

PORTLAND ATARI CLUB

(Not affiliated with Atari, Inc)

UPCOMING GENERAL MEETINGS

MONDAY, AUGUST 6, 1984 - 7:00 PM
MONDAY, SEPTEMBER 9, 1984 - 7:00 PM

BPA AUDITORIUM, NE 9TH AND HOLIDAY

PAC BULLETIN BOARD SYSTEM
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AUGUST - SEPTEMBER 1984

IN THIS ISSUE

Page Six, Clyde Pritchard -----	1
Board Meeting Notes, Sharon Berry -----	2
For Free, Steve Billings -----	3
SIG Coordinator, Chuck Hall -----	4
SIG Contact List, Chuck Hall -----	4
Special Projects, Gary Hanson -----	4
Unclassified Ads -----	4
P.A.C.E., Chris Fouts -----	5
Coffee House, Chuck Hall -----	5
Ramblin, Chuck Hall -----	6
Seven Cities of Gold, Sandra Carlilse -----	8
Meet Jerry White, Frank Pazel -----	11
Atspeller, Richard S. Semel -----	12
PAC Help Hotlines -----	13
The Report Card, Frank Pazel -----	14
Rana 1000 vs. Indus GT, Morris Stephens -----	15
Printwiz for Atari, Dave Roman -----	17
Calendar Correction, David Pelinka -----	18
Annuity Program, Chuck Hall -----	19
LOGO to Epson Screen Dump, Brian Harvey -----	C3
PAC Calendar of Events -----	C4



PORTLAND ATARI CLUB

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AUGUST / SEPTEMBER 1984 NEWSLETTER

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Membership is \$20 per year and includes a subscription to this newsletter and access to members only functions. Single copy price of the newsletter is \$2. General meetings are open to the public and are held at 7PM on the 1st Mon. of each month (2nd Mon. in the case of holidays) on the date and at the location listed on the cover of this newsletter.

Exchange newsletters, articles, correspondence and advertising should be sent to the following address:

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Club Business and Activities

PAGE SIX
Clyde Pritchard

As indicated by the date on the cover, this is the August - September issue of the PAC newsletter. Your next issue will be the October issue, which you will receive about September 21. As you read (or could have) in past issues, the number of people working on and contributing to the newsletter is rather small. This means that people get tired and need a vacation. If we had greater depth in the newsletter staff and had more people contributing, it would be much easier to produce a full, high-quality newsletter 12 months a year. Until that time, there will be months when the newsletter is shorter and less original than "normal". This combined issue may end up being a little longer than average, but a lot of the material is taken from other newsletters. There is nothing wrong with using articles from other sources; especially when they are high quality like the ones you see this month, but it would be a lot nicer to see the same kind of material from our own members. I see the same kind of appeals for help that we make in the newsletters of other clubs; even a large, well-organized group like the Jersey Atari Computer Group, so we're not unique by any means. This doesn't mean that we will stop asking, but as I said last month, some help better come by the end of this year or you may miss more than one issue.

At the last meeting, there was one member in the audience who sounded like he was a regular Compuserv user. I would think that there must be more of you out there, and have a proposal for you. How about downloading messages and programs from Compuserv (especially the Atari SIG), and passing them on to me for possible inclusion in the newsletter. This could be the easiest method of contributing that I have come up with yet. How about it? Give me a call if you are interested in giving it a try.

With the announcement of the sale of Atari to Jack Tramiel, it seems that there would be quite a bit of traffic on Compuserv about the future of Atari. There have been a few articles in the Wall Street Journal, but I haven't had a chance to read them. I was hoping to see something in InfoWorld about the sale, etc., but haven't seen the latest issue of it either. I spoke with Walter the other day, but he had no new information. He said that the Moore Company was waiting for Atari to contact them, rather than trying to contact Atari directly. I was at Micro Systems Support the other day, talking with Mike Faunce and Gail Horner; and they have been

trying to get warranty repair authorization numbers and check on parts orders. When they called the number for authorizations, they were told (not very nicely) that "We're closed and everyone is being laid off." When they called to check on the parts order, someone finally answered the phone; then told Gail (nicely) that "I'm just in picking up my things. People are being laid off, and inventory is being taken. I can give you Jack Tramiel's number and you can call him." When Gail called that number, the secretary answered "Jack Tramiel's office." Gail told the secretary who she was calling from the Atari Service Center in Lake Oswego Oregon, and told her what they needed. The secretary told her that "Everyone is in a meeting", and that she would take her name and number and that someone would call her back later. As of 5:00 pm Friday, nobody had called. That's the latest information that I was able to gather, so we'll all have to keep our eyes and ears open for more info. We should have more info (especially rumors) by the next meeting, and things should have settled down a bit by the time we publish the October newsletter.

Walter had planned to cover CES and Atari's new product announcements, but decided that it would be better to wait and see what changes are up and coming before sticking his neck out (again).

Clyde List's cartoon (with the foxhole) says it all for now, so look at it closely so that you don't miss its meaning(s).

We have another new feature this month, the PAC Calendar of Events. Take it and a pencil to your calendar, and mark the events that you want to attend. You won't have a fresh newsletter to remind you of the September meeting, so mark it in BIG letters. If you need more information of any of the events, contact the appropriate Board Member or SIG Leader. The Board Members are listed inside the front cover, and a list of the SIG Leaders appears in the Club Business and Activities section.

The production schedule for the October issue is:

- 9/05 - Ad Deadline
- Normal Deadline
- 9/06 - Newsletter Meeting
- 9/07 - Final Deadline
- 9/08-9/09 - Production
- 9/10-9/11 - Final Layout
- 9/12-9/15 - Printing
- 9/17 - Mailing

BOARD MEETING NOTES
Sharon Berry

The June board meeting was held June 25 at 7 pm in the basement of IB Computers. This was a pizza meeting, with delicious pizza from Round Table Pizza. Attending were the following: Clyde, Chuck & Jean Hall, Dan, Gail, Gary, Jim & Sharon Berry, Jim Harton and Sandra Suiter. Lloyd had an unavoidable, last minute commitment, so his wife attended in his place.

ELECTRONICS FAIR

The first order of business was a discussion of the Electronics Fair, which was a big success. Only one or two volunteers who had signed up to run our booth didn't show up. Many PAC applications were taken - approximately 125. Our post office box has already contained several membership checks, which seem to have resulted from the fair. A special, big round of applause goes to Burr Crouch, who devoted more than his share of hours to manning the club booth. He was a great help in answering questions. Chuck voiced his opinion that there should be a responsible person at the booth at all times. Gary said that there should be a formal list of responsibilities for those who run club booths.

Atari was not well represented by businesses at the fair. Many people didn't know PAC existed either. Fred Meyer is interested in having our information to distribute to their customers. Gary, Gail and Chuck will distribute our applications to Fred Meyer and Stereo Super Stores. Gary spoke to the president of RC Marketing, which had its robot performing. They would be happy to demonstrate interfacing an Atari to the robot at a future date.

UPCOMING MEETINGS

Next was a discussion of topics for future general meetings. Jim contacted Micro Peripherals, again. Gary Preston, their rep, was supposed to speak at the July meeting. He was out when Jim called, but his rep said we were not on his calendar. Jim confirmed that the Moore Company's Ron Dick would show his slides of the CES at July's meeting. Dave Pelinka was also scheduled to demo Syn File. Jim will be contacting Electronic Arts to schedule one of their reps as a future speaker. Dean Johnson or Will Gallant were mentioned as possibilities for demonstrating CPM. The Rana distributor will speak in August regarding drive problems and the ATX series.

CLUB SOFTWARE

Dan reported that software has been selling well at meetings. He is running low on blank disks and will need to purchase more soon. Chuck is excited about the new Utility II disk, which is ready to be tested. This disk has the capacity to recover deleted files, has a system status display, an automatic numbering utility and a character generator. He will test it on the XL before giving it to Dan to sell.

RAFFLE

Last minute details of July's raffle were firmed up. Gary said A&G very graciously donated three pieces of software to add to our prizes. PAC thanks them very much. It was decided that the previous option of "bumping" those who had drawn prizes would be used again, so as to add to the suspense. Burr Crouch and Jim Harton agreed to sell tickets at the door.

COFFEEHOUSE

Due to security problems, which shall remain unnamed, the location of the coffeehouse has been changed. It will now be held at the Sylvania Campus of PCC, Building SS, Room A3 (SSA3). Volunteers are needed for July 8 and 22.

AUGUST BOARD MEETING

It was voted upon that the August board meeting will be held August 25 at Gail Horner's home. Maps to her home in West Linn were distributed. This will be a Saturday evening barbecue, combining business with pleasure. Rest assured, your secretary will not imbibe such that she can't take notes accurately!

BLANK DISKS

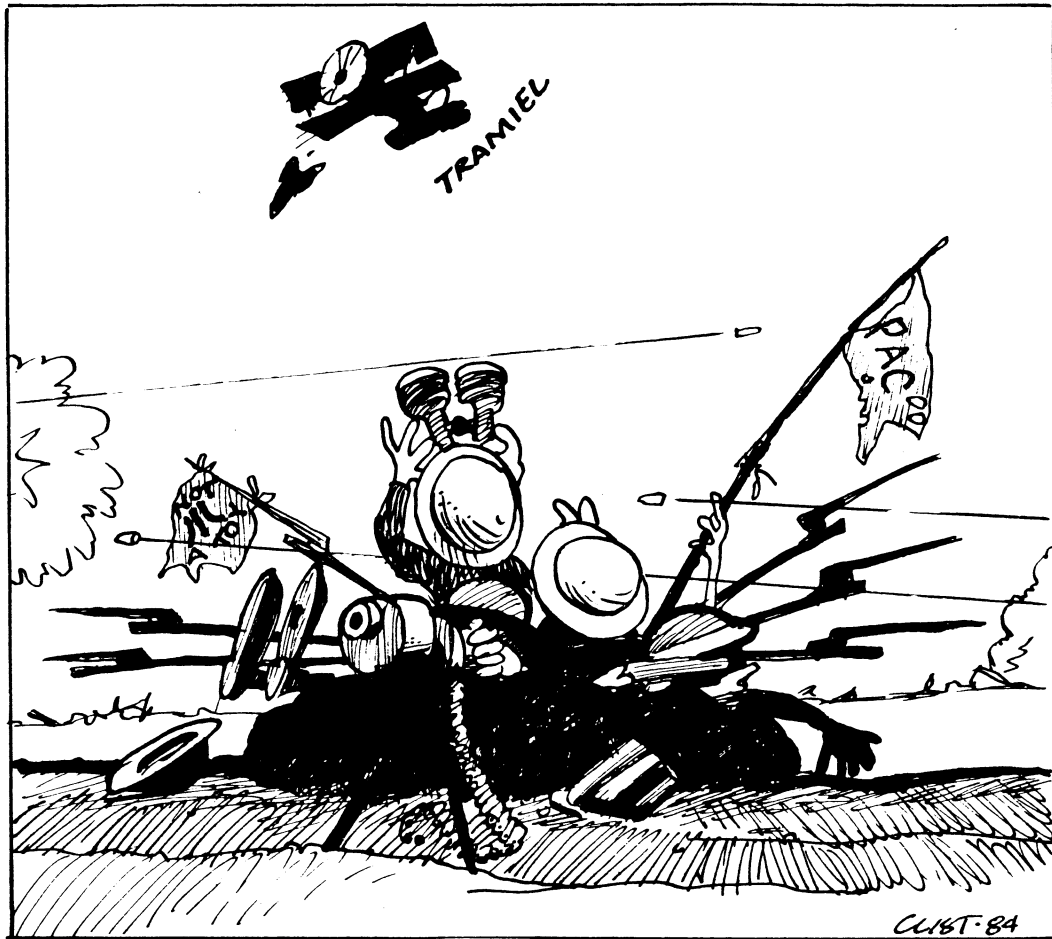
A motion was made, seconded and passed that the club pay for good, blank disks for the membership secretary and newsletter editor.

There being no further business, the meeting adjourned; Gail and Clyde bought their disks.

TREASURER'S REPORT

As of this writing, our checking account contains approximately \$3600. Of this total, \$1278 is dedicated to the big screen tv fund. The June meeting brought in \$392 in software sales, \$98 of which was put into the tv fund. One newsletter sold, at \$2. Memberships from June's meeting to the present total \$410.

U.F.O.



"I DON'T KNOW. HE MAY BE ON OUR SIDE!"

FOR FREE
Steve Billings

Yes, that's right, we will publish your art work and stories for free. This is your chance to see your name and work on the printed page. Very little talent or effort is required, just send your contributions to the newsletter staff and we will be happy to fit them into the next publication.

Thanks to all for the compliments on the first attempt at the new cover format. We hope to continue putting a picture on the front cover, but need input from the silent audience out there to keep it interesting.

This month my thank you's go to Steve Mickel for the tigers on the cover. He sort of got the picture going and I just filled in the shading and foliage to finish it off. I'm sorry to say he is not a PAC member at this point in time, I just handed the Koala pad to him and he figured out what it was for. The drawing started off by tracing a photograph taped over the surface of the pad.

I would also like to thank Tim Toenjes for sending in some Koala pad art and if Clyde leaves me some room (which he usually does) I hope you

will see one or two of his efforts in the newsletter this month.

Art submittals would be preferred in a disk format, either in Koala pad save or Micropainter. We can do the printer dumps for you and if you include your name and address we will return the disk in like new condition. We can also use any hand drawn pictures or cartoons. Bring them to the club meeting or send them in to the club P.O. Box. We will figure out what to do with them. Also we will accept screen dumps to a printer. Do them full page (8 1/2 X 11) and we can size them to fit whatever space we can fit them in. Include your name and you will even get credit for it.

Again, we promise to do all this at no cost to you. For some reason we like to do this and so will you. Once you get started and put your hi-tech equipment to some useful endeavor maybe you will find out why you bought it.

Just to show you how earnest we are, we are even going to give you two months this time to come up with something. Take your time, but not too much time. Let's hear from you soon.

SIG COORDINATOR *Chuck Hall*

Things are a little slow now that summer is finally here, and I can find no fault with that at all. We waited long enough for it to get here. And since things are a little slow, we are not getting a whole lot of interest in SIG (Special Interest Groups) at the moment. But there is still some, and for those of you that have signed up for a group or are trying to help to get a group going, I haven't forgotten you. I am still working on getting some more groups going, but we're having trouble getting enough people together with the same interests at the same time. Once summer is over and school starts again, I expect to see a great resurgence of interest in the groups again.

The new Assembler group is going great. We now have 29 people signed up, though not all have showed up at once yet. We are now meeting out at PCC Sylvania campus, BLDG CT, Room B17. Come out and join us the second and fourth Wednesdays in the evening from 7:30 to 9:30 if you'd like. You are more than welcome.

The Business Applications Group will meet the 18th of July this month. We have meetings the middle of each month usually at Allstate Leasing on the corner of NE 16th and Sandy. This meeting (which will be held before you get this newsletter) will be to demonstrate the differences between SYNFILE+ and File Manager 800+.

The PACE group, our Educational group is NOW meeting on the Tuesday preceeding the general meeting. Mark these days down on your calendar and join them for a meeting.

Our other SIG group is the Newsletter SIG which usually meets the Thursday following the general meeting. Come out and get involved and enjoy participating in your club. We are always looking for more people to get involved and you will find it a fun and rewarding experience.

If you are interested in one of these groups or are interested in something else that we could get a group together for, then let me know, or contact one of the people listed below. I may take a little to get back to you because of all I am involved in; plus my job and my personal life, but be patient and I will get back to you. Until next time, start thinking of what kind of group you would like to get involved with or get started.

SIG CONTACT LIST *Chuck Hall*

The following is a list of our current groups and the contacts for each:

SIGASM (ASSEMBLER)	
Clyde Pritchard	648-0461
Chuck Hall	293-0552
BUSINESS APPLICATIONS	
Chuck Hall	293-0552
NLSIG (NEWSLETTER)	
Clyde Pritchard	648-0461
PACE (Portland Atari Club Educators)	
Trudie Mishler	230-9545
Chris Fouts	206-687-4951
ATR-8000 (Inactive)	
Chuck Hall for now	293-0552

SPECIAL PROJECTS *Gary Hanson*

I wish to thank all the members who donated time to the computer show. Without their help it would not have been such a success.

Our big screen fund keeps climbing and we have reached \$1278. I have a few pieces of software for the raffle and I need to locate a big item to make the raffle more attractive. If you have any ideas please let us know.

UNCLASSIFIED ADS *Pac Members*

For Sale: Atari 400 with add-on keyboard and 48K. \$100. BASIC cartridge - \$20. Microbits Printer Interface (Joystick port) - \$50. Call Gail Horner 503-657-5702.

For Sale: Atari 1200XL, Atari 1027 Letter Quality Printer (attaches to serial bus, no 850 Interface required), AtariWriter Word Processor. All new in boxes. \$500. Call Dave Cockrill, 503-221-8317 (work - days).

P.A.C.E.
Chris Fouts

COFFEE HOUSE
Chuck Hall

Hello out there! It has been a while since PACE has reported, so I'll bring you up to date on the last few meetings.

We have changed our meeting date to the Tuesday before the regular PAC meeting. The next meeting will be at Hellen Sutfin's, 5000 N.E. 19 AV., Vancouver, 206-696-9162, on July 31, at 7:15 P.M. Hellen has a booklet on teaching LOGO she will share with us.

The last two meetings have been at Trudie's house and we have had some new people come. Some of these new folks are fairly new to computing, and it has been fun to discuss questions about computing in general, such as modems, data bases, BBS's. We called the PAC BBS (we even got through!) to show what it is like. The point is, new members, we are here to help you and small groups are the best place to get help. There are no questions too simple and we will not talk over your head.

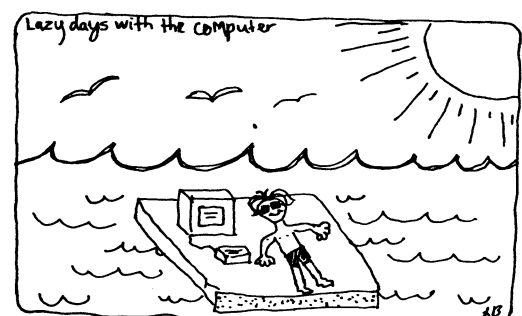
The PLATO cartridge (Atari Access Software for the PLATO Service Network), due to be released by the third quarter, is (and I quote the July ANTIC magazine) "the most significant event in the history of the Atari home computers." A statement like that naturally generated a lot of discussion and excitement at our latest meeting. What is PLATO and what does it have to do with Atari? Please read the ANTIC. I cannot do it justice here, only an appetizer. PLATO is Control Data Corporation's network, a mainframe computer that is the "ultimate" electronic information and communication utility. What?! How does 200,000 hours of courseware sound (the "best instructional system currently available"). What about "talking" to or watching any of the 600 other people that might be logged on when you are? Does a message base with 10,000 notes in it do it for you? How about games that you can compete or work with users from all over the world? And what will it take to connect to the "best communications network in existence"? The cartridge, at \$49.95, and about \$5 per hour connect time (modem and interface, of course). I can't wait!!

Turnout at the last coffee house was very light again, but it will probably remain so until summer is over. But that's OK. We will still be there. Someone will anyway. I have been doing it since we started 10 weeks ago, and I am going to take a break and get a little rest for myself. Other members will still be there and there will be plenty of help for all. The location has changed slightly. We are still at PCC Sylvania, but the room is now the Cedar Room in the College Center Building. It is next to the library, and should meet our needs. They had to move us due to security reasons. The College Center Building is the large building to the right of the main walkway into the campus.

The reason we had to move from IB Computers is that on the second meeting we had there, some software ended up missing from the store stock. I don't really believe that one of our people took anything, but the possibility is there. If anyone attending that day knows anything please let me or one of the Board members know. If the party responsible, would like to return the merchandise as it was, I will assist you to do so confidentially.

It really hurts the club when something like this happens. We are a large group (375+ family memberships); and we of the Board and those members who help considerably, donate an awful lot of our time and other resources to keep this club going. We are trying our best to make this something that you want it to be. It is not an easy task, and when something like this happens, it's like going two steps backward.

Anyway, we will keep going and keep trying to find ways to keep your interest up in the club. Remember, the coffee house meets the second and fourth Sundays of each month from Noon to approximately 5:00 PM. Come out and give us a look see.



RAMBLIN
Chuck Hall

As I mentioned in our last general meeting and promised in my last article, we now know how to differentiate between the new and older RANA drives. The new drives have a serial number beginning with 'ATX'. The older units had serial numbers starting with 'ATH'. If anyone is contemplating purchasing one, make sure the unit has the 'ATX' in the serial number. This not a guarantee you won't have problems though. Our local dealers are still experiencing problems with them, and also in getting response and support from RANA. (Ed. Note: Jim Berry of IB Computers mentioned that the serial number method is not 100% reliable, because they and other dealers have been returning the 'ATH' versions to RANA for repair; and when they come back, they still have their original serial number. So if you are looking at one with 'ATH', get the dealer to certify that it has been upgraded by the factory and you should be OK.)

On my part, I have only had one problem with my drive this past month. I have one disk which used to load on the RANA. and now won't. It still loads on my other drives so it's not the disk. (Ed. Note: Chuck mentioned that since he wrote his column, he had the same problem occur with another disk. One of the programs involved is the Advanced Music System from APX, but I don't recall what the other one is.)

One other quirk I've run into. If you get an error while attempting to FORMAT a disk you have to turn it off and on to get it back on-line again. It seems to disconnect itself when that error occurs. The error is usually encountered while trying to FORMAT a bad disk, or the wrong side of a disk with out previously punching the write-protect notch.

I've just noticed that the latest ANTIC magazine has a review on the different disk drives available. Haven't read all of it, but it might help you to make your decision if you're in the market for a disk drive.

There was talk that a representative from RANA would be attending our next meeting. I don't know if this has been confirmed yet, but am looking forward to meeting him (or her). Anyone that has an interest in the RANA drive, or is contemplating the purchase of a drive would be well advised to attend.

One correction from my article last month on SMART DOS, which comes with the RANA drives. Some dealers say it comes in the box with the drive, some are making it available separately. For my money I would make sure it included the DOS with

the drive.

Enough of that. Of course the big news this month is the sale of ATARI. As there are probably several mentions of that in this newsletter, I have only one thing to say. I purchased my computer for what it was capable of doing at that time, and not on promises of what the future held. I have no emotions about the sale. I already have what I want.

Continuing from last month's column, we are going to discuss the next step of a Phased Development Methodology. This usually called the 'Feasibility Study', Feasibility Determination', or the 'Cost Justification Study'. There are several names for this step, but what they all really mean, is "what is the payback on this development effort, and are there alternatives that would be more effective".

If you were working for companies as I have most of my career, the first thing you have to do after writing up your idea, is to sell it to management. Management won't buy the idea unless you provide data on what the return is for all of the time and money you are going to spend in developing the project. When you make your proposal to management, you must also provide alternative methods for accomplishing the same task, and prove why yours is the best. That's it in a nutshell anyway. It gets quite lengthy and complex.

Unless you're developing something to market with your ATARI, most of this won't mean too much to you. One of the processes within this step is very important though. When looking at alternative methods, one of the things you look at is whether anybody else has already done it. If you do your homework, and look around a bit, you may find that what you want to do is already available either commercially, or maybe from someone in the club. Ask around. You might save yourself a lot of time and frustration. One of the more popular sayings you will find in the data processing world is "why re-invent the wheel". This means, that if someone else has already done it once, use it; Don't do it over again. One important rule to follow here. If you find something close to what you want to do, don't get trapped into believing that with a little modification from you, it will accomplish your goal. You must be very careful here. Time and time again, I have walked into situations where a company has bought a package (payroll, personnel, inventory, and etc.) because it was close to what they wanted, and started to modify

it to meet their needs. Usually it spells disaster. In my decision making process, I won't even bother with a package that needs changing in its primary processing modules. I don't mind altering the input from my organization to fit the package, or writing new reports from an output file of the package, but I won't buy it unless it does what I want it to do, to start with.

Another step in the process is to determine if you have all of the necessary tools to accomplish your task. Are you using the right computer (if its an ATARI, of course you are); Do you need a disk drive? Maybe two? How about a printer or interface? A modem? A plotter? You have to consider all of this before you start to go any further. Also, is BASIC the right language? Maybe you should use ASSEMBLER or FORTH. Do you have enough memory in your computer? Anything you don't have now, and if your program will require it, you are going to have to obtain it. That usually means money. So already you have to start looking at the return you can expect from your finished product.

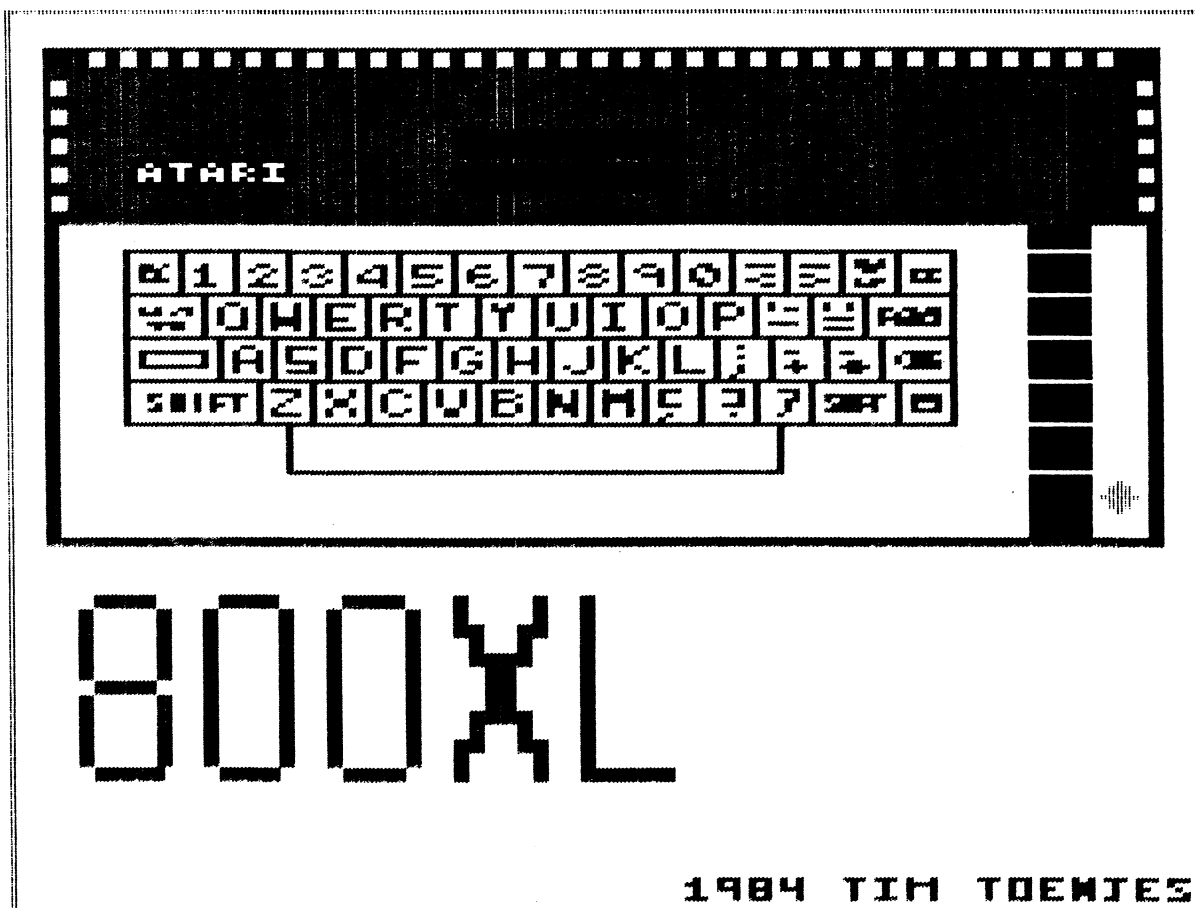
These are all tangible things. You must also look at the intangible benefits. The learning

experience is worth an awful lot. It in itself may be the only justification you need.

In our first article we looked at how to figure out what we wanted to do. Now we have looked a little at how to determine what we need to do it with. Next we will start to discuss how to do it. That is where the fun begins. I have just briefly introduced these topics to you. There are people out there that make their livings teaching this to companies, and writing books about it. Most of it, once you get the basic rules down, is just common sense. It's just like doing anything else in life. You have to know what it is you want to do, what you need to do it, and how to get it done. I better stop here. When I start to philosophize, I get long winded.

Again, I welcome any comments, suggestions, complaints (maybe?), or whatever you have to say about what I write in these pages. This is your newsletter. You share an equal responsibility in the content of this magazine and we welcome any thing you have to say. We won't have a newsletter next month, so I will return in two months. Have a good summer.

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## News and Reviews

### THE SEVEN CITIES OF GOLD *Sandra Carlisle*

(PAC Ed. Note: This review is from the Newsletter of the Little Rock Atari Addicts - March 1984.)

The Seven Cities of Gold by Ozark Softscape (Atari Version). ADVENTURE! DISCOVERY! TREASURES! TRAVEL! INTRIGUE! If these words stir your blood then check out the new game "The Seven Cities of Gold" by Ozark Softscape (M.U.L.E.), just released by Electronic Arts. It is a one-player game with a lot to offer; animation, arcade-type action, strategy and a sense of history. "Seven Cities" is a realistic simulation of the Spanish discovery and conquest of the New World. In it you are a 16th Century Spanish Conquistador and your goal is to travel West in search of fame and fortune. It is an animated-adventure game, with inputs via the joystick for player control or menu selection. The complexity of "Seven Cities" rivals that of the better written text games. There are no set rules for success. The adventure of "discovering the New World" involves you and allows you to experiment with different choices and strategies.

"Seven Cities" has it all. Talk about a game with depth. There are a lot of games on the market boasting about their 30, 50, or even 150 screens. "The Seven Cities of Gold" has the equivalent of 2,800 screens! If the playfield were printed it would form a mural measuring conservatively 12 feet by 19 feet in size (using the data from a 13 inch TV screen). Pretty awesome! Even more so when you play the game and realize that you can move continuously across the playfield without having to wait on the drive to load the next map portion. The drive is always loading into memory ahead of the screens by Ozark Softscape's own Interrupt-Driven Disk Routine.

There are three main sequences in the game. First, there is the European sequence where the game begins, and, if you are successful, ends. Second, there is travel or exploration sequence where you move your expedition both on land or water. Third, there is the village sequence where you have to deal with the natives face to face. In both the native and the exploration sequences there are also many events that occur that can be either hazardous (a native ambush), or else a reward (finding a large gold mine).

This classy game begins with an elegant opening sequence introduced by a beautiful piece of classical Spanish music from the 16th Century called "La Bomba" after which you find yourself in a Spanish port. A royal grant has provided ships, food, goods for trading, sailors to man

the ships and soldiers to conquer new lands and fortunes. The continent of Europe falls below the horizon astern - Ahead lies the treacherous Atlantic and the unknown. Your only navigational aids are a compass, a latitude stick, and of course your own sense of reckoning. Your crew will pray for fair winds, no storms, and an early landfall least the constant threats of scurvy or starvation overtake the expedition at sea.

Once the explorer reaches land it becomes apparent that the simulated New World being explored mirrors in great detail the actual geography and demography of the Sixteenth Century. The advanced civilizations of the Aztecs and the Incas are found in Mexico and the Andes. Cultures of intermediate complexity are located in the temperate and tropical regions. The small hunting tribes will be discovered scattered throughout areas where shorter growing seasons limit food production. News of the arrival of the white men travels fast when contact is made with the advanced cultures whereas it is still possible to surprise the smaller villages. Gold mines (the term used in the game to denote any large treasure find) are fairly accurate in historical location. Topographic data depicting terrain, elevation, vegetation and rivers is particularly pleasing to view in the summary maps which show all the territory explored.

The biggest problem the Spaniards faced was finding food. In the game, once you are in the New World adequate food supplies are available only from the native villages. The subtlety of the game process becomes apparent as the inexperienced explorer tries his hand in dealing with the natives. How would you communicate with a totally alien culture? There is no common language! Nowhere is the depth of the game felt more than with the interaction with the natives. All the variables possible when dealing with the natives give the game its authenticity, its flavor and its challenge. In this area of the game there are few restrictions so the player is free to shape the nature of the interactions with the natives. You can slaughter and plunder, try trickery or treachery, or maybe simply trade for your most pressing needs. If you desire you could even try to establish a long term relationship by converting the natives and building missions. Establishing missions obviously takes more time and effort than defeating them in battle. The success with any of the methods chosen depends on the individual's dexterity in fighting or patience in negotiation. (I have talked to a



number of people who have been successful in playing the game, and each has a different strategy. To me, this is one of the joys of Ozark Softscape's games; there is never only one way to be successful in playing their products.)

When you first play the game you are constantly astonished by the discovery of the "historical" New World. You leave the safety of your ships on an expedition in search of food and gold only to find yourself hopelessly struggling through a swamp, running out of food with your men starving. After struggling around for a few months (game time) you finally make it back to your ship. Looking at the computer drawn map you realize that the area you have been struggling in was only the Everglades. It is hard to explain how vast an area this game allows you to discover. You can sail from Newfoundland to the Straits of Magellan and around Cape Horn up to Alaska. This is not just one simple 5-10K map load. The "game" map occupies approximately 65K of disk memory. The size of the "game" map allows the inclusion of Puget Sound, San Francisco Bay, the Galapagos Islands, many Caribbean Islands and the Falklands. Also, for the determined searchers, in the "historical" map there is a lost city on a secret island. Even if you are lucky enough to find it, the computer will not draw it onto the "historical" map.

As you travel in the New World and discover more native villages, mountains, rivers and gold mines, you will find it necessary to return to Spain to trade the gold for more men, goods and ships. To do this your remaining men must load the ships with gold and enough food for the crossing and set sail Eastward for Spain. (This is, of course, assuming that the sailors that were left on board the ships while you were exploring, didn't give you up for dead and set sail without you.)

Reaching Spain you can do several things; reoutfit for a new expedition, visit home to study a map showing your discoveries, visit the "PUB" to save the game, or perhaps visit the castle to gain an audience with the King. The King could grant you a new title as a result of your discoveries, or, if you have had a bad run of luck, be willing to reoutfit you for another chance. But beware! The King may not be so kindly -- after all, even Columbus was put in chains.

When you have gained experience as an explorer of the "historical Americas" you are ready to dive into the really tough feature of this game -- the random world generator. We all

start out in the "historical New World" with a definite advantage over the 16th Century explorer. Once we get the first few basic moves down, we all know where North, Central and South America are located. But what if we had to play the game without such knowledge? Well, Ozark Softscape didn't want to be responsible for erasing from our minds all knowledge concerning the discovery of the Americas, so they approached the problem from a safer angle. They created a routine that will randomly generate a world and write it out to a disk. The procedure takes about 15 minutes, and it creates land masses with swamps, native villages, mountains, plains, forests and rivers that have never been seen before. This sophisticated algorithm does not merely drop mountains, rivers, villages, etc, just anywhere on the land, but follows established geological rules of plate-tectonics. (Once you have a "random world" generated you could swap it with a friend to see who is more successful in the discovery of that "world".)

Beyond the playability and the sheer enjoyment of "The Seven Cities of Gold" there is also the degree of professionalism exhibited by the writers. The graphics give the game its realism with easily recognized symbols for mountains, trees and swamps. The vegetation even changes colors with the change of seasons (the trees even shimmer with the Fall colors!) There are different village scenes for the different sizes of the villages, from the simple tepees of the small hunting tribes to the pyramids of the Aztec and Inca civilizations. Just let the demo run and see the complete map of the Western Hemisphere written to the screen -- that is truly impressive!

Also, when the change is made from one sequence of the game to another, you are never left wondering what is happening. There is always a relevant message on the screen. You don't get the usual "Please Wait" (aren't we all tired of that one!), but you are given genuine information. When the game gives you a transfer menu, you see a menu with appealing "postage stamp" pictures designating the ships, the native village, the expedition, the cache, the gold mine, the fort, and the mission. All this variety makes the menus not only extremely informative, but delightful to the eye. Last but not least, since "Seven Cities" is so realistic as a historical and geographical simulation it can be used quite impressively as an educational tool. It doesn't "teach" geography and history, it allows the

Continued.....

player (young or old) to learn while having a great time playing the game. Best of all, the concepts of entertainment and education are totally integrated with each other. The game has three completely different levels, from a very easy "novice" to the very difficult "master" level. All in all this is a totally professional package. It will be a strong contender for game of the year. Hats off to Ozark Softscape for an excellent game.

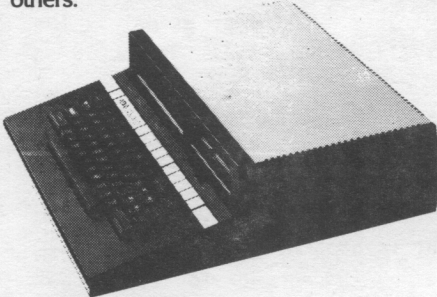
(PAC Ed. Note: I had intended to review Seven Cities of Gold myself, but when I read this excellent review; I felt that there was no way that I could do justice to the program with my limited experience with it. I really enjoy Seven Cities, and it sure is easy to spend hours, days, and probably weeks playing it. I haven't tried the random worlds option yet, nor have I tried the two levels above novice. If you haven't tried adventure games yet, this could be the one to get you started; it seems a lot easier to relate to than some of the text only adventure games, and with the three levels of play and the random worlds option; you can get a lot of play for your money. Give this one a try, I'm pretty sure that you will enjoy it. CP.)



"OH I'M SORRY! I THOUGHT YOU SAID 'A TOY'!"

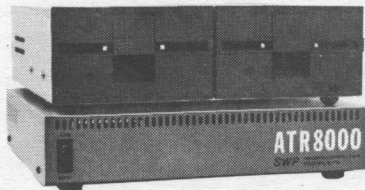
## INDUS GT

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**B COMPUTERS**



MEET JERRY WHITE  
ATARI'S MR. BASIC  
*Frank Pazel*

(PAC Ed. Note: This article is from the Jersey Atari Computer Group Newsletter, May 1984.)

It is nearly impossible to pick up any journal containing material for the Atari computing system which somewhere does not mention the name of Jerry White. He either is being quoted, praised, or more likely, the author of the piece you are reading. Mr. White has to be one of the most prolific writers of articles and programs for the Atari computer. His credits now includes The Atari User's Encyclopedia, a reference destined to become a standard on every Atarian's bookshelf.

The list of commercial software credited to Jerry White literally fills a single page. At this writing they number twenty-five and many are available for both the Atari and the (horrors!) Commodore 64. Perhaps first famous for his many utility programs Jerry expanded his horizons by turning to the challenge of business, game, and educational software. That his efforts were successful is reflected in the list of manufacturers who wisely elected to publish his works. They include Adventure International, Artworx, Atari Program Exchange, C.E. Software, Dyancomp, Educational Software, MMG Micro Software, Program Design Incorporated, Quality Software, Swifty, and Tronix.

The thirty-seven year old White began his computing career at age eighteen as a computer operator trainee. Working mostly with business systems which had "too many problems" he quickly learned to program on the fly. In his spare time he got into utility type programs which would make his job easier during the day; things like tape library control and forms usage. This basic training would lead to a wealth of business and utility programs early in his gone-public career.

His evenings found him banging out programs on a TRS-80 but he felt very constrained by the sound and graphics limitations of the machine. When the Atari 800 made its debut he knew it was the beginning of a long time love affair. Having a background in piano it was inevitable that his mind would turn to creating great and seemingly impossible sounds from the Atari. His Player Piano, Music Box, Tricky Tutorial#6-Sound, and Music Lessons, are some of the by-products of this interest. The music for My First Alphabet added greatly to its impact and winning of Atari's First Star Award. It also spawned a friendship which has led to Jerry joining Fernando Herrera at First Star Software since the

first of this year.

His interest in the sounds capability of our favorite machine generated delights like Talking Poker, S.A.M., Talking Chatterbee, and numerous magazine articles. The idea of using distortion 12 in the sound statement to give us a robust bass sound demonstrated in his Theme From Barney Miller has opened up the spectrum of usable frequencies available to all of us.

One of his lesser known efforts is the marriage of the disk drive with the cassette player in a children's educational program, Robin's Halloween. Unlike earlier attempts such as Moonbase I/O, and Sammy the Sea Serpent, RH successfully merges the potential of computer+cassette sounds to produce a delightfully entertaining learning experience for little folks just learning to read. Actually a two part program, RH first tells an interactive story. Using a joystick the youngster has to help Robin enter a spooky castle on All Soul's Eve to regain a power crystal stolen by an evil bat. The crystal powers a flying saucer of a friendly alien who can not leave earth until the crystal is recovered. The story progresses only when the correct word is selected from a choice of three. The pictures and animation are great and the little ones really get into helping Robin help the space visitor.

Part two of the program, Robin and the Missing Letters, has the child fill in letters that are missing from a series of words. The words can come from a file on the disk or you can create a custom file of your own. Kids really like to help Robin solve the word problems. If you have a youngster just beginning to put words together this program is a fun way to encourage learning. As if these credentials weren't enough the energy of Jerry White is channeled into regular contributions to magazines like Antic, CompuTel, ANALOG, and many others. He is the founding President of the Professional Atari Programmer's Information Exchange. He is available on CompuServe's AtariSIG as 71415,1420.

Those of you wise enough to have bought some of Jerry White's programs know that they are people-sensitive. He always fills his screens with prompts so the user never feels lost. The programs are logical, bug-free, and very good. He feels strongly that BASIC is too often demeaned and has proven himself the champion of the language. If it can be done in BASIC Jerry White will do it.

# ATSPELLER Richard S. Semel

(PAC Ed. Note: This article is from the Jersey Atari Computer Group - JACG Newsletter, June 1984.)

## ATSPELLER UPDATE (or Caveat Emptor Atariensis)

Son: "How do you spell (pick a word)?"

Father: "Look it up in the dictionary!"

Son: "How can I look it up if I don't know how to spell it?"

In February, after about 500,000 repetitions of this dialog - I have two sons - I bought Atspeller to use with the AtariWriter I bought last summer. I had read about the program in the APX catalog and found it at the local dealer. He stocks a great many of the APX releases and uses the catalog to determine what is currently available.

To use Atspeller you must first save the completed document, then remove the AtariWriter cartridge, load the Atspeller program, load the dictionary - which is on a separate disk - and then reload the document to be checked. While checking, it may be necessary to swap back and forth between the dictionary disk and the document disk several times. For example, it required four such swaps to check this article, which contains fewer than 1000 words. This may be cumbersome and time-consuming, but the spelling checker certainly does what it is supposed to do. As the document scrolls by, misspelled words and names are highlighted in inverse video and scrolling stops. The user can correct an obvious error, check the dictionary for the correct spelling and then make a correction, or leave the word as is. The scrolling is slow enough to permit proofreading, although the only changes that can be made are those to the highlighted words. Output to the screen or to a printer without correction is also allowed.

The program can also be used purely as a dictionary. In this mode it will put on the screen all the words on the dictionary disk starting with the two or more letters the user types in. The user can also create a file of special words not found among the 30,750 in the basic dictionary. In my case, in addition to using the program myself, I am overjoyed to have an answer to my son's constant question. The \$40 I paid was a good investment and I can recommend Atspeller highly, despite what happened a few weeks after I bought the program.

When I read the manual - which is excellent - I wondered about the scant reference to AtariWriter, but assumed that was an oversight. Imagine my surprise when I read the Letters column of the Spring 1984 Atari Connection and discovered that months before I purchased Atspeller, APX had released a new version - "Atspeller for AtariWriter" - which is compatible with that word processor! It is loaded into the computer with the AtariWriter cartridge installed and is immediately available. It is no longer necessary to save a newly-created document before using the spelling checker and the user can easily switch between the two programs through the AtariWriter menu. In exchange for ease of use, however, you lose almost half of the free RAM available for text files when using AtariWriter. This may be a serious deficiency. With the disk drive operating and the printer driver on the AtariWriter disk, my 48K 800 has about 14K of free Ram available for text files at the start of a session. According to the author, with the new program I would have only 8K. This short article takes up about 5.4K. While the CHAIN command does allow you to write files larger than available memory, chaining files may be more of an annoyance than the set-up procedure necessary with the original version of Atspeller.

Since both the dealer and I had relied upon the latest APX catalog, we had no way of knowing about the newer program. Except for the information in Atari Connection, details about it were a secret since APX publications never mentioned it and there was no way to get information about the program from Atari. I feel Atari played dirty pool in keeping the new version a secret, especially in view of its heavy advertising of AtariWriter. The corporation did not seem to agree.

In the column, readers were advised that APX would be happy to trade the old program for the new one for an additional \$19.98! The APX Product Review Manager quoted in the column gave no explanation for the failure to publicize the availability of the new version. No consideration was given to those of us who had owned Atspeller only a few weeks.

I tried repeatedly to contact someone at Atari, but was unsuccessful. APX's 800 number has been disconnected. I finally got through on the Customer Service 800 number, but the representatives were unable to help at all. They had no idea what had happened at APX or to the man mentioned in the column. Dick Kushener and



## PAC HELP HOTLINES

Art Leyenberger seemed to know more about what is happening on the west coast than the people who work there. I began to think that Customer Service had been moved to Hong Kong along with some of the computer assembly work.

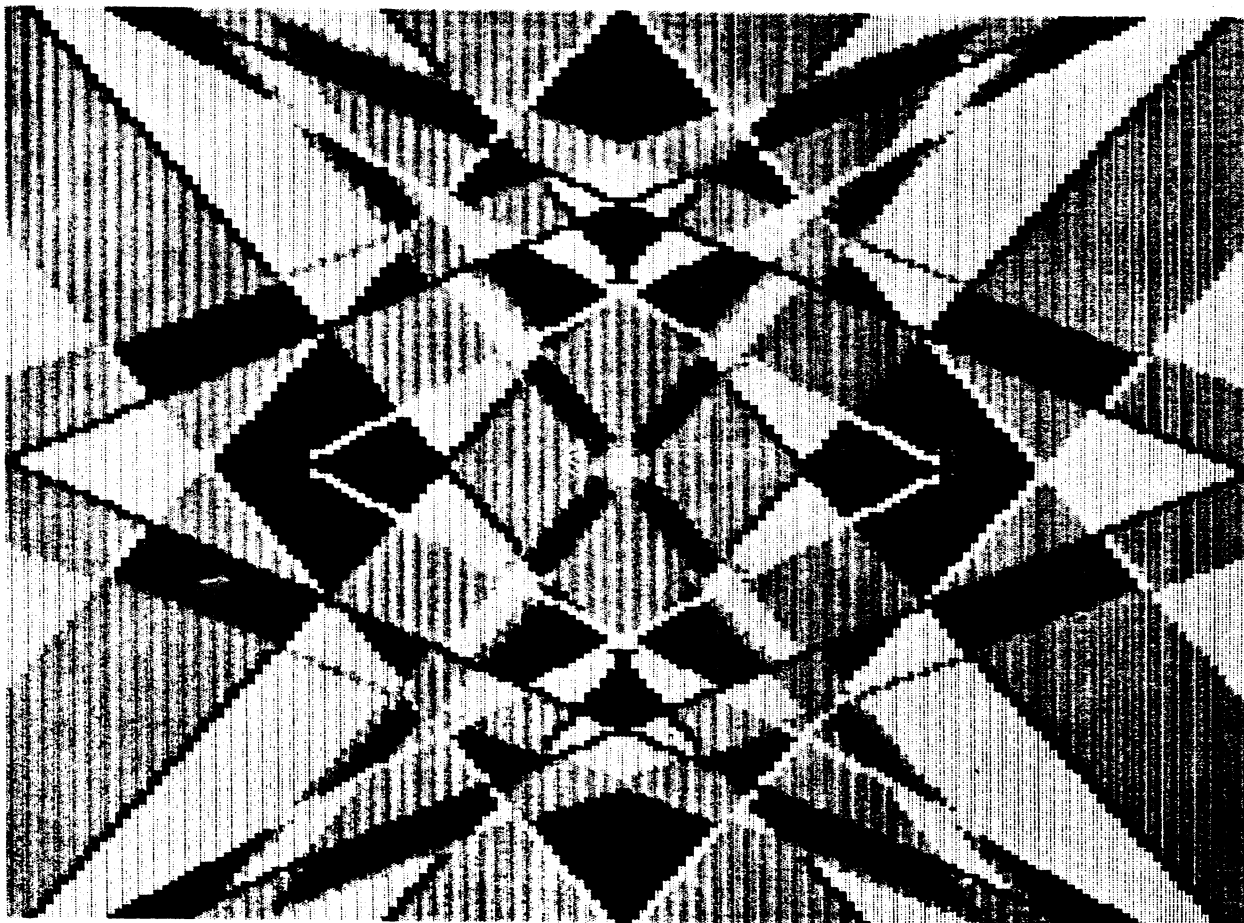
I finally decide to write to the author of the program, R. Stanley Kister, and to the new head of Atari. I asked the former for information and threatened the latter with an expose' in the JACG Newsletter. It worked! Within a week I got a letter from the author and a call from California. I was offered a free swap of the old version for the new, got some names of people to contact, and learned that Atari plans to bring out the new version as the Atari Proofreader, price undetermined.

Anyone with a similar problem can try contacting Mary Lorenzan or Lisa Shauler at the Crossman Avenue address in Sunnyvale.

The moral of this tale can only be: "Buyers of Atari products, beware and persevere!"

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

|                           |                  |          |
|---------------------------|------------------|----------|
| <b>HARDWARE OPERATION</b> | Steve Deutsch    | 648-2017 |
| <b>CASSETTE OPERATION</b> | Lee Gassaway     | 642-2455 |
| <b>DOS OPERATIONS</b>     | Steve Deutsch    | 648-2017 |
| <b>MODEM OPERATIONS</b>   | Gary Lippert     | 233-7069 |
| <b>BBS USAGE</b>          | Russell Schwartz | 643-1089 |
| <b>BASIC PROGRAMMING</b>  | Nick Yost        | 981-0838 |
|                           | Lee Gassaway     | 642-2455 |
| <b>OPERATING SYSTEM</b>   | Nick Yost        | 981-0838 |
|                           | Leroy Baxter     | 653-1633 |
| <b>ASSEMBLY LANGUAGE</b>  | Leroy Baxter     | 653-1633 |
| <b>FORTH</b>              | Ricky Wooldridge | 224-7163 |



### THE REPORT CARD Frank Pazel

(PAC Ed. Note: This review is from the Jersey Atari Computer Group - JACG Newsletter, June 1984.)

"I pay attention in class; I just can't do math." Have those plaintive thoughts come from one of your kids recently? It seems to strike about the time algebra comes along in their lives and especially when they have to do battle with simplifying and solving linear equations. Have I got a program for you.

CBS Software has produced two math tutorials; "Success With Math - Linear Equations" and "Success With Math - Quadratic Equations." They are both excellent, easy to use, and just might help that confused and frustrated teenager over the rough spots. Linear Equations has the usual "type in your first name" but uses it judiciously throughout the prompts. A small point. When you type in your name it is in lower case but throughout the program is printed with the first letter in caps. For a non-computer type this could be confusing. I thought, "Oh, oh. Already sloppy programming.", although this is the only structural flaw I found.

The program gives repeated drill and practice on solving equations in the form  $AX+B=C$ . The instructions are an option right at the beginning and walk you through a very complete sample solution page by page. If you want to review something on the previous page you press B to back up as far as you want.

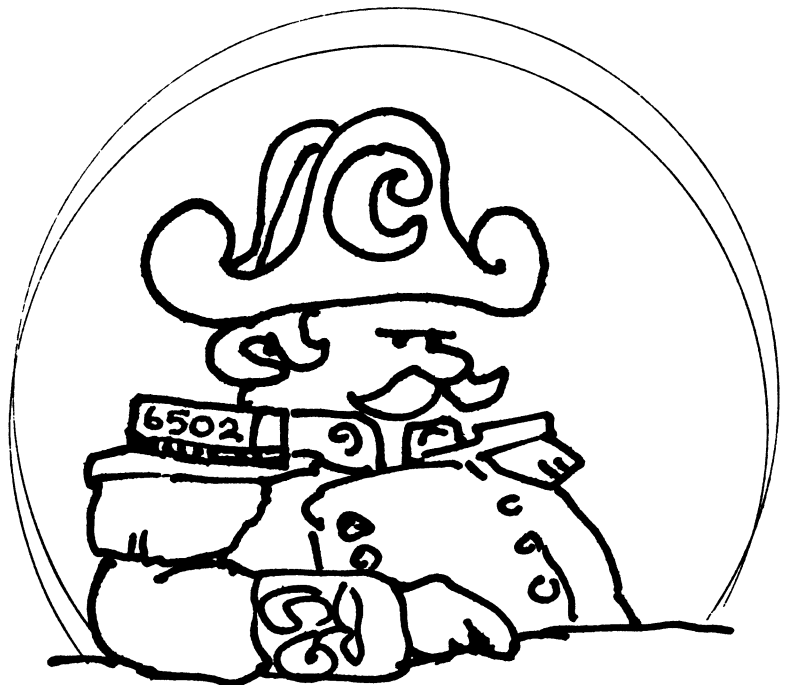
The menu of rules are simple, complete, and unbending. To work through a problem you can:

- 1) Add same term to both sides.
- 2) Subtract same term from both sides.
- 3) Multiply both sides by same term.
- 4) Divide both sides by same term.
- 5) Simplify both sides

To begin the drill you select how many problems you want. If you pick more than 100 a prompt asks you if you really want that many. As you work through the problem prompts tell you what to do next and even give you hints or instructions. If you pick the absolutely wrong rule you are instructed what to do; "To undo multiplication, use Rule 3 or 4." If you make an error in logic an explanation of what you should have done appears. Once you successfully complete a problem you are given the total number of computational and procedural errors for that problem. After each set of problems you are given the total and average number of both types of errors.

Linear Equations is a very good drill and practice experience. It has only one rule I find exasperating. It doesn't allow multiplication of both sides by  $-1$ , a procedure used by many classroom teachers. Instead, you must use the inverse of the coefficient of  $X$ , i.e., use  $-1/4$  times  $-4X$ . This is not objectionable and poses no problems once the user acclimates to it. The author looks out for your feelings. At the final summation, even if you didn't do too well you get conciliation like; "No one gets everything right.", or "You will be a good math student." Unfortunately, he never says when. Overall, this program, and its cousin, Quadratic Equations, get an A- in my grade book.

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RANA 1000 VS. INDUS GT

Morris Stephens

(PAC Ed. Note: This product review and comparison is from the Dallas ACE Newsletter, June 1984.)

In last month's newsletter, Sam Scott provided a very thorough review of the Rana 1000 Multi-Density disk drive. I own a Rana and an Indus GT disk drive. Both are good drives which promise to be very popular with Atari owners. I would, therefore, like to offer my thoughts on both drives and make a few comparisons. Someone more technically minded than I, could, I'm sure, do a better job of this, but I will endeavor to do the best that I can anyway. Perhaps someone will offer a more technical review in a future issue.

First of all, my experience, or more correctly, experiences, with the Rana have not all been pleasant. (I say experiences because I am now on my third Rana - and not by choice.) When I bought it I kept hoping that my Rana would be one of the models (if such a model exists) that looks like it's pictured on the box and in all the advertisements; but, of course, it wasn't. What I refer to is the clumsy mechanism installed as an access door. I find it a real pain-in-the-neck. Not only is it difficult to open and close but it is not self-seating, i.e., it does not seat the disk when closed. Rana even has a special error code to note that either the door is not properly closed or the disk is not properly seated. This is a problem I have never before had with either the Atari 810, Apple, Tandon, or Percom drives. It is a problem I experience frequently with the Rana - sometimes even after successfully performing other operations without ever touching the disk or drive in between.

I was, as was Mr. Scott, disappointed that Rana doesn't provide a DOS for their drives, but I knew to expect this. My disappointment was short-lived though after only a few minutes of using MYDOS.

I was also disappointed that Rana doesn't have the confidence in their product that Indus has in theirs (and apparently, for good reason), for a glaring difference in the drives is the warranty provided. Rana's is for 120 days (4 months). Indus provides a full year.

As mentioned above, I am on my third Rana. The first one had several defects which prevented it from operating properly. The second one did not work at all and blew two power packs. The third seems to be operating OK, but still exhibits some rather annoying idiosyncrasies.

The Rana and Indus are very similar drives

with features that are almost identical. They are both about the same size and weight and have similar appearances. (I have heard that one or more people now producing the Indus were formerly with Rana.) My opinion is that the Rana is a good drive and an excellent buy. But, ... it isn't as good as the Indus GT. The Indus is, essentially, a very much improved version of the Rana. The Rana is small, compact, and attractive. The Indus is small, compact and more attractive. The Rana is fast and quiet. The Indus is faster and quieter. In fact, compared to the 810, the Rana is almost unsettling. The Indus is unsettling. If it wasn't for the display lights, one would never know it was operating. The Indus is as quiet compared to the Rana as the Rana is to the Atari 810.

Both drives have function lights and switches on the front panel to control the special drive functions and to provide information to the user. In addition to the power and busy indicators, both drives provide a two digit display to show track number, error codes, density, and other information. They both also have control switches for Protect, drive type, track, and error display. The Rana has one additional button for drive identification. (The Indus combined the drive ID with the drive type.)

Among the most noticeable improvements made by the Indus are the changes on the front panel. Indus provides a simple lever for each access to the drive opening. (Just like the lever pictured on all the advertisement for Rana.) This lever also "seats" the disk insuring that when it is in the down position, the disk is properly aligned and will turn freely. The Indus provides real button type switches on the front panel, not membrane type as provided on the Rana, which usually require one to push them two or three times before finding the proper pressure point. The digital lights and panel switches on the Indus are slanted upward for easy viewing. One has to have the Rana at eye level to read the indicators. And on the Indus the lights are brighter and clearer for easier reading. Finally, the Indus comes with a hinged, smoked-plastic dust cover over the panel and drive opening. This is an extremely nice feature, especially for users with young children, as it prevents roving, inquisitive fingers from touching all the wrong buttons at all the wrong times, without preventing the user from viewing the display lights.

Both drives read and write in three

Continued.....

densities: single, double, and 1.4 for Atari 1050 formatted disks.

Both drives are "density smart", i.e., they will automatically adjust to the density of the disk in use. Another feature that Indus provides that Rana does not is the ability to change the density of the drive solely with the use of the panel switches.

One cannot help but be impressed with the packaging of the Indus. It comes with its own black, molded, high impact carrying/storage case. Dividers are provided to allow the user to use the case for storing and carrying up to 80 disks. Also included with the package is the much ballyhooed DOS XL, and three software programs: Word Processor, Spread Sheet, and Data Manager. My initial excitement over this windfall was considerably dampened when I actually tried using them. Now, DOS XL may be the greatest modification of an original program since Ms. PacMan, but to me it's slow and awkward, and too complicated to use. Compared to MYDOS, ...Well, that's another story. Maybe someone will make these comparisons in another issue.

The Word Processing program is also complicated and difficult to use. It is also annoyingly slow in keyboard response. Any attempt to type over 20-25 words a minute results in nothing but gibberish as it simply omits letters and words that are typed in too fast for it. Also the program allows for only a partial viewing of the typed lines. To view an entire 40-80 character line requires horizontal scrolling. One can never see the entire line at one time (unless one limits all lines to 39 characters).

The Spread Sheet and Data Manager programs were left out of my package. In their place was a note promising shipment as soon as the Warranty Card is received.

It is nice that the Indus provides all this lagniappe with their drive, but I think their product is sufficiently superior that these extra items are not necessary to persuade the buyer to purchase it. Instead, I would prefer they leave them out altogether and reduce the price accordingly.

The one feature that the Rana has that is not provided on the Indus (in spite of the fact that three dealers informed me that it did), is the diagnostics functions. The most important of these is the ability to independently format disks. The problem with these functions, called the "tool box", is that to switch to the diagnostics mode requires one to take a sharp

pointed instrument (pen or pencil) to flip the dip switches (presumably named after the inventor), located in a recessed hole in the rear of the drive. And, what Rana doesn't tell us is that while in this mode, the drive is completely disengaged from the computer. No activity is possible between computer and drive until the dip switch (or switches) is reset.

Since I really don't have much need for the functions provided by the "tool box", especially since it is rather inconvenient to use, I would, frankly, prefer having two Indus drives. (Was there ever any doubt?) But since the dealer is now defunct, I seem to be stuck with the Rana.

I ran some comparative times on different functions in both single density and double density. Figures are average times for running each function 10 times: average DD format time for Rana - 40.2 sec., for Indus 29.9 sec.; SD format time for Rana - 40.5, for Indus 28.9 sec.; average copy time for 126 sector program SD and 63 sectors DD, for Rana - 45.1 for DD/DD and 1.05 min for SD/SD, for Indus - 45.2 sec. for DD/DD and 1.01 min. for SD/SD. Delete times for the same programs: Rana SD - 30.7 sec., DD - 16.4, for Indus SD - 31.8 sec., DD - 16.2 sec. I think it is important to know that the average times for the Rana did not include the time wasted opening the access door and reseating the disk 5 of the 10 times the copy program was run in DD format. This usually took an additional 15 to 20 seconds to recognize the problem and then correct it.

All in all, for the price, the Rana is, as I said, a good drive. It is certainly a better buy than the Atari 1050, which operates only in single density and "enhanced" density. But, for those that can afford the extra \$75 to \$100 I think the Indus GT is the better buy. One of the biggest advantages it has over the Rana, at least over my Rana, is reliability. The Indus has been absolutely problem free. In fact, the only complaint I have with the Indus is that the access opening is not big enough, i.e., the slit is too thin. Some disks are thicker than other disks, and if one is using both sides and putting labels on the disks, they get hung up and are difficult to pull out. This is a minor annoyance which I solved by keeping a pair of tweezers handy. Based on my experiences so far, I would not hesitate to recommend the Indus GT to anyone wanting another drive. However, I reserve final judgement until later to determine their long term reliability and serviceability.

PRINTWIZ FOR ATARI

Dave Roman

(PAC Ed. Note: This review is from the San Leandro Computer Club. I have done some minor editing of the copy.)

The following is an unsolicited review of perhaps one of the best software packages that I have ever purchased. It is PRINTWIZ by Jerry Allen, and is available from Allen Macroware, PO Box 2205, Redondo Beach, CA 90278. The price is about \$30.00.

If you are interested in dumping virtually anything to your printer (graphics, text, etc.), this is the program for you. It supports Epson, NEC, Prowriter, Gemini and Okidata printers. The various options allow you to do centering, width and height adjustments, partial screen dump and inversions. You can append any number of screens together to form a picture of any length. The screen dump is in the horizontal format and allows you to follow a chart or picture with text running in the same direction.

There are some extra programs and demos on this disk. They teach you how to use it very quickly. There is a Graphics Loader that will load files in Graphics 7 1/2, 8, 9, 10 or 11; including Micro Painter and Graphics Master files. There is also a Labeler program that allows you to easily print your own address labels or whatever. The Calendar program is my favorite. With it you can generate a calendar page for any month of any year you choose. You are able to use different fonts with your dumps,

especially the Labeler and Calendar. There are three different font styles included on the disk, or you can use one that you created. All the programs and demos are in BASIC and can be changed to suit your taste and uses.

The disk also has a Mini DOS on it that can be called up anytime the dump program is loaded. This Mini DOS will not affect the program in memory.

Allen Macroware found a use for the ATARI Memo Pad mode. All the dump functions are available in Memo Pad so you can print anything you create in Memo Pad mode.

The Lister program with this disk allows you to list your programs out to the printer so that all inverse and special characters will show up just as they do on the screen. You can list in 38 or 80 column format, and you do not need the dump program to use the lister.

It can be moved to another disk if desired.

Included on the disk are two additional programs. One will permanently change the Dump program to allow it to work with the MPP-1100 interface instead of the 850. The other will help you to use your KOALA PAD created pictures in the normal Graphics Master / Micro Painter format so you can dump them out.

All in all, this is a very versatile disk, allowing you to dump just about everything except PM Graphics. The User's Manual is very well written, informative and instructive. A great set of programs. A great job by Allen Macroware.



How To Do It

CALENDAR CORRECTION David Pelinka

Those of you who attended the June meeting learned the best way to reveal program bugs: demonstrate the program to a large group of people. Here is a correction to my PERSONAL CALENDAR program which appears on the PAC Home & Finance disk. To install this correction do the following:

1) Copy the program CALMAIN.BAS onto a spare disk. (This will allow you to repeat the correction process in the event of an error.)

2) Type in the lines below and LIST them to disk. (Example: LIST "D:CALCORR.LST".)

3) Boot up with DOS and BASIC. Then put the PAC disk in the drive and type LOAD "D:CALMAIN.BAS".

4) Put the disk with the correction file on it in the drive and type ENTER D:CALCORR.LST" (use the name you gave it.) This will update the file in memory.

5) Put the PAC disk back in the drive and save the corrected program by typing SAVE "D:CALMAIN.BAS". You will have to unlock CALMAIN.BAS with DOS if it is locked.

The correction only affects the search function. Previously, incorrect days or variances were displayed. The correction involves one compromise. If you run the program and enter a current date which is before the last read date, only the days from the beginning of the year up to the current date will be displayed and highlighted as "missed days". For example, if you last read the file on 11/1 and you enter 2/15 as the current date, any dates between 1/1 and 2/14 will be displayed and highlighted. Days between 11/2 and 12/31 will not be displayed as missed. This is not ideal, but if you use the program often it shouldn't be a problem.

This fix will solve the bug I demonstrated at the last meeting, but I would not be surprised if there are other bugs lurking around in the program. If I really wanted to find them, I could just demonstrate it again. One final note: the documentation file on the disk is an ATARIWRITER text file. You will need ATARIWRITER or TEXT WIZARD to print it out. I will bring copies to future meetings for anyone who can't print out their own.

CODE FOR CALENDAR CORRECTION

```
31 IF DNUM>=LRNUM THEN VAR=DNUM-TNUM:GOTO 34
417 IF LRNUM>TNUM THEN LRNUM=1:K=1:GOTO 424
422 NEXT K:K=RECNUM+1:R3=0:GOTO 466
440 IF R3=1 THEN DNUM=DNUM+365+LEAP
465 NEXT I
466 R3=R3+1:IF R3=1 THEN R1=1:R2=K-1:IF R1<=R2
THEN 425
5070 POSITION 10,15:? "ENTER CHOICE (1-7)";
```

*** END OF CODE ***

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ANNUITY PROGRAM *Chuck Hall*

This is a small program which I use to determine how much my money will earn in different types of accounts or savings programs. It is not a difficult program and I am using it here more as a help to beginners than as a program to aid our readers. It does work though; Even though there are better and more expensive ones around.

The main purpose of the program is to calculate a future value when deposits are made regularly. All deposits are equal. You must provide the amount of each deposit, the number of deposits per year, and the number of years. The interest rate is given in as "8" for 8 percent rather than as ".08" in some programs. An interest rate of 6 1/2% would be given as "6.5" .

If you will read the program and follow it, you will see several simple methods used to write programs in BASIC. The first thing I do in line 100 is to give myself the whole screen of 40 character positions.

I then change the background and screen color, just to spruce up the program a little. If you want to mess around with those lines, you may find different colors which are more pleasing to you.

Line 125 shows how you can clear the screen from your program. I use the CHR\$ function, because if you simply use the ESC/CTL/CLEAR sequence, the result will raise havoc with your printer. Unless you have a program to translate those ESC (Escape) and CTL (control) codes for you when printing, you should get in the habit of finding the CHR\$ values of those functions and use them as I have here.

The next six lines (130-260) position print on the screen and accept the data that the program needs to calculate the result. Just by using this simple method you can come up with some pretty fancy data entry screens. It's a lot more fun to use a little color and imagination when requesting data than to just use the standard ATARI white on blue screen.

Lines 290 thru 320 are the calculations required to figure the solution to your request. They are simple mathematical formulas and show you a good representation of the use of operators and their precedence.

Line 400 sets up the location for printing the answer and prints it. Line 500 then positions and prints the question for sending the entire problem and its answer to the printer.

Lines 510 thru 525 is the standard method of getting a response of one character from the

keyboard without having to use the [RETURN] key. If you want to get more than one character use the same principle just allow for storing the responses. Line 530 is checking for the value of 'N' for a response of "NO". Line 540 is checking for a value of 'Y' and if it is not, the program loops back and again asks the question of sending the output to the printer. It will continue to do so until you respond correctly with a 'N' or a 'Y'. This is a good method of preventing a bad response from the user and gets you away from having to hit the [RETURN] key every time a response by the user is required.

Line 600 OPENS the printer as a device. It is always advisable to assign all of your I/O devices in the program, then you have control at all times. You can OPEN and CLOSE them at will as you need them. Usually I will also open the screen also as a device (OPEN #6,8,0,"S:") but for some reason didn't do it when I wrote this program some time ago.

Lines 601 thru 670 print the problem and the answers to it to the printer, and Line 680 then closes the printer as a device.

Line 700 then positions and prints a request on the screen to continue. It uses the same method of getting the user's response from the keyboard as we discussed before. Line 740 says to STOP the program because our answer was negative when asked if we wanted to continue. Line 750 makes sure that you answered with a correct response. Line 760 then loops you back to the beginning if you wanted to try another run.

Again, the program is quite simple, but it will give those with just a little experience in BASIC some ideas on how to use it a little more effectively. But don't forget, the program is also a good one. It is functional and gives you more than just an alien head count or how many worlds you've destroyed lately.

ANNUITY PROGRAM LISTING

```
100 GRAPHICS 0:POKE 82,0:POKE 83,39
110 SETCOLOR 2,5,0
120 SETCOLOR 4,15,12
125 ? CHR$(125)
130 POSITION 7,1: ? "PROJECTED VALUE OF"
140 POSITION 8,2: ? "REGULAR DEPOSITS"
200 POSITION 4,6: ? "REGULAR DEPOSIT AMOUNT :
";: INPUT R
220 POSITION 4,8: ? "INTEREST RATE          :
";: INPUT I
```



```

240 POSITION 4,10: ? "NUMBER OF DEPOSITS/YR :
";: INPUT N
260 POSITION 4,12: ? "NUMBER OF YEARS :
";: INPUT Y
290 J=1
300 I=1/N/100
310 T=R*((1+I)^(N*Y)-1)/I
320 V=INT(T*100+0.5)/100
400 POSITION 5,15: ? "PROJECTION = $": ? V
500 POSITION 2,19: ? "SEND TO PRINTER (Y/N) ";
510 OPEN #1,4,0,"K:"
520 GET #1,A
525 CLOSE #1
530 IF A=78 THEN GOTO 700
540 IF A<>89 THEN GOTO 500
600 OPEN #2,8,0,"P:"
601 ?
#2;"<----->"
602 ? #2: ? #2
605 ? #2;"PROJECTED VALUE OF REGULAR DEPOSITS": ?
#2: ? #2
610 ? #2;"REGULAR DEPOSIT AMOUNT : ",R
620 ? #2;"INTEREST RATE : ",J
630 ? #2;"NUMBER OF DEPOSITS/YR : ",N
640 ? #2;"NUMBER OF YEARS : ",Y
650 ? #2
660 ? #2;" PROJECTION = $",V
665 ?
#2;"<----->"
670 ? #2: ? #2: ? #2
680 CLOSE #2
700 POSITION 13,22: ? "MORE (Y/N) ";
710 OPEN #1,4,0,"K:"
720 GET #1,A
730 CLOSE #1
740 IF A=78 THEN ? CHR$(125):POKE 82,2:GRAPHICS
0:END
750 IF A<>89 THEN GOTO 700
760 GOTO 125

```

Sample Printout

<----->

PROJECTED VALUE OF REGULAR DEPOSITS

```

REGULAR DEPOSIT AMOUNT :    100
INTEREST RATE           :    8.5
NUMBER OF DEPOSITS/YR   :    12
NUMBER OF YEARS         :     1

```

PROJECTION = \$ 1247.87

<----->

LOGO TO EPSON SCREEN DUMP Brian Harvey

(PAC Ed. Note: This article is from the Jersey Atari Computer Group - JACG Newsletter, June 1984. It was edited by Curtis Springfield of JACG.)

This set of procedures will allow you to print whatever is on the graphics screen with an Epson printer. By setting a "dribble" file to the printer the graphics screen memory locations when read and displayed on the text screen are written to the printer at the same time.

The other procedures merely examine each location in memory where the screen is stored and then convert it to the proper decimal values to be printed. This routine only works with printers with a bit image printing option as on the Epson MX and FX models.

To use this procedure load it to memory sometime before it is needed and then simply type the word DUMP and sit back for the next few minutes while the system prints your graphics screen.

Special thanks to Mike Tempel of LOGO Computer Systems for the information on this screen dump.

```

TO DUMP
SETWRITE "P:
TYPE CHAR 27
TYPE "A
TYPE CHAR 6
EPLINES 16384 48
TYPE CHAR 27
PR "@"
SETWRITE []
END

```

```

TO TYPE2:CHAR
TYPE:CHAR
TYPE:CHAR
END

```

```

TO EPBYTE1:BYTE1:BYTE2:POS
TYPE2 CHAR ((IF:BYTE1>(:POS-1[56][0])+(IF
:BYTE2> (:POS-1)[7][0]))
IF:POS=1[STOP]
EPBYTE1 REMAINDER:BYTE1:POS REMAINDER:BYTE2:POS
:POS/4
END

```



```

TO EXAM3:LOC
OP 65536*(.EXAMINE:LOC)+256*(.EXAMINE:LOC+1)
+ .EXAMINE:LOC+2
END

```

```

TO EPBYTE:BYTE1:BYTE2
IF AND :BYTE1=0:BYTE2=0[MAKE "SPACE:SPACE+1STOP]
REPEAT:SPACE [TYPE CHAR 32 TYPE CHAR 32
TYPE CHAR 32 TYPE CHAR 32]
MAKE "SPACE 0
TYPE CHAR 27
TYPE "K
TYPE CHAR 24
TYPE CHAR 0
EPBYTE1:BYTE1:BYTE2 4194304
END

```

```

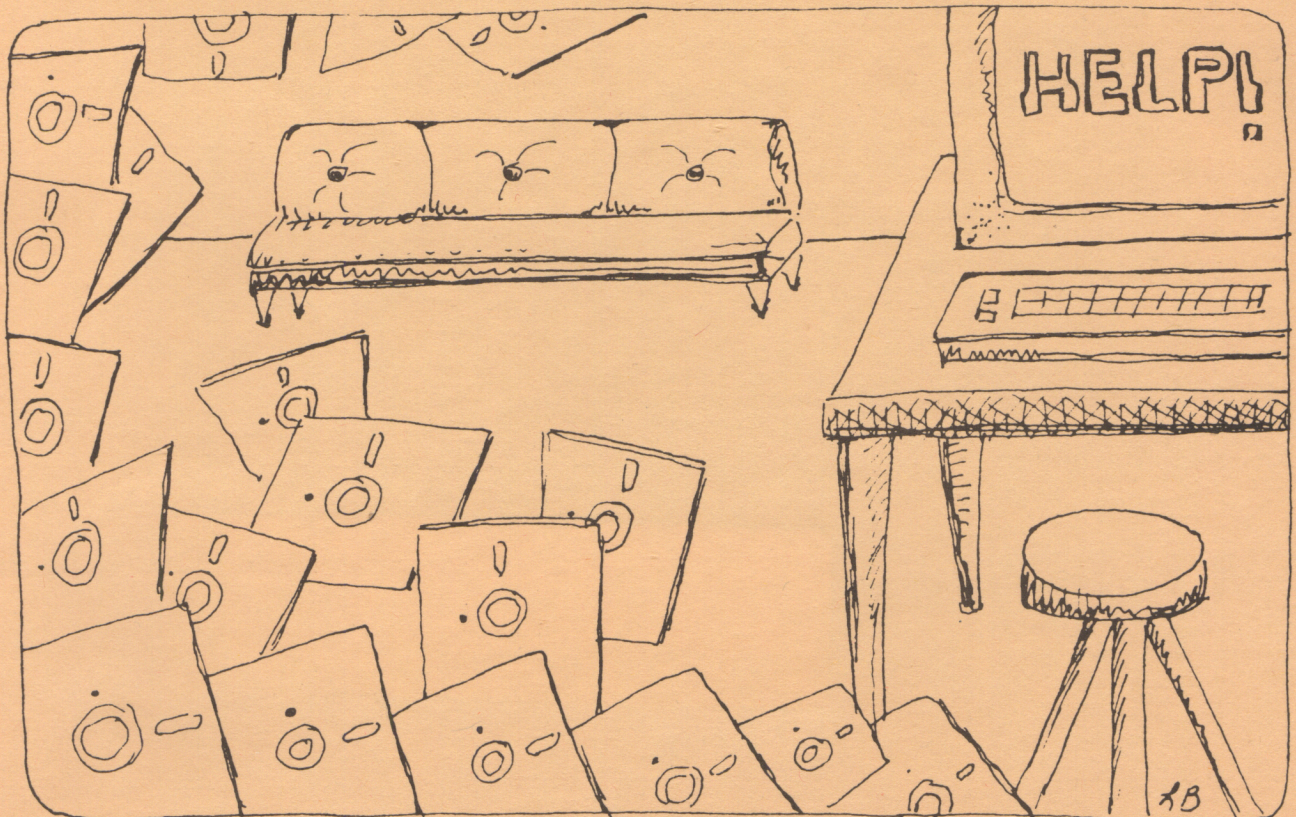
TO EPLINE:LOC:BYTES:SPACE
IF:BYTES<3[EPBYTE 65536+.EXAMINE:LOC
65536*.EXAMINE:LOC+40 STOP]
EPBYTE EXAM3:LOC EXAM3:LOC+40
EPLINE:LOC+3:BYTES-3:SPACE
END

```

```

TO EPLINES:LOC NUM
IF:NUM=0 [STOP]
EPLINE:LOC 40 0
PR []
EPLINES:LOC+80:NUM-1
END

```



— DISK INVADERS —

**PAC CALENDAR OF EVENTS
JULY - OCTOBER 1984**

JULY

07/30 - PAC Board Meeting
07/31 - PACE Meeting

AUGUST

08/06 - PAC General Meeting
08/08 - Assembler SIG Meeting
08/12 - Coffeehouse
08/15 - Business SIG Meeting
08/22 - Assembler SIG Meeting
08/26 - Coffeehouse
08/25 - PAC Board Meeting
08/28 - PACE MEETING

SEPTEMBER

09/06 - Newsletter SIG Meeting
09/09 - Coffeehouse

09/10 - PAC General Meeting
09/12 - Assembler SIG Meeting
09/19 - Business SIG Meeting
09/23 - Coffeehouse
09/24 - PAC Board Meeting
09/25 - PACE Meeting
09/26 - Assembler SIG Meeting

OCTOBER

10/01 - PAC General Meeting
10/10 - Assembler SIG Meeting
10/11 - Newsletter SIG Meeting
10/14 - Coffeehouse
10/17 - Business SIG Meeting
10/24 - Assembler SIG Meeting
10/28 - Coffeehouse
10/29 - PAC Board Meeting
10/30 - PACE Meeting

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