. A really sneaky trick here is to put a letter at the end of your bunch of numbers. BASIC keeps READING the numbers until it hits the oddball character. Then it says, "Hey! you told me you were just going to read numbers. I just got a wierd character here!" And when it tries to kick you out with its ERROR statement, you TRAP it to your own line number and keep going.

2. The second programming technique keeps a count of how many data points have been read in. If you know exactly how many DATA points you are going to READ, you can put the READ statement in

FOR/NEXT loop. Then you don't have to test for the sentinel for every point. But FOR/NEXT loops are one of the slowest things BASIC does. The TRAP trick doesn't cost you any time at all. Again, just put the TRAP in before you start READING the data and let BASIC jump out of the READ statement when it runs out of data.

Check some of your programs for READ statements or for plotting points and see if you can't speed them up with a TRAP statement.

Another use of the TRAP statement is to anticipate some error that the user might make which would cause BASIC to issue an ERROR message and STOP. Like trying to print something when the printer is off; or entering a character when you asked for a number; or having the wrong disk in the drive so the program can't find a file. In each case, you anticipate the error and insert a TRAP statement to catch it. Then you take corrective action. The point here is to keep the program from crashing. Notice, however, that when you use a TRAP statement, you take full responsibility for correcting whatever went wrong. You've told BASIC to get lost so far as error checking goes so you're on your own.

One last point: Each time you TRAP an error, you must reset the TRAP line to where you want the program to go when it encounters the next error. If you use a TRAP statement, be sure to end your program with a TRAP 40000. That returns error trapping to BASIC. If you don't do that, any typing error you might make in the immediate mode will send you right back into your program to your trap line.

~~~~~

MERLIN - continued from page 22.

```

8070 RETURN
8996 REM *** KEY NUMBER 9 PRESSED
8997 GOSUB 5000
8998 GOSUB 6000
8999 GOSUB 8000
9000 SOUND 0,72,10,8
9010 A=21:B=13:C=14:D=15:Z=9
9020 IF SQ(9)=0 THEN GOSUB 350
9030 IF SQ(9)=1 THEN GOSUB 300
9040 IF SQ(9)=0 THEN SQ(9)=1:GOTO 9060
9050 IF SQ(9)=1 THEN SQ(9)=0
9060 SOUND 0,72,10,0
9070 RETURN

```

## BASIC LISTER/EDITOR

*David Pelinka*

Here is a short program which will make editing BASIC programs easier. It is especially useful for checking programs typed in from magazines for typos. The lister/editor program is LISTED to disk or tape, and is then ENTERED over any other program you wish to edit. You may then list 6 double spaced lines at a time to check for errors or to make changes. This is much easier on the eyes than single spacing, and doesn't require you to stop the listing by using CNTRL 1 or the break key at just the right time. The lister program then erases itself leaving only your program.

The original program was written by Leroy Baxter and appeared in the January 1983 issue of COMPUTE. Unfortunately, it did not run correctly in its original version and corrections appeared in the May 1983 issue. I have modified the program extensively, adding new commands and improving the listing speed.

To use the program type it in carefully, exactly as it appears. Do not renumber it or add any lines. Then LIST it to disk or tape. This way, you can ENTER it into memory without erasing the program currently there. The program you wish to edit must not contain line 0 or any lines above 32699. Then RUN the combined program and the lister program will execute. (An immediate command of GOTO 32700 would do the same thing, but line 0 saves you having to remember it.) A prompt will appear, reminding you that you are in the lister program.

Here are the commands (press <RETURN> after each):

<RETURN> - lists the next 6 lines of the program and pauses.

E (Edit) - allows you to change or add lines. It asks for a line number and this line is then displayed. You use the normal screen editor commands (arrow keys and back space) to alter it. You may also add a new line by typing a complete line beneath the one displayed. Then press <RETURN> and the changed or new line will be added to your program.

P (Point) - moves the current line pointer. It asks for a line number and then lists from that line forward.

? (Help) - displays the lister commands and their functions.

continued...

Q (Quit) - erases the lister program lines, leaving your program's lines intact. You may then save the new version of your program to disk or tape in the usual manner.

\*\*\*\*\*

```
0 GOTO 32700
32700 CLR :DIM A$(5):T=0:OPEN #6,4,0,"E:"
32702 Z=0:? :? "LISTER>(TYPE ? FOR HELP)";:INPUT
#6,A$:IF A$="" THEN ? CHR$(125):A$=" ":IF ADDR<>0
THEN 32708
32704 ON
(A$(1,1)="E")+(A$(1,1)="Q")*2+(A$="?")*3+(A$(1,1)
="P")*4 GOTO 32714,32720,32724,32730
32706 ADDR=PEEK(136)+PEEK(137)*256:FOR X=1 TO
T:ADDR=ADDR+PEEK(ADDR+2)*(T>0):NEXT X
32708 LINENO=PEEK(ADDR)+PEEK(ADDR+1)*256:Z=Z+1:IF
LINENO>=32700 THEN ? "** END OF LISTING
*":T=0:ADDR=0:GOTO 32702
32710 LIST LINENO:T=T+1:ADDR=ADDR+PEEK(ADDR+2):IF
Z<6 THEN 32708
```

```
32712 GOTO 32702
32714 ? "WHAT LINE #";:INPUT X
32716 ? CHR$(125):POSITION 2,4:LIST X:? :? :? :?
"CONT":INPUT A$:POSITION 2,0:POKE 842,13:STOP
32718 POKE 842,12:T=T-6:A$="":ADDR=0:GOTO 32702
32720 ? CHR$(125):POSITION 2,4:X=0:? X:FOR
X=32700 TO 32736 STEP 2:? X:NEXT X:? "POKE
842,12"
32722 POSITION 2,0:POKE 842,13:STOP
32724 ? :? "COMMANDS ARE:"
32726 ? " <RETURN>- LIST 6 LINES":? " E(EDIT)-
CHANGE SPECIFIC LINE #":? " P(POINT)- MOVE LIST
POINTER"
32728 ? " Q(QUIT)- END & ERASE LISTER":GOTO
32702
32730 ? "WHAT LINE #";:INPUT
X:PT=X:T=0:Z=1:ADDR=PEEK(136)+PEEK(137)*256:FOR
X=1 TO PT:ADDR=ADDR+PEEK(ADDR+2)*(T>0)
32732 LINENO=PEEK(ADDR)+PEEK(ADDR+1)*256:IF
LINENO=PT THEN ? CHR$(125):GOTO 32710
32734 IF LINENO>PT THEN ? "LINE NOT FOUND":GOTO
32702
32736 T=T+1:NEXT X:? "LINE NOT FOUND":GOTO 32702
```

## HELP KEY

*David Pelinka*

This month we'll cover some questions about the DOS menu. Although primarily for beginnners, this should be a good review for everyone and will test whether you've read your DOS manual lately. No cheating now...

Q. How can you print out a disk directory listing without writing a program to do it?

A. Select DOS menu option A for a disk directory list. When the computer responds with DIRECTORY--SEARCH, LIST FILE?, type ,P: for a directory list of drive one, or D2:,P: for drive two.

Q. How do you prevent the DOS menu from asking for confirmation every time you delete a file?

A. After selecting DOS menu option D, enter the name(s) of the file you want to delete, followed by /N. Be careful with this if you are using wildcards as you will not see each filename as it is deleted.

Q. Is it possible to append one disk file to another with DOS?

A. Yes. Use DOS option C and specify from and to filenames followed by /A. This will add the contents of the first file to the second. This method will not work with BASIC programs stored

with the SAVE command. You can append BASIC programs if they are both stored in LIST format. After appending the two files, you may then SAVE the complete file.

Q. What are wildcards and how are they used?

A. Wildcards are the \* and ? characters and they are used to specify ambiguous filenames. \* represents multiple filename characters while ? stands for a single character. They are very useful if you are not sure of a complete filename (or you want to save yourself some typing), and when you want to specify more than one file in a copy, delete, or renaming operation. \*.TXT stands for all files with a TXT extension. G\*.TXT stands for all files beginning with a G. G?.\* represents all two letter files beginning with G. ??????.TXT and \*.TXT are equivalent. Wildcards can also be used with the BASIC commands RUN,LOAD and ENTER. For example RUN "D:H\*.\*" would run the first program found beginning with H. By the way, the final quotation mark is optional with RUN, LOAD, ENTER, SAVE and LIST commands.

Well, how many answers did you get right? If you didn't get them all, maybe you should dust off that DOS manual or YOUR ATARI COMPUTER and see what else you've forgotten.

## MERLIN'S MAGIC SQUARE

*Steve Hutton*

Merlin's Magic square is an entertaining little program to test your logic skills. Instructions for play are included on the screen.

The program listing contains plenty of REMarks for you to follow. Pay particular attention to the inverse spaces required in lines 350 to 370. If you want to change the colour of the screen, alter the SETCOLOR statement in line 30. Also adding SETCOLOR 1,0,14 will brighten up the display.

(Ed. Note: This program is by Steve Hutton, West Midlands, England and is being reprinted from Page 6, an Atari users magazine from Stafford, England.)

```

10 REM *****
11 REM *   MERLIN'S MAGIC SQUARE   *
12 REM *   BY STEVE HUTTON         *
13 REM *   13/1/83                 *
14 REM *****
15 POKE 764,255
20 REM *** CLEAR SCREEN AND INHIBIT THE CURSER
30 ? CHR$(125:POKE 752,1:SETCOLOR 2,2,1:CLR
40 REM *** PRINT TITLE, INSTRUCTIONS AND COUNTER
50 POSITION 8,3:? "MERLIN'S MAGIC SQUARE"
60 POSITION 3,8:? "PRESS 1-9":POSITION 2,9:? "TO
MAKE THE":POSITION 4,10:? "NUMBERS"
70 POSITION 4,11:? "LIGHT UP":POSITION 3,12:? "OR
GO OUT"
80 POSITION 27,8:? "THE OBJECT":POSITION 26,9:?
"OF THE GAME":POSITION 26,10:? "IS TO LIGHT"
90 POSITION 27,11:? "UP ALL THE":POSITION 27,12:?
"NUMBER IN"
100 POSITION 26,13:? "AS FEW MOVES":POSITION
26,14:? "AS POSSIBLE":POSITION 6,18:? "NUMBER OF
MOVES TAKEN = "
110 REM *** SET UP RANDOM SQUARE
120 Z=0:DIM SQ(9)
130 FOR Q=1 TO 9
140 Z=Z+1
150 IF Z=1 THEN A=15:B=7:C=8:D=9
160 IF Z=2 THEN A=18
170 IF Z=3 THEN A=21
180 IF Z=4 THEN A=15:B=10:C=11:D=12
190 IF Z=5 THEN A=18
200 IF Z=6 THEN A=21
210 IF Z=7 THEN A=15:B=13:C=14:D=15
220 IF Z=8 THEN A=18
230 IF Z=9 THEN A=21
240 Y=INT(RND(0)*2):SQ(Q)=Y
250 IF Y=0 THEN GOSUB 300
260 IF Y=1 THEN GOSUB 350
270 NEXT Q
275 SOUND 0,60,10,0
280 GOTO 390
298 REM * SET UP RND SQR(OFF=0)
300 POSITION A,B:? CHR$(137);CHR$(149);CHR$(143)
310 POSITION A,C:? CHR$(25);Z:CHR$(153)
320 POSITION A,D:? CHR$(139);CHR$(21);CHR$(140)
330 RETURN
340 REM * SET UP RND SQR(ON=1)
350 POSITION A,B:? "  ":REM INVERSE SPACES
360 POSITION A,C:? " ";CHR$(176+Z);" ":REM
INVERSE SPACES
370 POSITION A,D:? "  ":REM INVERSE SPACES
380 RETURN
382 GOSUB 650
385 REM *** THIS SECTION DEALS WITH THE KEYS 1-9
390
N1=31:N2=30:N3=26:N4=24:N5=29:N6=27:N7=51:N8=53:N
9=48:N10=0
400 POSITION 38,18:? N10
410 P=PEEK(764):IF P=255 THEN 410
420 IF P=N1 THEN N10=N10+1:GOSUB 997
430 IF P=N2 THEN N10=N10+1:GOSUB 1998
440 IF P=N3 THEN N10=N10+1:GOSUB 2997
450 IF P=N4 THEN N10=N10+1:GOSUB 3998
460 IF P=N5 THEN N10=N10+1:GOSUB 4996
470 IF P=N6 THEN N10=N10+1:GOSUB 5998
480 IF P=N7 THEN N10=N10+1:GOSUB 6997
490 IF P=N8 THEN N10=N10+1:GOSUB 7998
500 IF P=N9 THEN N10=N10+1:GOSUB 8997
510 POKE 764,255:GOSUB 650
520 IF N10=3 THEN GOSUB 540
530 GOTO 400
540 FOR W=8 TO 12
550 FOR U=2 TO 12
560 POSITION U,2:? " "
570 NEXT U
580 NEXT W
590 FOR W=8 TO 14
600 FOR U=26 TO 37
610 POSITION U,W:? " "
620 NEXT U
630 NEXT W
640 RETURN
650 IF SQ(1)=1 AND SQ(2)=1 AND SQ(3)=1 AND
SQ(4)=1 AND SQ(5)=1 THEN GOSUB 670
660 RETURN
670 IF SQ(6)=1 AND SQ(7)=1 AND SQ(8)=1 AND
SQ(9)=1 THEN GOTO 685
680 RETURN
685 POSITION 30,18:? N10
690 FOR I=1 TO 4

```

continued...

```
700 FOR H=200 TO 150 STEP -1
710 SOUND 0,H,10,8
720 NEXT H
730 NEXT I
740 SOUND 0,H,10,0
750 GOSUB 540
760 POSITION 3,9:? "SUCCESS!"
770 POSITION 4,11:? "WHY NOT"
780 POSITION 5,12:? "PLAY"
790 POSITION 4,13:? "AGAIN ?"
800 POSITION 27,9:? "PRESS ANY"
820 POSITION 28,10:? "KEY TO"
830 POSITION 28,11:? "START A"
840 POSITION 27,12:? "NEW GAME"
850 P=PEEK(764):IF P=255 THEN 850
860 IF P<>255 THEN GOTO 15
996 REM *** KEY NUMBER 1 PRESSED
997 GOSUB 2000
998 GOSUB 4000
999 GOSUB 5000
1000 SOUND 0,162,10,8
1010 A=15:B=7:C=8:D=9:Z=1
1020 IF SQ(1)=0 THEN GOSUB 350
1030 IF SQ(1)=1 THEN GOSUB 300
1040 IF SQ(1)=0 THEN SQ(1)=1:GOTO 1060
1050 IF SQ(1)=1 THEN SQ(1)=0
1060 SOUND 0,162,10,0
1070 RETURN
1997 REM *** KEY NUMBER 2 PRESSED
1998 GOSUB 1000
1999 GOSUB 3000
2000 SOUND 0,144,10,8
2010 A=18:B=7:C=8:D=9:Z=2
2020 IF SQ(2)=0 THEN GOSUB 350
2030 IF SQ(2)=1 THEN GOSUB 300
2040 IF SQ(2)=0 THEN SQ(2)=1:GOTO 2060
2050 IF SQ(2)=1 THEN SQ(2)=0
2060 SOUND 0,144,10,0
2070 RETURN
2996 REM *** KEY NUMBER 3 PRESSED
2997 GOSUB 2000
2998 GOSUB 5000
2999 GOSUB 6000
3000 SOUND 0,128,10,8
3010 A=21:B=7:C=8:D=9:Z=3
3020 IF SQ(3)=0 THEN GOSUB 350
3030 IF SQ(3)=1 THEN GOSUB 300
3040 IF SQ(3)=0 THEN SQ(3)=1:GOTO 3060
3050 IF SQ(3)=1 THEN SQ(3)=0
3060 SOUND 0,128,10,0
3070 RETURN
3997 REM *** KEY NUMBER 4 PRESSED
3998 GOSUB 1000
3999 GOSUB 7000
4000 SOUND 0,121,10,8
4010 A=15:B=10:C=11:D=12:Z=4
4020 IF SQ(4)=0 THEN GOSUB 350
4030 IF SQ(4)=1 THEN GOSUB 300
4040 IF SQ(4)=1 THEN SQ(4)=0
4050 IF SQ(4)=1 THEN SQ(4)=0
4060 SOUND 0,121,10,0
4070 RETURN
4995 REM *** KEY NUMBER 5 PRESSED
4996 GOSUB 2000
4997 GOSUB 4000
4998 GOSUB 6000
4999 GOSUB 8000
5000 SOUND 0,108,10,8
5010 A=18:B=10:C=11:D=12:Z=5
5020 IF SQ(5)=0 THEN GOSUB 350
5030 IF SQ(5)=1 THEN GOSUB 300
5040 IF SQ(5)=0 THEN SQ(5)=1:GOTO 5060
5050 IF SQ(5)=1 THEN SQ(5)=0
5060 SOUND 0,108,10,0
6070 RETURN
5997 REM *** KEY NUMBER 6 PRESSED
5998 GOSUB 3000
5999 GOSUB 9000
6000 SOUND 0,96,10,8
6010 A=21:B=10:C=11:D=12:Z=6
6020 IF SQ(6)=0 THEN GOSUB 350
6030 IF SQ(6)=1 THEN GOSUB 300
6040 IF SQ(6)=0 THEN SQ(6)=1:GOTO 6060
6050 IF SQ(6)=1 THEN SQ(6)=0
6060 SOUND 0,96,10,0
6070 RETURN
6996 REM *** KEY NUMBER 7 PRESSED
6997 GOSUB 4000
6998 GOSUB 5000
6999 GOSUB 8000
7000 SOUND 9,91,10,8
7010 A=15:B=13:C=14:D=15:Z=7
7020 IF SQ(7)=0 THEN GOSUB 350
7030 IF SQ(7)=1 THEN GOSUB 300
7040 IF SQ(7)=0 THEN SQ(7)=1:GOTO 7060
7050 IF SQ(7)=1 THEN SQ(7)=0
7060 SOUND 0,91,10,0
7070 RETURN
7997 REM *** KEY NUMBER 8 PRESSED
7998 GOSUB 7000
7999 GOSUB 9000
8000 SOUND 0,81,10,8
8010 A=18:B=13:C=14:D=15:Z=8
8020 IF SQ(8)=0 THEN GOSUB 350
8030 IF SQ(8)=1 THEN GOSUB 300
8040 IF SQ(8)=0 THEN SQ(8)=1:GOTO 8060
8050 IF SQ(8)=1 THEN SQ(8)=0
8060 SOUND 0,81,10,0
```



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\*\*\*\*\*

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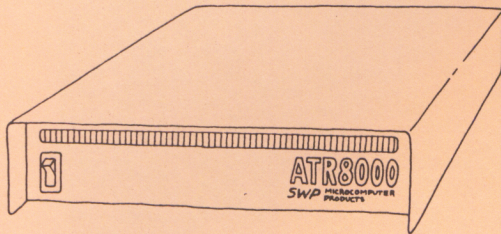
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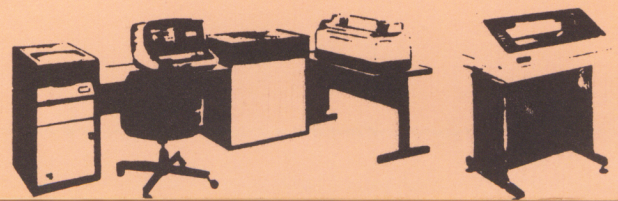
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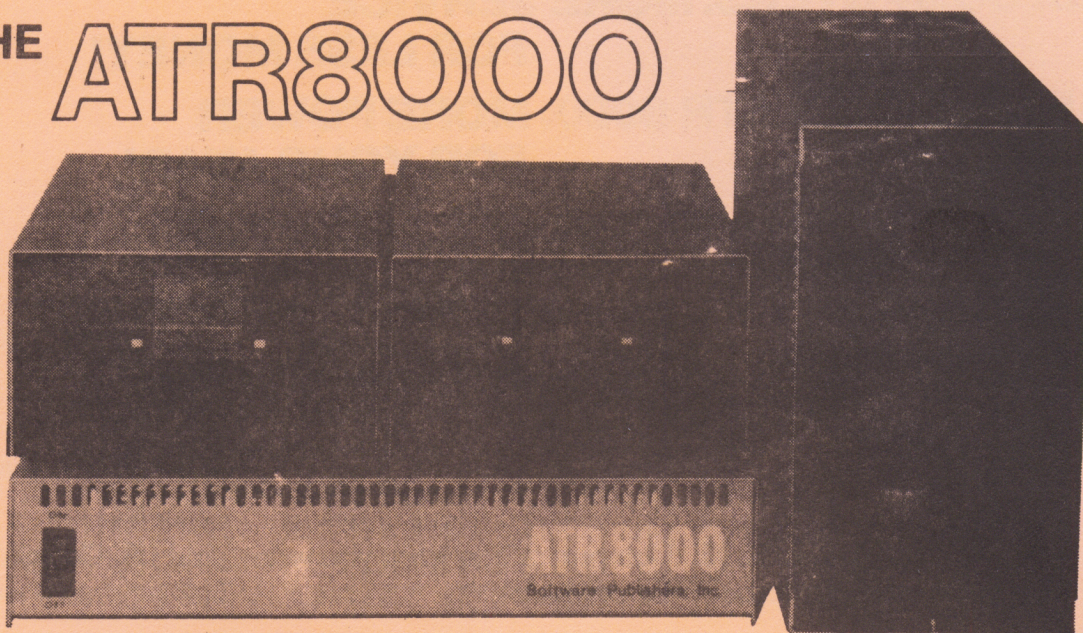
**Directions:** Spray on soft cloth, then wipe cabinet. Second application recommended for best results.

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