

Portland Atari Club Computer News

FEBRUARY, 1988

PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
POETRY
ADS
LISTINGS
NOTICES

CIRCULATION
1500



SPECTRUM 512 STEVE GOLDEN, ACE

First of all, I'm sorry I agreed to do this review. I usually enjoy writing reviews but I'm not enjoying this at all. I'd much rather be using Spectrum 512 than writing about it. And You! Why are you wasting your time reading this when you could be using Spectrum 512? The only answer I can think of is that you don't yet own Spectrum 512 "But!" you say. "It's just another drawing program!" Nope! Ain't so! This program is another world, I'm not going to describe all the features that Spectrum 512 will do, read the two page ad in the Antic catalog. There's no point in me repeating the ad. But briefly...

You are probably aware that the ST series is capable of displaying four colors in Medium-res and a whopping sixteen colors in Low-res. Some of us have noticed that the color selection box in Atari's Neo-chrome displays over two hundred colors but only sixteen are available at any one time in your picture. This is due to the physical limitations in the design of the ST. Sixteen colors at a time! Well, Trio Engineering, Inc.'s Boris Tsikanovsky must have not read the ST's specs because he went ahead and wrote a paint program that allows you to use all 512 colors in your picture. "Boris! You can't do that!!!" But Boris did it, and I'll tell you how... I don't know. But I do know this. You really do get all those colors, crystal clear, no flickering, no blinking. Not only that but they are very easy to select. All the colors are displayed in groups decreasing in intensity and, as you pass the mouse pointer over them, the 3 digit

color values are displayed and the borders change to the color pointed at. This 512 color palette can be displayed while your drawing is still visible and, not only can you choose from the palette, you can point to any color in your picture to re-select it. You can also select a color from your picture without displaying any palette by just pointing at the color and doing a Control-right click. This selection from your picture is quite valuable because with 512 colors, many of them look the same. Unfortunately, some of them look exactly the same. This is due to limits in the monitor, not in the program. The program can't display what the monitor can't display, and color separation and brightness differ between individual monitors.

Spectrum 512 has all the usual drawing tools; pens, brushes, spray, polygons, circles, ellipses, fills, patterns, undo, etc., but you really have to see for yourself what it does with them.

Describing round, really round, circles and smooth lines, color tones. Custom palettes can be saved and blending and blurring lines just doesn't do them justice. How about taking 30 seconds to build a custom palette with all the rainbow colors blended or a palette with all the flesh tones.

Custom palettes can be saved and any custom palette, or all custom palettes, can be loaded and used in any picture. Block functions include cut and paste, re-size, change length and width, flip and rotate. You can save 12 full screens blocks at one time on a 1-meg ST. You can paint using patterns and the patterns can be synchronized or unsynchronized. In synchronized mode, there is no overlap. They

fit together as a continuous pattern. You can overlay different patterns as well as create your own by just clicking on a portion of the screen that contains the pattern of drawing you want.

There's more: How about magnify while using any of the other options. There is the smoothest airbrush I've seen including four sizes brushes and nine densities. There's slow fill, fast fill, nine adjustments on smoothing, blurring and averaging.

One very important point... On other paint programs, when you copy a block from picture into another, you may lose the palette and colors of one picture since only sixteen are available. Not so with Spectrum 512. Remember, every picture has all the same colors available, (all 512) so each block pulled in keeps its original colors. There may be some slight change since only 48 colors are available on any one scan line.

Neochrome, Degas Lo-res and IFF can be loaded into Spectrum 512 but only Spectrum 512 format can be saved. There is a program included to convert Spectrum 512 format to Degas.

I want to go back and use Spectrum 512 but first I have some complaints. It wouldn't hurt to include an index in the manual. Spectrum 512 has so many features that it's too difficult to use. There should be an on-line help facility, or at minimum, a reference card should be included. A promise! You will not be able to fully use Spectrum 512 without the manual. I guess that if you use Spectrum 512 all the time, you would get used to double clicking here, right click there or maybe a little lower, double-clicking doesn't work here, you have to press return instead, press ALT when you click now, ctrl-right click now, and on and on... Be sure to go through the tutorial and have a yellow marker handy. Fortunately, the manual is very good and contains an excellent tutorial,

SWAP MEET

FEBRUARY 1, 1988

See details inside.....



thanks to Charles Cherry and Jack Powell!

There are some other changes and additions I'd like to see. I haven't found any alpha-betic or numerics available. They should be added. Once the color palettes are selected, (sometimes by mistake) there should be a way to exit retaining your original colors.

Colors should be selectable by keying their numbers. This is available while building your custom palette but not in normal selection mode. You should be able to build and save a configuration file defining default drives for each type of save, (block, palette, picture).

The block function could use a rotate option. How about an indicator to show what mode you're in. For instance, in block mode, I couldn't tell whether I was in the picture or in the block mode.

One problem you should be aware of is that Spectrum 512 doesn't work well with some of the older ST's. The MMU chip may need upgrading. These are available for about \$30 according to Antic.

OK. Spectrum 512 is complex. But what graphics! I think that Spectrum pictures are going to become very popular and rightfully so. By the way, if you don't want to design in Spectrum 512, use Degas for the rough draft and import it. Then add the one hundred and ninety-six additional colors to space it up just a bit!

Anyway, I've taken too much time away from playing with it, so... BYE!

(And to you, Buy Spectrum 512).

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PORTLAND ATARI CLUB

This newsletter is written and published by members of the Portland Atari Club (PAC), a group of people with a common interest - the Atari Computer. All articles are written and donated by members or are reprints of public domain material from other groups. Opinions expressed are those of the authors and do not necessarily represent the opinions of PAC or those of any other organization. Material appearing in this newsletter may be reproduced for non-commercial use, providing credit is given to the author and PAC or other originating group. Commercial use must be coordinated through the editor. Material for publication may be submitted either on disk as non-formatted 8-Bit or ST ASCII files, or on hard copy (printed, typewritten, or legibly handwritten). Media may be sent to the editor at the address below. Contact the editor for instructions on uploading submissions to the PAC BBS.

ADVERTISING RATES:

Full page - \$80, half page - \$40, quarter page - \$20. Ads must be prepaid and a 1/3 discount if given for 3 consecutive ads. The copy may vary in content, but the space must be the same in each issue. Send camera ready copy and check payable to PAC at the address below. Ad deadline is the 5th of the month prior to publication. Please contact Teri Williams (503) 667-3306 on all matters pertaining to advertising.

MEMBERSHIP

Membership is \$25 per year and includes a subscription to this newsletter and access to members-only functions. A membership application is printed in each issue of this Newsletter. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (2nd Monday in case of Holiday) at the NW Service Center at NW 18th and Everett in Portland. Exchange newsletters, article, correspondence and ads should be sent to the following address: Portland Atari Club, Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005.

NEW CLUB OFFICERS AND BOARD MEMBERS

At the December meeting the following new club officers and board members were voted in by the membership:

- President Bill Pike - 646-4471
- Vice President Brian Hunt - 289-3954
- Secretary-Treasurer Margaret Manning - 284-2945
- Membership Secretary Lee Bole - 284-2945
- ST Program Director David Roberts - 252-7188
- 8-Bit Program Director Paul Gittins - 667-2403
- ST Disk Librarian Stephanie Lynn - 253-0184
- 8-Bit Disk Librarian Perry Bailey - 287-8903
- Sergeant-At-Arms Randall Leong - 246-6354
- BBS Director Melvin Waller - 230-0248
- Newsletter Editor Teri Williams - 667-3306
- Advisor Dave Holliday - 642-4717

THE PRES'S COLUMN
Bill Pike, PAC

Well, the Green Mother did a number on us in the form of a Portland January Ice Storm. I am very sorry the meeting was canceled. A great Thank You for those who braved the elements and rushed, on their ice-skates and dogsleds, to attend the meeting. The information I had was that the Eastside of town was iced in and the Westside wasn't in that great a shape.

We look forward to seeing you at the Feb. Swap meet. The club is moving in a new direction with the vital aid and assistance of the new board members, the membership, and the local businesses. By now you have seen the NEW AND IMPROVED newsletter; this is the direct result of Teri Williams, Lee Bole, and the rest of the newsletter staff. A big ATTAWAY to you all. The ST-Disk library sales to stores are up and disks are being put in a number of local computer stores that carry Atari products. This is directly the result of the actions of Stephenie Lynn your ST-Disk librarian.

Your 8-Bit Disk librarian is currently going thru the 60 odd disks of the 8-Bit Library and eliminating duplicate files on the disks, removing any copywrited files, updating files which have later revisions available, and generally reconstructing the library. He has promised me that he will have several new disks available for the Feb. swap meet. Go For It, Perry Bailey.

The treasurer is working like a beaver (Oregon of course) setting up the books for the club and putting the various bank accounts in order. Whoop--Whoop! (ala Bud Clark) to Margaret Manning!

Mother nature threw the ST program director a curve when she iced out the January meeting. He had some real goodies to share with the ST. She also did a number on the 8-Bit program director. Sorry about that Dave Roberts and Paul Gittins. We will be waiting with anxious anticipation for the March meeting and your demonstrations.

Brian Hunt, the vice president has been searching for some

vice to be president of but hasn't found any yet as he isn't interested in the purchase of a Amiga. Nor has he been able to put the squeeze on anyone with a "Turn of the Screw." Sorry, but I was just unable to resist that Brian.

Randall Leong our Sergeant-At-Arms, has been lifting weights and in general preparing himself for the chaos of the Feb. meeting.

Steve Billings got his fondest wish for Christmas and got an upgrade for the BBS-1 computer. He is busy activating the F-Net feature and the Doors features of the Bulletin Board. Thanks to PAC member Richard Bousquet upgrading the two club 520s to 1 meg.

The 8-bit BBS is still sick. First the printer failed then the modem died and the SYSOP is getting rather unsteady. The printer has been repaired and we are working on getting a replacement modem or repairing the old one. Melvin Waller is hot at work to get the board back up but we are in a cash flow problem while the accounts are being changed over. We hope to have the board back on line soon.

We will be having a SWAP-MEET every THIRD MONTH so the next meet will be in APRIL.

We hope to have blank 8-Bit and ST disks available to club members only at a very nominal price thru the Disk Librarians. The changes in the newsletter have already started and will be continuing. The club is investigating an offer to publish copywrited programs from a local programmer.

Well I have run my computer enough for this month. Thanks for taking the time to read this column. I'll be typing at you next month with more goodies.

Bill

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#1 (503) 245-9405
#2 (503) 238-7130

EDITOR'S COLUMN
Teri Williams, PAC

This has been an exciting month for me. Thank you, everyone, for the great comments on the new format of our Newsletter. It certainly has been fun taking the newsletter around to all the computers stores and libraries.

We could still use a few helpful souls to help with the distribution of newsletters and taking care of the advertising. It would only take a few hours a month, and wouldn't seem like

work, because it means trips to the computer stores. (And thats a pretty good excuse to go check out new software. "AH, Honey, look at this deal I got while I was out delivering the club papers") What better way to justify a trip to your favorite Software Store. You wouldn't be required to attend the board meeting or any thing like that. It really is a piece of cake!

Just give me a call at 667-3306, afternoons or evenings.

Here's looking for you at the swap meet, kid/tw

PAC HELP HOTLINES:

BBS Usage		FORTH	
Steve Billings	246-1751	Ron Chaffer	283-5691
Melvin Waller	230-0248		
ST LOGO & C		PASCAL	
Randal Schwartz	626-6907	R. Deloy Grahon	649-6993
DOS Operation		ST Graphics Adven. Games	
Wayne Winterbottom	667-6073	Jim Miller	641-6356
dBman & ST Fundamentals		ST General	
Richard Barhitte	206- 887-8189	Chuck Hall	626-3717

PAC SWAP MEET MONDAY, FEB. 1st

6:30

NORTHWEST SERVICE CENTER
1819 NW EVERETT, PORTLAND
(LOTS OF FREE PARKING)

BOOTHS FREE TO PAC MEMBERS.

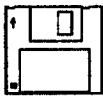
\$10.00 TO NON-MEMBERS

FOR INFORMATION CALL BILL PIKE 646-4471

FEB. 1st GENERAL MEETING
ST Portion of Meeting
David Roberts, PAC

At this months meeting, since we are having a swap meet, I intend to show Dungeon Master from FTL games. This is a fabulous D&D type game with real time graphics and excellent game play. This game was three years in the making and what was accomplished has to be seen. Even if you don't like games or this type of game, it is still worth seeing this excellent program. I'll be up at the front of the room with the club ST. If you want to play around with the program come up and see it. I'll also have some older pieces of software that you can look at. Mostly they are things I haven't had a chance to show for the club meeting. This will give anyone who wants to, a chance to test some software. If you have some software you would like to test before you buy at the swap meet, bring it up also. (That is, if the person will let you).

Along with all these commercial items, the new ST librarian will be showing two new club disks (games I believe). Buy club software. Thanks



ST DISK LIBRARY
Stephanie Lynn, PAC

Due to inclement weather and the susequent cancellation of our January General Meeting I was unable to demonstrate our newest games disks to our members. For that reason there will be no new games disk released for February, but I will demonstrate January's disks instead. But wait, that doesn't mean there's nothing new this month in the library. In fact there are several games new to our library filling holes on some of our older disks. Almost every disk has something new on it, and it may be the perfect time to get some of the older club disks that you had been putting off buying.

There have also been some changes in the Utilitys disks. There are three Utilitys disks, Utility #1 being devoted to general utility's and accesorys, Utility #2 being public domain languages and compilers, and Utility #3 being personal and home utility programs, including a public domain spreadsheet. In addition to the changes in the Games and Utilitys disks, all of the pictures on what were once two Neochrome disks have been converted to TinyPics and are included on a disk with some new TinyPics and a slideshow and converter program for viewing the pictures and changing them to Neochrome or Degas format if you would like to do so.

Thanks to those of you who purchased our disks at IB Computers in Beaverton. Disks that aren't available at IB yet will be at the next General Meeting, so be sure to show up to see the latest games. Support your club and buy club disks!



8-BIT LIBRARIAN
Perry Bailey, PAC

Well I suppose its time to check in with you the members as to what I have been doing with the clubs 8-bit library. To be honest as of this writing I have gotten very little done as we have just finished with the holidays, as well as having been ill and with out a computer for a while (oohh those withdrawl symptoms!!). Even so some important things have been done.

At the last board meeting I was charged to make the club disks look more distinctive. I finally decided on making our own custom disk jackets for the club disks. This is a time consuming proccess, it takes about three hours to make the original then its all a matter of cutting them out and putting them together. If it wasn't for the excellent label program furnished by Jerry Anderson it would be even harder. As some of you may remember from last time, we were going to change some prices and establish a monthly disk. The new price on the club software is \$4.00 to members and \$8.00 to non members.

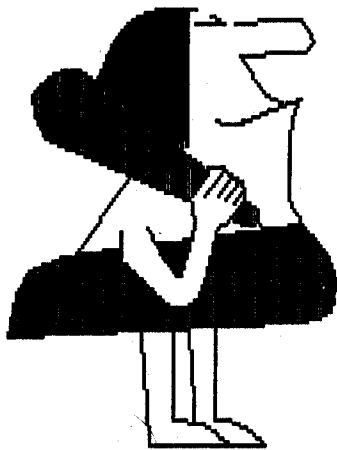
" First of the Monthly Disks"

At the february meeting I will be selling to club members the first of our new club disks, for the price of three dollars (eight to non members). The MANDLE-BROT DEMO is our first monthly disk. On the first side of the disk is a slide show of pictures all generated using the mandlebrot set. These pictures are examples of fractal geometry and unlike many of them you have seen these are in colour, and some of them are quite pretty. The disk should be worth it for the pictures alone, but it doesn't stop there. On the back of the disk are text files explaining just exatly what these pictures represent, how they are generated, and who discovered it Also for those of you that are interested the programs to generate pictures like these are also on the disk. I think you

find them interesting I know I did. Another of our club members has been working on tax templates for syncalc and has promised to get them to me as soon as he is finished with them.

Though I have no Idea as to whether or not I'll have them by the next meeting. We will also have a menu basic loader and dos for the club soon. Thats it for now folks I hope to see you at the meeting.

MARCH
NEWSLETTER
DEADLINE: FEB. 13th!



TREASURER'S REPORT
By Margaret Manning

Beginning Bank Balance	\$564.23
REVENUES:	
Memberships	\$215.00
Software Sales	196.00
Ads	30.00
Trans. Funds	263.39
EXPENSES:	
Newsletter	\$209.00
Disks	186.55
Phone Bill	62.60
Post Office	67.66
Rent	100.00
Ending Bank Balance	\$642.81



MEMBERSHIP
By Lee Bole, PAC

The following persons have had the wisdom to join our club and deserve our heartiest congratulations:

Scott Browder, Patrick Hulse, David Vredenburg, Michael Winter, Don Wright Mike Potter, Mike Braet, and G. K. Carlson.

Besides these new members, there were 9 renewals up to this writing, January 15. All of you whose membership expired in January are going to get a really good deal: You'll receive this February newsletter because the January meeting was "iced" out by the weather. and you didn't have a chance to rush up to me with your renewal slips and \$. So I will expect your renewals in the mail, or maybe I'll have just hordes around me at the February meeting. Oooooo, what fun!!

BOARD MEETING NOTES
By Margaret Manning, PAC

The January Board meeting was held at 7.00PM on Jan. 19, 1988 at Lee Bole's home. Attending were, Perry Bailey, Lee Bole, Paul Gittins, Dave Holliday, Brian Hunt, Randall Leong, Stephanie Lynn, Margaret Manning, Bill Pike, Dave Roberts, Mel Waller, and Teri Williams.

Business: Membership chairman gave a report on current paid up members. January members are being held over, due to the January meeting being iced out. A current membership list was given to the current BBS Sysops, in order that they may update their entry levels. A motion to check on sale of club projector, if a practical alternative could be found. It was decided that the 8-bit Librarian use the club 130XE, and the 8 bit Explorers use the 800XL. The Vice President is going to arrange for Public Service Advertising.

It was decided that a new Modem was necessary to get BBS #2 running again. Paul Gittins is going to work on the broken Modem. If he can fix it, the club will have a back-up when a BBS is down.

February Meeting: The February General Meeting will begin at 6.30 PM the NW Service Center. After a short business meeting, the remainder of the time will be a Swap Meet. Dave Roberts will also be demonstrating some new ST Club Disks.

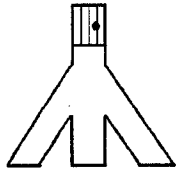
Visitors will be welcome.

PORTLAND ATARI CLUB

Please fill out the following information, then forward annual dues of \$25.00 to:

PORTLAND ATARI CLUB
Attn. Membership Secretary
P.O. Box 1692
Beaverton, OR 97005

MEMBERSHIP APPLICATION



NAME: _____

STREET: _____

CITY: _____

PHONE: _____ 8-BIT OR 16-BIT _____

FAMILY MEMBERS NEEDING CARD:

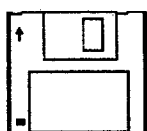
(FOR OFFICAL USE)

EXPIRATION DATE: _____

DATE RECEIVED: _____

CARD SENT: _____

CHECK? _____ CASH? _____



B.A.S.I.C. Evolution for the Atari ST
GFA Basic Style
David Roberts, PAC

This month I won't be concentrating on any particular topic. I have two routines that some of you might find interesting. The first routine switches your program from low resolution to medium resolution without you having to reset things. I can't guarantee how perfectly it does this, but I just use it for putting 80 column text on the screen and then switching back to low-res for graphics and more colors. The other routines manipulate screen memory so you can scroll and converge pictures in unique patterns and directions. Both of these programs have limited uses, but are fun to play around with. They are also included here because they have lots of things you can change and then you can see what result your changes cause. No crashes hopefully.

Here's the listing for the first screen switching routine:

```
Void Xbios(5,L:-1,L:-1,W:1)
Cls
Setcolor 0,5,5,5
Print
Print
Print " Put the instructions to you program here "
Print " or just use this mode for applications "
Print " that need 80 column text and low-res graphics" Print
Print
A=Inp(2)
Cls
Void Xbios(5,L:-1,L:-1,W:0)
For T=1 To 319 Step 10
Deffill 2
Pbox T,T,T+20,T+20
Deffill 3
Pbox T+10,T,T+30,T+20
Next T
Print At(10,4);"You can't have both at once"
Print At(10,5);" but it is nice to switch"
A=Inp(2)
Edit
```

The above routine will switch you between screens while the next routine will do some interesting things to NEO pictures you load.

The first part of the routine loads in a picture (colors will be fouled up but you can change those yourself), and it then clears the screen and the picture scrolls up from the bottom of the screen. The next part merges two copies of the picture to form one picture on the screen. The last part scrambles your picture into a merge and puts it back in one piece. Make sure you have a NEO picture with the name "picture.neo" on the same disk or change the name in the routine if you wish.

Here is the routine:

```
Bload "picture.neo",Xbios(2)-128
Sget Screenmemory
Cls
For Dat=0 To 32000 Step 480
Bmove Varptr(Screenmemory$),Xbios(2)+32000-Dat,32000
Next Dat
Pause 40
Cls
For Dat=0 To 32000 Step 960
Bmove Varptr(Screenmemory$),Xbios(2)-32000+Dat,32000
Bmove Varptr(Screenmemory$),Xbios(2)+32000-Dat,32000
Next Dat
Pause 40
Cls
For Dat=0 To 32000 Step 980
Bmove Varptr(Screenmemory$),Xbios(2)-32000+Dat,32000
Bmove Varptr(Screenmemory$),Xbios(2)+32000-Dat,32000
Next Dat
A=Inp(2)
Edit
```

One last thing, make sure you have your computer set to low resolution because the programs will only work in this mode. Until next month, have fun with GFA Basic.

ST USERS ---

The Eastside ST SIG will meet on
 Thursday, February 11 at 7:00 pm
 at Hollywood East, 4400 NE Broadway.
 We will be having a demonstration
 of the IMG SCAN!!

For further info, call Lee Bole 284-2945

CREATIVE COMPUTER

INSIDE THE BEAVERTON MALL

3275 SW CEDAR HILLS BLVD. 644-1160

ATARI ST SOFTWARE

THE TAX ADVANTAGE	\$49.95
DESK CART	\$79.95
WARGAME	
CONSTRUCTION SET	\$29.95
POLICE QUEST	\$44.95
DUNGEON MASTER	\$34.95
DARK CASTLE	\$34.95

IMG SCAN \$79.95

THIS AMAZING SCANNER
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 KINDS OF PICTURES
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YOU MUST BRING THIS COUPON
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THIS OFFER EXPIRES ON
 FEBRUARY 19, 1988



BBS UPDATE Feb. 1988
Steve Billings SYSOP, PAC

Hope the computer Santa was good to you this year! To get your new year off to a cheerful start I have a few tips on using the BBS #1. As you may have noticed, if you have called PAC #1 in the last few months, the board has continued to undergo improvements, as the software has been updated. The creator of the FoReM software, Matthew Singer is a 'hacker' of the first order. He seems to continually revise the programs he writes, adding more and more features and choices until it can become rather mind boggling, especially for the beginner (and occasionally the Sysop who tries to stay a half step ahead).

I would like to assume that at this time just about everyone who calls PAC #1 is capable of reading and leaving messages and can find and download a file, and upload one once in a while. If you are having trouble with any of these things give me a call, my phone number is in the help section in this newspaper. I would like to just jump in to the newer features of FoReM 2.0 that are revisions or additions to the previous versions. Maybe I can increase your efficiency or show you something fun that you have been missing.

A couple of new commands are apparent in the main menu. Lets look at them first.

FMAIL- Fmail is similar to Email, in that it allows you to leave private messages to other users of the BBS. Fmail, in addition, allows you to upload a file such as a game or text file from a word processor that only that person can download. You can leave a message to one or a group of people. This should come in very handy if, for instance, you have a newsletter file for the club editor and don't wish to put it in the open file area of the NL upload file base.

Another new command is the **T-Toggle Graphics**. This is for the use of ST terminals that support the VT52 mode. This command allows you to switch between the standard ASCII menus that everyone can read and the special color menus that the VT52 ST users can use. These color menus will spice up your online time a bit.

The **'J'-Doors** command has been closed for a while, but will be unlocked soon, if not by the time you are reading this. The 'Doors' is a game room. It contains online games and polls, for example, that you can play and compete against other callers. The option has been closed because online games have to run at the same time that the BBS program is running, so there has to be enough memory for both. Until December the board was running on an unmodified 520ST and did not have enough memory to run any thing in the 'Doors'. In December Richard Bousquet performed a 1 meg upgrade to the BBS computer and it is now able to run 'Doors'. I will put an announcement in the log-on notice when it is functional.

Another exciting feature, that is also a result of the memory upgrade, is the ability to run the newly developed FoReM F-net

program. Simply put, F-net is a means of sending messages to remote bulletin boards by leaving a message on your local board.

At night the different boards call each other and exchange messages. Any FoReM board that is running the mailer program can join in the F-net and now the users of PAC who are members can access this feature. In any of the message bases type 'E' as if you were going to leave a message. When the prompt asks 'To:' type in 'fnet'. This tells the board that you are going to enter a F-net type of message. The prompt will now ask 'What node?' Each of the FoReM boards that is on the F-net system is assigned a node number. The node number for PAC is #120. To see a list of the other boards that can be contacted type in a '?'. The BBS will scroll a list of bulletin boards onto the screen, each with their assigned node number.

If you find the one you want enter the number. Don't worry about long distance charges. At this time the PAC board is sending the long distance messages via IB Computers bulletin board. They are in contact with many of the boards in the country and many of them are calling IB. So your long distance message will first be sent to IBBS. It will be stored there until the destination BBS calls them and then the destination board will receive the message. This may take a little longer, but will save in expense.

After you have selected the destination BBS. You will see the prompt 'To:' again. Now you may enter a name of a person at the destination BBS if you know someone there, or you may send it to all the users at the destination by just entering a 'return' instead of a name. Another 'To:' prompt may appear but ignore it and just hit return again.

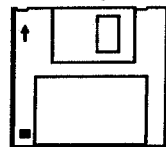
Now you may enter your message. After finishing, save the message just as you would a regular message by entering a '/'s' on the next line. You will be asked if you want the message saved locally. Normally the message will be erased when it is sent. If you choose to save it locally, the message will remain in the message base where you left it. That night at around 3 am. PAC BBS will contact the other board or transfer the message to IBBS to wait for the other board to call. Occasionally there may be a problem in making contact with the other board. They may be down or not running their mailer so this system does not guarantee delivery, but many of the boards do call regularly and enjoy trading messages.

I encourage you to try out the system and make some contacts with the other FoReM boards out there. Make some long distance friends and find out what they think about and what they do with their Atari computers.

If you have any questions about how to use the system or are reluctant to mess with it, leave a message to me, 'Sysop' on PAC #1 and let me know the problem. Also, at the next few meetings I will have reprints of some previous articles I have written on how to get started using the PAC #1 BBS. If you are

a new modem user and need a little help to get going, look me up at the meeting and I will give you a copy of these older articles that appeared in the Jan., Feb., and March 1987 issues of the PAC newsletter.

That's all for now folks. Watch for the 'Door' to open and enjoy your BBS.



TERRORPODS
David Roberts, PAC

This review is one I really didn't want to do. I played this game and enjoyed the normal things I like about most good games. It had great graphics and good sound. It seemed to have a unique premise behind it, and it had good animation and many parts to it. There's the surface of Terrorpods. Looks good, but gameplay is terrible, maybe not that bad, but stupid.

The game is made by Psygnosis. The same people who brought us the terrible but graphically nice Bratacuss. They improved with Barbarian however but they brought out a dud with this one. It's a shame too, since the problem seems to be with the lack of quality documentation. It seems the British (the origin of game) don't mind figuring out the purpose of their games, I however do. The plot behind the game is these terropods that are disrupting your planet and taking over (unique concept, huh?). They come down in the form of red electronic giraffe type creatures

blowing up your planet and buildings. The idea is to trade supplies with different manufacturing outlets so you can gain enough weapons to destroy these creatures. At the same time you are trying to make a terropod device of your own. Here's where the bite comes. The instructions are extremely vague about how this is accomplished. I talked to an employee at one of the computer stores who asked if I had played Terropods. He explained how good it was and etc, and I said it was okay but difficult. He had no idea how to accomplish what seems to be the objective of the game either. Poor documentation again. The game has all kinds of parts. You can move a rover vehicle, fire lasers, raise shields, fire missiles, talk over the radio, use a map, trade supplies and the list runs on and on, just like this sentence. I may be missing something, but I don't think so. My favorite test to see if I may be wrong about a review is to notice how many people are talking about a piece of software on a BBS. If there is a commotion it is usually worth buying, and if not than you might as well wait for something better. What do want to think happened with this piece of software? A whole lot of silence as far as how great it is. If you have forty dollars and really want to get rid of it, buy it, I'm not going to stop you. If you want to spend your money wisely than buy Dungeon Master from FTL games. This is a game that you must have. Come see the review at the next club meeting.

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TOP-DOS Randall Leong, PAC

TOP-DOS 1.5 PLUS is a powerful, easy to use disk operating system. It supports single, double, and quad (double sided/double density) densities, and supports partially 1050 enhanced density (reading but not writing). It also supports 8" drives with up to 1968 double density sectors. You can have multiple auto run files, lower case letters in the filename and you can begin a filename with a number.

TOP-DOS could be described as a cross between a menu driven DOS like DOS 2.5, and a command processor like SpartaDOS. When you first load DOS or go to DOS from BASIC, TOP-DOS will display the version, status, and the menu. At the bottom is the prompt consisting of the current drive number followed by a heart character. If you go to BASIC then return to DOS, all you will get is the prompt. The <return> key will not bring the Menu back once it scrolls off the screen. Typing a ';' or '*' will display the Menu. You can enter commands in two ways. You can enter the command all on one line like SpartaDOS, or you can type a letter then <Return> and TOP-DOS will respond with the parameter prompt like DOS 2.

Example: you type E D#: oldname.ext, newname.ext or you type E<Return> computer responds RENAME: D#:old, new/N/Q The /N will suppress the query that TOP-DOS asks when you rename a file with a filename already in the directory. The /Q is for query when you use wildcards.

The menu shows in three columns, the familiar DOS 2 commands 'A' thru 'O', (A Directory, B Run Cartridge, etc, except N is now Number hex/dec conversion) plus new commands 'P' thru 'U' and '?' for Help, ';' for menu, '/' for Status, and '*' for version.

The added commands are:

'P' RunProgram is similar to Run at address except after the first time you don't have to give the address.

'Q' Cmd. File is like a batchfile loads and executes a series of DOS commands.

'R' Read/Store is like PEEK and POKE only from DOS.

'S' Set/Config is use to add and configure drives, change the prompt character, set write verify, time out, retries, MEM. SAV, etc ...

'T' Translate after you get an error 'T' will tell you what the number means.

'U' Undelete recovers deleted files.

Typing '?' after the command letter or the parameter prompt will load a Help file to tell you how to use the command. This makes learning to use TOP-DOS very easy. The '/' calls the Status display and the '*' displays both Status and Menu.

Many of TOP-DOS's features are in separate modules that must be loaded with the 'L' command. They can be made permanent by writing new DOS files to disk afterwards. TOP-DOS has ramdisk modules for the 130XE, MOSIAC, AXLON compatible up to 1-Meg, NEW-ELL 256k, and one called XL for various 800XL and 130XE up to

1088k. The XL module allows you reserve the 130XE banks so software like BASIC XE can use them and still have a ramdisk. You may also split the ramdisk into two or more separate ramdisks with the 'SPLIT' module. Other modules include WISE for automatic density switching, HAPPY for high speed I/O with Happy enhanced drives, and ATARI2.5 which allows TOP-DOS to read enhanced density disks but not to write to them.

TOP-DOS has it's own custom format that it uses so it can rewrite the disk directory in alphabetical order, but it will format, read and write standard ATARI DOS disks. Disk directories are displayed in two columns and can be printed in up to six columns. Some of the things TOP-DOS does not support are subdirectories, time and date, and hard disks.

I think it's about the best DOS for the 400/800 ATARI's, although SpartaDOS is still my favorite on an XL/XE computer.



PORTLAND ATARI CLUB

FROM THE DESK OF YOUR 8-BIT PROGRAM DIRECTOR. Paul Gittins, PAC

Since I am still new at being program director for the 8-bit I decided to demonstrate a couple of programs at the January Club meeting. I borrowed them from the Gateway IB Computers store and took them home to learn and play with. The two programs I selected were Virtuoso and Solar Star. I spent part of the weekend preceeding the club meeting

preparing for the demonstration. Imagine my dismay when I arrived at the meeting place only to find that the meeting was canceled due to the inclement weather. Since I still had the programs I decided that it would only be fair to go ahead and review them for the monthly newsletter.

VIRTUOSO by VIRTUSONICS

The Virtuoso program is something entirely new in my Atari experience. The program comes with a book nearly a half inch thick. The book is definitely required reading if you want to use the program. Just trying to think of a good way to describe this program is a challenge. Included with the program is a telecom program and a Compu-serve startup package. The reason for the communications program is that all the creations made can be uploaded to CIS for the use of other Virtuoso users. In fact CIS has set aside a special section just for the Virtuoso files. By now you are probably asking yourself just what am I talking about anyway and what does Virtuoso do. Well, here we go. Virtuoso allows you to create music, graphics, text, and animation. All these can be put together in a single file which when played will give animated graphics and text in time with the music. You are allowed to either create your own or modify the demos that are included. If you are of artistic nature this is the program for you. It seems to have almost unlimited variations. You don't even need to be able to read music to write and play music. I should add that the program allows the use of Joystick, Koala Pad or Atari Touchtablet. These offer mouse like operation which is clean and positive. I was very impressed with the way the joystick functioned. I was able to write some music just by lining up the cross hairs on the spot where I wanted the note and pressing the button. The package I used was the preliminary version and has since been updated to allow even greater creative freedom.

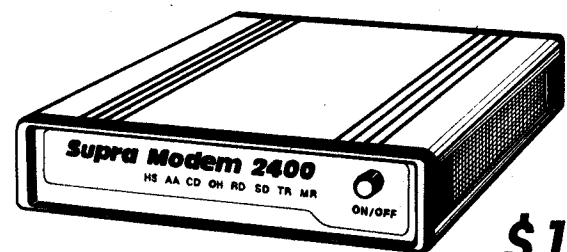
Someone once said that the

8-bit Atari user would never spend more than 30 minutes learning how to use any program. Virtuoso defies this. If you are an artist or musically inclined, or would like to be, this is the program for you. If you would like to sample this program and have access to CompuServe you can download the player and some of the demos and see for yourself. You may also find some information in the November Antic.

SOLAR STAR by Microdact

Remember the first time you played PAC MAN and found your quarter gone and the game over before you even realized what had happened? That's what happened to me with Solar Star. Fortunately I didn't have to pay a quarter but I have to admit the action is fast and furious. The idea of the game is to collect enough fuel crystals to allow you to warp to the next level. All you have to do is shoot the disrupters and catch the crystals they are carrying. When you have ten crystals you will be able to move on to the next level. Sound easy? I might add that you are not supposed to run into any of the walls or the disrupters. If you do you lose one unit of fuel for each collision. I really enjoyed this game. The action can be slowed down a bit but is still a challenge. Only twice did I ever get to the second level and there I collected about five crystals. The game is played on a grid something like Ball-blazer but only requires one player. I found it to be mildly addicting but was able to break away without missing too many meals. This is one game I would want in my personal library. Let me just say a word of thanks to the people at IB II. They were very good with me and I look forward to going back. Your 8-bit program director. Paul Gittins. See you at the February club meeting.

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UPGRADING A 520 ST

Richard Bousquet, PAC

Upgrading an "old style" 520ST (without an internal disk drive) to 1 Meg of RAM requires 16 - 256K dynamic RAM chips (41256-15 or equivalent -the "15" denotes 150 nanosecond access time), 3 - 33 ohm resistors, about 3 feet of wire (about 22 gauge stranded is best) and a good soldering ability. A warning before we start:

THIS UPGRADE WILL VOID YOUR COMPUTER'S WARRANTY! Neither the author nor the Portland Atari Club assumes any liability for this RAM upgrade.

The RAM chips and resistors are available at most electronics parts houses, such as Norvac Electronics in Beaverton, or at most computer specialty stores. The parts will probably cost around \$50.

Tools required: a low wattage soldering iron - about 15w to 25w, solder, a static free work area, needle-nose pliers, a small phillips screwdriver, wire strippers, and wire cutters.

Unplug all connectors from the computer. Remove the top of your 520 ST by removing the six screws that go up through the bottom; note that the three screws in the back are slightly longer than the three in the front. Carefully unplug the keyboard and remove it from the computer. Using a pair of needle-nose pliers, straighten the metal tabs that poke up through the metal shield around the edges (don't forget the three tabs at the back). Remove the three screws that are at the front of the shield. Lift the shield up and off. Now make sure all the tabs are straight - this will make re-assembly a lot easier.

There are two different styles of "older" 520 STs. The newer "old" style has 9 holes to the right of U15, the Memory Management Unit chip (MMU) it's about 1 inch square and in the middle of the circuit board. There is also some silk-screening on the board showing CAS1L, CAS1H, RAS1, R137, R136 and R135. The older "old" style doesn't have those holes or nomenclature in this area. The holes at R135, R136 AND R137 (six holes) are for the three 33 ohm resistors. The CAS1 and RAS1 holes are where the additional connections go that are required for the extra 1/2

Meg of RAM. The older "old" style requires three connections to the bottom of U15.

Now, with that out of the way, we are ready to start. Here we go:

1) Each RAM chip needs to have pins 4 and 15 bent straight out. Do this slowly and carefully with a pair of needle-nose pliers. Piggy-back these 16 RAM chips on top of the RAM chips already soldered on the board, at locations U16, U17, U18, U24, U25, U28, U29, U30, U32, U33, U34, U38, U42, U43, U44, and U45. Solder each RAM chip, one leg at a time, carefully inspecting for solder bridges and unsoldered connections.

2) Connect all pin 4s together, of the added RAM chips, with a piece of wire that is long enough to reach from pin 4 of the RAM chip added to U16 to pin 4 of the RAM chip added to U45 (approximately 9 inches long) that has the insulation removed.

3) Connect pin 15 of the RAM chips added to U16, U17, U18, U24, U25, U28, U29 and U30 together with a length of stripped wire that is long enough to reach from the RAM added to U16 to the RAM added to U45 (approximately 4.5 inches).

4) Connect pin 15 of the RAM chips added to U32, U33, U34, U38, U42, U43, U44 and U45 together with a length of stripped wire that is long enough to reach from the RAM added to U32 to the RAM added to U45 (approximately 4.5 inches).

5) The metal shield that was removed needs to have insulating tape (masking tape will do if there are two layers applied) put directly over the RAM chips so the wires installed in step 4 do not short out to the shield.

Older "Old" Style (Fig. 1):

6a) Older "old" style: solder a 33-ohm resistor onto pin 4 of the RAM on top of U16, using leads as short as possible (about 1/4 inch). Connect the other side of the 33-ohm resistor to the underside of pin 18 of U15 by attaching a wire and feeding it through the hole in the board just to the left of U16. Note that the diagram represents the top (looking down) view.

6b) Solder a 33-ohm resistor onto pin 15 of the RAM on top of U16, using leads as short as possible. Connect the other side of the 33-ohm resistor to the

of the 33-ohm resistor to the under side of pin 20 of U15 by attaching a wire and feeding it through the hole in the board just to the left of U16.

6c) Solder a 33-ohm resistor onto pin 15 of the RAM chip on top of U32, using leads as short as possible. Connect the other side of the 33 ohm resistor to the underside of pin 21 of U15 by attaching a wire and feeding it through the hole in the board just above U32. This completes the RAM upgrade for the older "old" style 520 ST. Now reassemble your Atari by reverse order of steps 1 through 3.

Newer "Old" Style (Fig. 2):

6a) Solder a 33-ohm resistor in each of places marked on the board labeled R135, R136 and

R137. This is easier if the solder is removed from the holes first. Note that the diagram represents the top (looking down) view.

6b) Solder a piece of wire about 3 inches long to pin 15 of U16. Then attach the other end of this wire to the hole near U15 labeled CAS1L.

6c) Solder a piece of wire about 3 inches long to pin 15 of U16. Then attach the other end of this wire to the hole near U15 labeled RAS1.

6d) Solder a piece of wire about 5 inches long to pin 15 of U32. Then attach the other end of this wire to the hole near U15 labeled CAS1H. This completes the RAM upgrade for the newer "old" style 520 ST. Now reassemble your Atari by reverse order of steps 1 through 3.

Deja Vu

A REVIEW BY JAMES MILLER, PAC

Deja vu is a nightmare come true!! You found Yourself waking in a bathroom stall with the biggest hangover You've ever had. Hmm! what is that needle mark doing in your arm? Boy, Are you in it quite deep. You're sittin in some dive. There is a stiff up stairs. Several problems are apparant. You don't know your name nor do you remember anything.

The aim of this colour graphic game is to find out who you are, why several

persons are out to kill you and get yourself off the hook with the law. There is no love lost with the police or the mob. When you hear a siren, you had better run or the police will slap you in irons. My Gosh! It isn't even safe in the sewers. Good luck kid, you are going to need it to get off this hook.

If you only got one drive, It is okay, because it works with one drive or two. It even can run from a hard drive. Don't forget to set the printer control to 960 for the occasion during the course of the game that the printer is used. It is not required or important to play the game, it is just another bonus to the game. It works fine with a 520 or a 1040 ST but a colour monitor is required. The manual is well written and easy to understand.

The program runs from a Command window which looks like this:

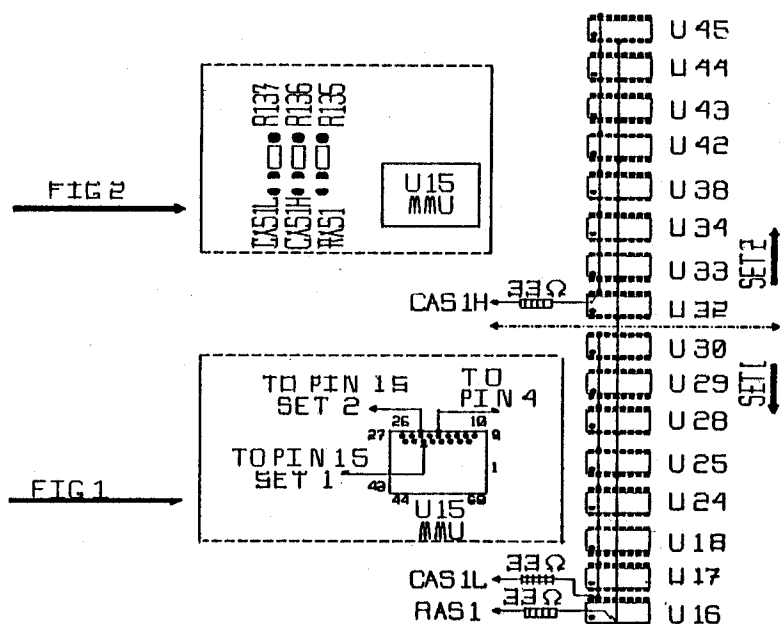


They call it the command window for a good reason. You tell the game what to do by pointing at one of the commands and pressing your little mousie's button. The commands your give will usually involve something in the room that you are in. A great deal of the object you see can be picked up and placed in your inventory or plopped down in another spot in the picture. When I say pick it up- you don't type "get coat", you actually point the pointer at the coat and drag it out of the picture and place it in the inventory. What ever you take out of picture disappears. All of the object in inventory can be examined, opened, used. The inventory gets quite full of neat pictures. You can save and restore the game if you get blown away, don't find a antidote for the drug in you, or get eaten by the alligator.

There are many windows in the game that can be moved around the screen. Most of them can be resized as well. They can be moved, brought to the front, resized, closed and opened. This program uses the full capabilities of the ST and IS NOT ANOTHER port over from another computer.

The only problem I have with Mindscape is the customer support. I'll admit I got stuck at one point and called them. I was put on hold (3 times), listened to the local radio station while on hold(terrible station), talked to several people before getting to the ST department, I was told they didnt give hints over the phone and needed to send them \$5.00 for the hint book. I did solve it without the hint book because I refuse to pay extra. Sierra has great customer support and I expect the same from others. It has great graphics, smooth operation and is difficult to solve. The ending is great and worth the time it takes to solve it. I give it two hip-hip Hurrahs!!

Two more games of the same order are coming called Shadowgate and the Univited and I will buy them. A click of your mouse lets you explore your environment, while digitized sound and animation bring a forbidding world to life. If they are lik Deja Vu, they will be KILLERS!



PORTLAND ATARI CLUB ST LIBRARY			PAC GAMES #3			PAC UTILITIES #1		
PAC BASIC 1			FLW	Word game similar to 'Mastermind'	52376	BATTERY	How to hook up a battery run clock	2250
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HYPER.BAS		7450	AZARIAN	Playable demo of great space game	144579	INTRAMDISK	Interlink ramdisk with adjustable size	13696
JOURNEY.BAS	Journey cntr of earth adv.	18475	STONEDLX	STONEAGE DELUXE-VERY NICE!	62637	KERMIT	A terminal program	68670
KINGS_V2.BAS	ANOTHER ADVENTURE	22953	TVISION	3-D Maze game- find way to freedom	127148	PAC UTILITIES #2		
LABELS.BAS	A LABEL MAKING PROGRAM	3456	PAC GAMES #5			FORTH	Public domain FORTH	93184
MODSHAPE.BAS		3712	DGDB	Best time bandits type game available	140397	PRIMER	Excellent demo of what C can do	16384
PATTERN.BAS		389	PLUTOS	Demo copy of a fun space game	118844	C COMPILER	Public domain c compiler	154036
SCROOG.BAS	SMALL INTERSTING BASIC GAME	5248	TWIXT	Simple but challenging line game	47803	A68	MC68000 ASSEMBLER	38528
SILENT.BAS		2304	PAC GAMES #6			PAC UILITIES #3		
SKYSCAPE.BAS		16384	THE RAMON ADVENTURE SYSTEM			VC	A public domain spreadsheet	182059
SOLIDST.BAS	PRETTY GOOD BASIC GAME	11904	BEGINNING CAVE ADVENTURE		128582	DISKCAT	Disk organizer/catalogue system	54486
SOUND.BAS	A GOOD SOUND PROGRAM	1024	HOLY GRAIL ADVENTURE		73944	CHECKBAL	A way to balance your checkbook	76089
SOUNDWAV.BAS	A BETTER SOUND PRGM	20736	DEVIL'S CAVE ADVENTURE		53369	BOOTMAKER	GEM auto boot program	11641
STBASCMD.BAS		2039	PLAYER DOC PLAYERS MANUAL-Very important		37366	FLDR2RDK	Loads items to ramdisk at boot-up	5291
STLABEL.BAS	ANOTHER LABEL PROGRAM	768	PAC GAMES #7			PAC TINYPICS #1		
STMAST.BAS		5632	AGGRIVATION	Multi-player board game	80460	ABTITLE	HITCHHIK	MOONLIGHT
TITLE.BAS		896	Hotshot Checkers	CHECKERS GAME	58947	ALIEN	HOTELCAL	TUT3
TUGAWAR.BAS		2432	KRABAT	Excellent german chess game	64043	ATARI	KATE01	VIPER
PAC BASIC 2			Klondike/Canfield	Solitare games	76380	CASTLE19	MACROSS	MTFUJI
STARTREK.BAS	STARTREK GAME	26002	STUD POKER	Good betting game	40155	DPKEI02	MAXSTERL	OLIVER
DEDUCT.BAS	SHERLOCK HOOMES TYPE GAME	6177	PAC GAMES #8			EXPRESS	MINMAY1	PARROTS2
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JOURNEY.BAS	Journey to the center of earth	18560	TARGET	Classic artillery game	16440	Send your order right away. We will promptly mail you the requested disks. More ST disks are available but are not listed here.		
MILEGAME.BAS		18942	TRIFIDE	French galaxian-type game	121030			
SKYSCAPE.BAS	A GRAPHICS PROGRAM	16512						
STARTREK.BAS	A SUPER!!! STARTREK GAME	22272						
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PAC GAMES #1								
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TENNIS	ONE OR 2 PLAYER TENNIS	61440						
PAC GAMES #2								
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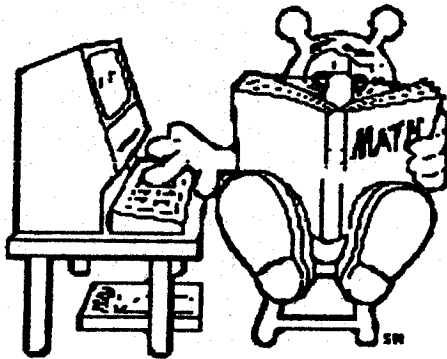
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Phone: 659-8084

**ZMAG PREVIEW**

By Scott Anderson,
submitted by
Wayne Winterbottom, PAC

At first it was just rumors. I'm sure you've heard some of them. Mergers and/or joint ventures. Atari and AT&T. Atari and Teledyne. Atari and whom-ever. But this one is confirmed. I saw the proof at last month's outdoors exposition.

Atari is involved in a joint venture with Coleman Western, the outdoor products giant. The offspring of this marriage is the Coleman Camp Computer, hereafter known as the CCC.

It was on display in one corner of the Coleman booth at the outdoor show, with an Atari rep in attendance to demo the machine. It is quite a machine. Its most impressive feature is its ability to function without a power supply; the CCC uses white gas (Coleman Fuel) like so many other Coleman appliances. After filling the tank with fuel and pressurizing the system by hand pumping, you start up by firing the pilot/burner. The gas flame heats a sealed fluid system which powers a micro turbine generator. This in conjunction with a regulator provides all the voltage you need to power the CCC and all of its peripherals. The CCC is a 128K machine that utilizes the 6502 processor.

It has a new O.S. that is completely compatible with all Atari and third party software. Two built-in languages are switched on or off via a three way rocker switch, they are Basic (of course) and Action. Atari apparently had a large quantity of 400 keyboards that they decided to use up on the CCC. While being a pain to type on, the use of the membrane keyboard is understandable on a product that can be left out in the rain. Yes, the CCC is completely weatherproof. Rubber doors cover the 4 joystick ports, the I/O port, the serial/ expansion bus, and the built-in disk drive and modem. The disk drive is a half height 5-1/4" that uses single or enhanced density. The modem is something completely different. It is said to be almost Hayes compatible, the exception being that it can't answer. This is understandable, you have no phone number. At the end of the 25 foot modem cable is a special induction device that you merely clamp over any phone cable. No pins, no plugs, no muss, no fuss. The device can only originate calls, but it can do it anywhere there is a telephone line, be it the backwoods or your back yard. All this and 1200 Baud too.

When you lift the cover on the CCC, you'll see the best feature of all. The 9" Hi-Res LCD color monitor has a true 80 column screen that is compatible with most available software. If not, a rubber toggle switch will get you back to 40 column at any time. In either mode the characters are sharp and crisp and easy to read. All this and only 14.4 pounds. But if that seems too heavy for you backpackers, the fuel tank/pump/burner/stand assembly can be detached.

The remaining unit, at 8.3 pounds, can be used at any campsite simply by setting it on

the campfire. Included in the \$450 price are three new pieces of software.

The first, "Campcalc", is a wilderness management program. The second, "Camp-Talk", synthesizes bird and animal calls. The third is a graphics masterpiece. It is a Conestoga Wagon simulator called "Yerass". No more boring evenings around the campfire.

COLEMAN CAMPING COMPUTER UPDATE

Yes, since announced in the June 1986 issue of Mile High Magazine, Coleman products, has barely been able to keep up with the orders for the Coleman Camping Computer, let alone develop any new enhancements for the popular system. Due to some heat dissipation problems, the Camp Fire power system, has been dropped, in favor of a new system using three 6-foot solar panels, generating enough heat to move a small turbine, which in turn is hooked to a generator.

This seems to be a much safer system than the campfire unit, and is ready to ship as of this writing. Estimated cost is a reasonable \$1250 plus shipping.

Shipping (due to size) must be arranged by the purchaser, with local contacts for hauling, setup and crane services. Estimated weight is 2200 pounds. Third Party Support!

Yes, with a great product like the CCC, there is undoubtedly going to be some innovative third party support.

DuckPuck Direct, Wholesalers for Idaho, has jumped on the CCC bandwagon with a couple of new products. Their feature product is a small nuclear power supply, much smaller in size and weight than Coleman's Solar system. This amazing power source will be very popular with the "way back in" campers. True, a waste water source of 200 cubic feet per minute is necessary to prevent core meltdown. And true, plutonium is somewhat of a rare item, (though DuckPuck has plutonium available in their new catalog, and is rumored to be working on a reactor that will be fueled by, what else 'DuckPuck').

Side advantages of the Alternate power source is that you can recover some of the cost of the plutonium by selling the additional unused mega-watts to the local power company. The large amount of heat generated is a definite plus for the Artic campers. Included is your very own lead-lined camping attire, sleeping bag, and water purification system to assure that you are not contaminated by the waste. ALL in ALL, an exciting package for the CCC.

DuckPuck has also announced some other enhancements for the Coleman system. These include:

Camp Talk Synthesis System.
Domestic Animal Data Disk!
Wouldn't Old McDonald be envious. For those of you who live on a farm and would like to have exciting conversations with your horses, cows, pigs and chickens. Requires version 26 of ODS (Out Door Operating system.)

Exotic Bird Data Disk.
Another fine data disk for the Camp Talk Module. This is for those of you planing a trip down

the Amazon and would like to keep in touch with the local wildlife. Another useful product from DuckPuck.

Also distributed by the amazing DuckPuck Folks is Apuck74! Those of you familiar with the popular Amodem 74 by our own Trent Dudley, will feel right at home with Apuck74. As usual, Mr. Dudley did a fine job of porting the powerful program over to ODS. One nice enhancement added to this version is optional core temp monitoring with the DuckPuck Nuclear power system.

Rumor has it that DuckPuck is working on a Code name 'P' power enhancement for the Backpacking users. An Inside informer claims the P stands for potato, and is the main component used in the new device.

HASTSIDE ST SIG By Lee Bole, PAC

The group got 1988 off with a houseful of ST users for the January meeting. Among the topics of discussion were: plans for future meetings, upgrading 520's to 1-meg machines (by the way, Richard Bousquet did a fine job upgrading two of PAC's 520's), laser printing, circuit boards, looking at HabaView (very superficially), starting a dBMAN class, fixing a corrupted disk for one of the members, getting involved with questions and answers, etc. etc.

The meeting was very informal, and members connected with others with similar interests.

Please mark on your calendar that next meeting, February 11, at 7:00 pm we will meet at the Hollywood East, 44th and NE Broadway in a very comfortable meeting room. This shall be our new meeting place from now on.

Scheduled for the February 11 meeting is a demonstration by Gary McAlister of IB Computers of the IMG SCAN device which so nicely scans a picture and sends codes to the computer allowing one to save the image as a NEOCHROME or DEGAS

For more Information on these, and other outstanding CCC products contact:

DUCKPUCK DIRECT
SOFTWARE WHOLESALERS
OF IDAHO P.O. BOX 3
DUCKPUCK, IDAHO

Thanks to The Puget Sound Atari Users for inspiration in creating this article.

NOTE: Scott Anderson is the current President of STARFLEET Atari User Group of Denver, Colorado. This was first printed in the MILE HIGH Atari Magazine and I down loaded it from SKYLINE BBS. (Both of Denver). Permission is granted to reprint, IF proper credit is given to the above.

HAPPY ST DISCOVERY CARTRIDGE

THOSE ALREADY FAMILIAR WITH HAPPY COMPUTING'S DISK DRIVE MODIFICATIONS FOR THE 8-BIT ATARI COMPUTERS WILL BE HAPPY TO LEARN OF THEIR NEW IMPROVED DISK CONTROLLER FOR THE ST. YES, THE LONG AWAITED ST HAPPY IS NOW A REALITY. IN THE FORM OF A CARTRIDGE, REQUIRING NO MODIFICATION TO EITHER THE COMPUTER OR DRIVE. IT WILL ALLOW READING FROM AND WRITING TO VIRTUALLY ANY FLOPPY DISK FORMAT, INCLUDING MACINTOSH, 5.25 AND 8 INCH. EXPECTED TO BEGIN SHIPPING SOON, THE SUGGESTED RETAIL PRICE IS \$249.95. OUR PRICE WILL BE JUST \$224.95. PRODUCTION IS TEMPORARILY ON HOLD FOR A DELAYED CHIP ORDER, WHICH IS GREAT BECAUSE ALL ADVANCE ORDERS GET A DISCOUNT OF \$80 PER UNIT, FOR A TOTAL COST OF ONLY \$144.95. ORDERS WILL BE FILLED IN THE ORDER RECEIVED, AND THE PRICE GOES UP WHEN THE FIRST IS SHIPPED.

(503) 257-3195
PHANTASY SOFTWARE
"YOUR FRIEND IN THE BUSINESS"

picture file. You'll have to come to the meeting, as this is a neat little device. For us afflicted with "desktop publishing fever" this is a must to own.

Get the most out of your computer. Join PAC and attend a SIG meeting. This is where you pick up much of your learning. I am trying to set up a dBMAN class. Any volunteer teachers?

COMPUTER AGE By Maggie Flint

Computers today
are all the rage.
We gather our data
and fill up the page.

We sit by the hour
pecking at keys.
Somedays the work
even goes with great ease.

We use the right words,
follow all its commands;
either hunt and peck
or type with both hands.

What brand of hardware?
How many bytes?
What capabilities?
Can it even draw kites?

A whole new language
and way of life
for those who choose
this kind of strife.

Yet a tool it is
writing letters galore,
storing, deleting,
word processing and more.

Transferring our holdings
from screen to screen,
but one power surge
and it wipes our disk clean.

It ate all our records,
with our data did abscond,
off into no-where,
into the "Great beyond".

We try "Master-reset".
We call on the phone.
Oh, such frustration
makes us want to go home.

When the terminal's down
then we're out of luck.
All work today
seems to have run amuck!



THE XEP80 Bob Haynes, Access Key

Being one of the first kids on the block to own an XEP80, I feel obligated to share some thoughts on this little machine. I saw a working model of it at an ACCESS Club meeting over a year and a half ago. Obviously Atari was most reluctant to release it. But it is here now, a potential Pandora's box. It is both more and less than you might expect. In the interest of complete coverage, I have tried it out on a variety of system configurations. It worked fine on the 400, 800, XL, XE models.

As to screen display, forget about using a color TV. It flatout doesn't work. Color monitors give an marginally legible display, but on the color monitors I tested, the display began offscreen on the left or the top, so that some text was lost. The display on a Commodore 1702 was FUZZY. This leaves the field to monochrome monitors.

If the thought of using a monochrome display causes you to break out in a rash, the XEP80 is definitely not for you. On the other hand, if you do a lot of text work, you should be doing it on a monochrome monitor. It is easier on the eyes than a color monitor. You say you can't afford monochrome? You can get a decent amber/green set for under \$100. You say you don't have room on your desk? There are several ways to make extra room. Switching. Desktop extensions. Shelves. Rolling tables. You say you prefer to work in color? Like Henry Ford's Model T, the XEP80 offers any color as long as it's black-and-white. Color is just not a big option here. Hey, Look! You won't be able to play Super Star Brigands with the XEP80 plugged into your system, anyway.

Okay. That's most of the bad stuff. Here's what you do get.

1) An 80-column display with 25 lines per screen, one more line than the 40-column display.

2) Lower case letters with true descenders (g j p q y) and true ascenders (b d f h i k l t).

3) A full set of block graphics characters to play with.

4) a parallel printer port, which can be used with either a 40-column or an 80-column display. This means that the XEP80 can be used as an interface with most software that sends output to the printer.

5) Double-width screen characters that can be mixed with regular width characters. What you see is what you get, more or less.

There are some other capabilities buried in this little box - the operative word being buried. It does bit-mapped graphics at a very leisurely pace.

If you don't like light on dark as a screen display, you can choose dark on light. Using a joystick, you can spread a 256-column screen for spreadsheets. Again, the action is not exactly world class fast.

Documentation comes in three parts. There is a 19-page user manual, of which about one-third is useful to any user, including beginners, in setting up and learning the rudiments of the thing. Then there is an 18-page printout file in the disk that

comes with the package. (The manual recommends that you make a backup and store the master in a safe place). This 18-page printout is mainly aimed at assembly and machine language programmers, a sort of hint that third party software development might be nice. How about the intermediate user? That is, what is there for the great unwashed majority of us Atarians? The third piece of documentation is cleverly concealed as a set of demonstration programs. In listable BASIC. The code for doing sundry neat stuff like double-width lettering is readily available, and one does not have to do a whole lot of work to adapt it to one's own uses. The demo programs are thus the most potentially valuable source of information for most of us.

Returning to the question of monitors - and this is one of the two crucial issues if you are considering the purchase of any 8-column device - you will need an el cheapo green or amber monitor. Sound capability is probably a waste of money. The monitor needs to have a large, well-defined border around the background (playfield) to those who are into gaming). Otherwise some of the test is in danger of being lost off the screen. The vertical adjustment must be easy to reach and manipulate. You will be doing vertical adjusting every time you switch between regular display and the XEP80. If you plan to buy an XEP80, first test drive one on your system and/or the monitor you will be using with it.

Who can benefit from 80-column screen capability? People who handle lots of alpha/numeric text. Word processors, file managers, spread sheeters, programmers, text adventure writers and players, modem users. If you don't fit into one of these categories, don't waste your time and money on the XEP80.

Here is the second crucial issue. Where is the software that runs on 80 columns? Mostly it doesn't exist. Yet an 80 Column version of the Atari-Writer is promised, along with one or two other pieces of productivity software. My personal opinion is that little or no commercial software will ever be marketed for the XEP80. The market just does not perceive any profit in it.

How about existing commercial software? Sorry. Most of it won't work. The problem is the dread AUTORUN.SYS! A fearsome monster! Every software developer who ever lived loves AUTORUN.SYS with a grand, passionate devotion. Most commercial software boots as AUTORUN.SYS, as does the software that drives the XEP80. Just the inflexible law of physics states that two solid objects cannot occupy the same place at the same time, so two AUTORUN.SYS files cannot exist on a single disk. ERGO, almost no commercial software is available to run on the XEP80.

Of course, there are ways to get around the problem. For example, if the commercial software is on disk and in some accessible language and is not tied strictly to a 40-column display

and has some free disk space, then it can be spliced to the XEP80 software driver. And there are users who do that splicing. And you shall surely hear screams of pain issuing forth from the lips of software developers who have absolutely no intention of serving the consumer with software patches or upgrades. And accusations of piracy will be heard abroad in the Valley of Silicon. And there will come to pass laws to punish Atarians for their sinful attempts to improve inadequate software. By and large, commercial software is not the path to true salvation.

However... There is a sizable slug of productivity software sitting out there in the public domain. It's waiting to be converted to 80 columns. I have no doubt that some of it will surface on bulletin boards and in club disk libraries during the next six months. Software for the XEP80, like software for the modem, will in fact be mostly public domain.

With several capable word processors, a couple of good data bases, a barely adequate spread sheet, and some bits and pieces of financial programs already existing in public domain, there should be little problem in establishing a body of 80-column programs.

To sum up, the String One (8-bit) Atari family can take care of most home productivity tasks. However, one has to work to make it happen. The XEP80 is no exception. The fundamentals are easy to learn. But at this writing, the XEP80 is still a hacker's toy. It will remain so until software is developed in the public domain. If nothing else, it may force some Atarians to rethink their choice of monitor for text-heavy applications.

WORD TEST

This test does not measure your intelligence, your fluency with words and certainly not your mathematical ability. It will, however, give you some gauge of your mental flexibility and creativity.

In the three years since the test was developed, few people were able to solve more than half of the twenty-four questions on the first try. Many, however, reported getting answers long after the test had been set aside at unexpected moments when their minds were relaxed; some reported solving all the questions over a period of several days. Take this personal challenge.

Instructions: Each question below contains the initials of words that will make it correct. find the missing words. for example: 26=L. OF THE A. would be 26=letters of the alphabet.

GOOD LUCK!

A. 26=L. OF THE A.

B. 7=W. OF THE A.W.

C. 1,001=A.N.

D. 12=S. OF THE Z.

E. 54=C. IN A D. (WITH THE J.)

F. 9=P. IN THE S.S.

G. 88=P.K.

H. 13=S. ON THE A.F.

I. 32=D.F. AT WHICH W.F.

J. 18=H. ON A G.C.

K. 90=D. IN A R.A.

L. 200=D. FOR P.G. IN M.

M. 8=S. ON A S.S.

N. 3=B.M. (S.H.T.R.)

O. 4=Q. IN A G.

P. 24=H. IN A D.

Q. 1=W. ON A U.

R. 5=D. IN A Z.C.

S. 57=H.V.

T. 11=P. ON A F.T.

U. 1,000=W. THAT A P. IS W.

V. 29=D. IN F. IN A L.Y.

W. 64=S. ON A C.B.

X. 40=D. AND N. OF THE G.F.

WANTED

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TERI WILLIAMS 667-3306

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CLASSIFIED ADS

This column will be a permanent feature of the newsletter. Submit the ad with your name, address and phone number written separately from the ad. A six line ad is free to PAC members. Non-members are charged \$1.00 per 6-line ad.

PAC is NOT RESPONSIBLE for the content of the ads. We expect our advertisers to be honest.

Send all ads to the Newsletter Editor, P.O. Box 1692, Beaverton, OR 97005. Absoute deadline is the middle of the month. If in doubt, call Teri Williams at 667-3306.

We reserve the right to edit or refuse any ad. No dealers, please. Dealers are encouraged to place ads elsewhere in this newsletter.

SUZUKI MOTORBIKE:
1986 FA50. Like new (only 35 miles on it!!). Carrier basket.
\$350. Eugene. 1-689-8066.

ATARI PRINTER INTERFACES:
\$10. & \$20., MPP 1000C \$5. (as is). Call Perry, mornings only:
287-8903.

ATARI 1010 RECORDER:
\$15. Call Elanna, 285-4471



THE MAD REVIEWER STRIKES BACK The Mad Reviewer

Well, we haven't communicated with you for awhile. But now seems to be the time to clear up some rumors regarding the 8-Bit software famine.

You may have bought the rumors being given out by major software publishers, note I said publishers. The rumors are to the effect that they will no longer be publishing software for the Atari 8-bit computers. They have said that this is because of the rampant piracy among those who steal the bread out of the mouths of the children of programmers, note programmers not publishers.

The real facts are these TACE (Transylvania Atari Computer Enthusiasts) has been involved. Remember my last article? Some software companies took the threat seriously and have started putting out good quality software at a fair price. This software has sold! However other software publishers have tried to foster off old materials and programs that act like they have long white beards. Hissss! Booooo! They have also threatened us with "Buy this or we will shut you off totally." Snarl! Loud gnashing of teeth!

Well TACE has struck. They are quite adept at going invisible or batty for that matter and the have activated devices in the mainframe computers of those who would condemn that machine-of-machines the Atari 8-Bit computer. These mainframes no longer have any coding or

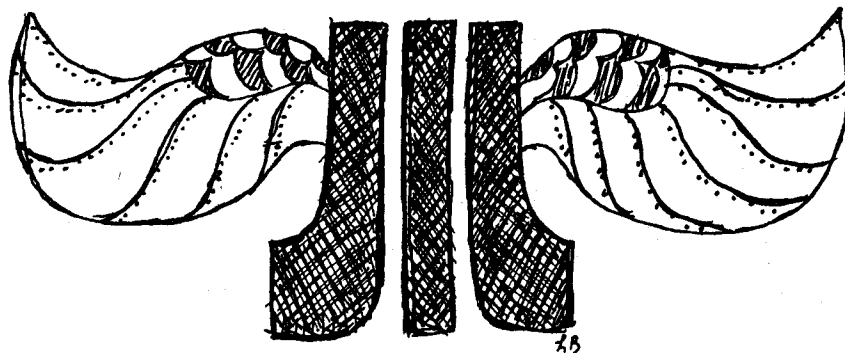
P:R: CONNECTION:
and/or 64K Supra Printer Buffer with Printer Interface cable. P:R: Connection \$30., Printer Buffer with cable, \$45. Offer or trades considered. Call Paul, 667-2403.

FOR SALE:
Okimate 10 plus plug and print. Never used. Axiom and interface. Over 100 original titles including Syncal, Print Shop, Atariwriter, Koala pad, mech barrack. Call Paul White 646-1521

FOR SALE:
McCulloch chain saw, 36"; runs well. \$75. Also two studded tires- on-wheels for VW bus. Nearly new. \$85. Call Henry 282-7171.

FOR SALE:
800XL with 256K and Omniview (no translator needed to run 800 stuff), and Indus Disk Drive owned lovingly by two little old non-smoking ladies. Driven weekends only. \$225. Call Margaret 284-2945.

1 MEG UPGRADES:
For 520 ST's \$70. Call Richard 649-731



memory of any Atari 8-Bit program. They have been wiped clean. However those gentle souls of companies that still provide quality software at a fair price have found unexpected goodies in their mainframe memory banks.

And what of the starving children of those impoverished programmers who Atari Pirates have condemned to a slow agonizing death. Well those programmers have started to produce the quality software that they wished to write in the first place (the companies didn't want all the bells and whistles just programs that they could sell). Most of them are writing shareware. Instead of getting 10 or 25 cents per disk sold. They now ask for only \$10-\$20 for a truly quality program. This is the same program, only better, that the major publishers would have asked \$50-\$75 for only a short year ago.

There are more and better programs available for the 8-Bit Atari out now than in the past. It is a little harder to get them. This is one of the functions of your club disk libraries. Also keep track of your club newsletter who knows what you might find there? Atari is the most popular computer in Europe and programs abound there. Write to those European friends and ask them to purchase software for you and send it to you. Let's show those who would cast a disparaging shadow over those who aided them in the past the true power of the 8-bit Atari!!!!

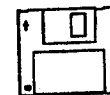
(Authors note: While this article was done tongue-in-cheek.

ST CONTEST Reprint from MAGIC

STRATEGIC SIMULATIONS INC. has announced a contest that could paid up to \$1988 to the winner. The contest is based on SSI's computer simulation, President Elect - 1988 Edition. Open to any U.S. resident of any age, the contest can be won by correctly predicting the Republican and Democratic candidates and coming closest to the actual election results of electoral votes. There are two phases, with \$944 winners for each phase. Entries for the Pre-Primary phase must be postmarked no later than February 12, 1988; the Campaign phase postmarked no later than October 28, 1988.

When the game was originally introduced, a well-known computer game magazine used President Elect to forecast the exact outcome of the 1985 Reagan Mondale election - three years in advance. Every state was called correctly and the popular vote was within mere percentage points. 4

President Elect is available for the Atari ST series with a suggested retail price of \$24.95.



EASEL/ST Jim Morales MilAtari

Okay, I'm a sucker for a gimmick. Always have been, probably always will be. There have been many times that I've regretted the impulsiveness of some of my "spur of the moment" flirtations with things that I really didn't need. In the case of EASEL/ST, I lucked out.

While "Desktop Customizer" may not be the most accurate description of this little program, but it's the only general title that comes to mind. What it does, specifically, is to throw standard NEO or DEGAS files onto your ST Desktop background to "spice things up". Make no mistake, this does not fall into the category of "Earthshaking Software". Rather, it's a cute little goody that simply serves to dress up the general appearance of your main desktop. Broken down to it's basic components, it's neat. Period.

Functional in all three resolutions, EASEL/ST is a small (5k) program that sits in your AUTO folder. Upon bootup, it searches your root directory for a properly titled picture file that matches the resolution and throws it into the background. A separate picture file for each resolution must be in the root directory for the picture to be displayed, and EASEL/ST grabs the colors from the picture's palette to make sure the picture looks right.

As program author Bob Breum describes it, EASEL/ST is his "shot at the American dream", and for what it's designed to do, Mr. Breum may well be on his way. The documentation, while brief, leaves absolutely nothing to chance, going so far as to include a very complete tutorial on creating a backup copy. There's a few big companies out there that could learn a lesson or two from this documentation. Well done.

What good is it? Aside from perhaps making your desktop a little more aesthetically pleasing, the possibilities are limited only by the imagination. With a little editing, picture files can be turned into anything from ads to brief tutorials and then placed right in the desktop. Retailors could use this in hundreds of different ways, depending on how creative they want to be. After all, a picture is worth... Well, you get the idea.

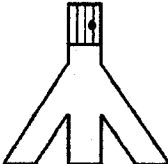
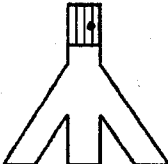
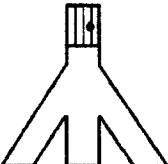
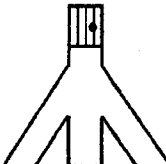
EASEL/ST is one of those things that makes working with the ST just a little more fun. It's just plain neat to have and quite frankly, I can think of all kinds of "serious" programs I've thrown 5 times as much money away on and haven't gotten 1/10 as much fun out of as I have with EASEL/ST. For 20 bucks get one for yourself, you deserve a little fun.

What has been said is for the most part true. Several of the major software publishing companies have said that they will no longer publish for the Atari 8-Bit. Also a number of those programmers that had been published by these companies are now writing for the 8-Bit themselves as shareware. Yes the new programs are, for the most part, superior those that have been published by the major publishing houses. You are even given the opportunity to try the program out for awhile before paying from 1/4 to 1/2 for the program. This money goes directly to the programmer not to some company which, according to them, cannot make enough money from Atari users to make it worth while to publish.

So support the software companies that provide a quality program at a fair price. Do Not support those who wish to foster off crud for a inflated price and tell us to be happy with the bones they wish to throw or we won't get anything. Feed the starving children but send the money directly to those are writing the programs. If this is done I guarantee that you will have the best of the programs and for a price you feel is reasonable. SUPPORT YOUR LOCAL ATARI CLUB LIBRARY! SUPPORT YOUR SHARE-WARE PUBLISHERS!!!! IF YOU LIKE AND USE THE PROGRAM SEND IN THE \$5 OR \$10, YOU ARE ONLY HELPING YOURSELF AND THE REST OF US.

Remember whenever the forces of bad arise and the forces of good are downtrodden. The

Mad Reviewer will tell it like it is. So woe to the wicked! and Hooray for the good! What evil lurks in the minds of software publishers, The Mad Reviewer knows! HA HA HAAAA. (exit stage left, for now)

FEBRUARY 1988						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 PAC MONTHLY MEETING <div>SWAP MEET</div>	2	3	4 ST SIG TECHTRONICS 7 pm	5	6
7	8	9 8 - BIT EXPLORERS' SIG Fulton Community Center	10	11 EASTSIDE ST SIG 7 pm HOLLYWOOD EAST 4400 NE BROADWAY	12	13 NEWSLETTER DEADLINE Call Teri Williams 667-3306
14	15	16 BOARD MEETING Call Bill Pike 646-4471 for location	17	18 ST SIG TECHTRONICS 7 pm	19	20
21	22	23	24	25	26	27
28	29 <div>7</div> MARCH GENERAL MEETING	<div>THIS MONTH IS A GIGANTIC SWAP MEET!</div> <div>COME AND BUY -- COME AND SELL --</div> <div>LOTS OF GOOD BARGAINS !</div> <div>STARTS AT 6:30 pm MONDAY, FEB. 1</div>				

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