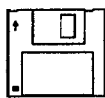


PORTLAND ATARI CLUB COMPUTER NEWS

MARCH, 1988
A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION
2000



SUPERBASE PERSONAL

By Bill Maddrey, S.T.A.T.U.S.

Superbase Personal is a relational database program for the Atari ST line of computers, written by Simon Tranmer with GEM conversions by Brian White and is published by Precision Software Limited of Surrey, England. Its first edition became available in January of 1987 and is a relatively new program for the ST. The program was previously available for IBM PC users and other computers.

Since buying my 1040-ST in August 1987, I have been looking for the "ultimate" in database programs. Superbase comes close. Although I have not gone into the relational aspects of Superbase, I understand from reading the manual that sharing of information from one file to another is a simple task.

The program is supplied on one non-copy protected disk. Consequently, archiving the original is easy and in my opinion, a must. The manual's first ten pages go into great detail about the copyrights we as users have and how one can and should copy the program disk for use with or without the sample tutorials. In addition, there is an extensive section of material on how to use the various "gadgets" in the GEM environment -- sizing boxes, dragging displays, etc.

To date, I have used the program for a number of different applications. Inventory of Household Goods, showing cost, vendor, manufacturer, model number, serial

number, acquisition date, location of the particular item in the house, and every other piece of pertinent information I could think of at the time. A master copy of the list has been supplied to my Homeowner's Insurance carrier as a complete inventory in case of some devastation.

I used some of the mathematical functions available in a couple of files for handicapping sailboats in their races. One of the handicaps is based on "time on distance". The other is based on "time on time". These two files have proved themselves quite handy when particular results are needed in a hurry and have saved me many tedious calculations for which I have little propensity of doing.

Those two files and a third related file will serve as future sources for mailings to past race participants for upcoming events as, not only was the boat and its handicap stored, the skipper's name, address and phone number were also entered.

The program is GEM oriented and utilizes the mouse for almost all functions in the familiar "point and click" function. When first running the program, one is presented with the title page and a header which requests the user to "please open a file." When first designing a database file, the user is asked if access to that particular file should be restricted by the use of a password to gain access. So far I haven't felt the need to restrict my files like that, but have done it, just to see what happens.

When asked for the password, if you put in something which is not correct, access is

denied. Even though the word may be correct, if the case is different, it won't open the file. Once the file is designed and laid out, then data entry is straightforward. One has the choice of three different methods of display of the entered data: Table, Record, and Form. The Table option shows the data on a horizontal plane and if the line is longer than the standard 80-column display, the table can be scrolled by using the slider bar on the bottom of the screen. The Record view is the one which I have used for data entry, although any of the three can be used. In this view, all the data is arranged in a vertical line, all on the same column. In the Form view, one has the ability to move the components of the particular file from place to place on the screen by pointing and dragging, so that various forms can be set up to satisfy anyone's desires.

At the bottom of the display are a series of "buttons" which resemble those commonly seen on VCR's: the double arrows for fast forward or rewind, a small square for stop/pause, a single arrow for next file or previous file, and a few others.

One of these is the filter button. Through the filter button,

one can select a particular file to look over or a series of files. This is accomplished by indicating a filter that says something like "so-and-so". An example of this would be "Zip Code LIKE 234*." The asterisk being a wild card and with that particular example in an address file, you would get all of the entries whose zip code started with 234.

The same could be done for names. For example: "Name LIKE *rob*" and here any name with ROB anywhere would be displayed. The "LIKE" is an operator and using it that way, the program searches without regard to upper/lower case. The filter is used in many other functions of the program, especially in reports which are generated.

At the top of the display screen are headers, the form is familiar. The commands there may not be, but in most cases, their use will be obvious. One header which is not obvious is the one entitled "Process." It is through this command that Superbase shines. From here one generates the reports through the "Process - Query". Upon selecting this, one is presented with

CONTINUED ON PAGE 6.....

Desk	Project	Record	Process	Set	System
0					
			Superbase: PI	Screen	ature 1
Picture 1:	images\roomplan.i			Printer	
Source 1:	GEM Paint			Table view	BT
Color 1:	mono			Form view	BF
Picture 2:	readme.asc			Record view	BR
Source 2:	Textpro text			Paging	BP
Color 2:	mono			Options	
				Number format	
				Date format	

SUPERBASE PERSONAL

SELECTING METHOD OF SCREEN DISPLAY

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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.

MEMBERSHIP

Membership is \$25 per year and includes a mailed subscription to this newsletter and access to members-only functions, such as downloading access to BBS files. 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 a holiday) at the NW Service Center at NW 18th and Bverett 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.

THE PRES'S COLUMN by Bill Pike

Well, it's getting to be springtime even though the calendar still shows we're in winter. Also it is getting near that horrendous day of April 15th. You know what day that is, it's TAX TIME, when you are told to pay up for what you didn't get the previous year. The moral of this tale is that your club has a bonus for those who own a 8-bit ATARI.

PAC presents its SYNCALC tax template. This disk has two versions of the template one for the 130xe machines and on the back one for the 800xl and 800 machines. There are two templates that share information one for the federal 1040, 1040a, and 1040ez forms and one for the Oregon state taxes. The cost of this disk is \$5 for PAC members and \$10 for non-members. NO ONE HAS THIS TEMPLATE OUT YET except your club. The template was constructed by Steve Watkins (PAC) who has worked for the IRS and is a tax preparer. This template is available thru your 8-bit librarian or at IB Computers.

Your 8-Bit librarian put together 10 disks from the NEW library for the swap meet rather than the 5 promised. He is currently working on a series of Advanced Music System disk records for the next meeting which will have music by topic and/or group rather than just a series of random songs on a disk. My thanks to Perry Bailey and Steve Watkins for the hard work for the 8-bit.

Stephine Lynn has been working like a trooper getting the club disks to the various stores that are stocking them. She has also been working on some new disks for the ST computers. I asked, but she wouldn't tell so I'll guess that you will see what she has at the meeting just like me.

I am sorry that some people have had their passwords downgraded (no download/upload privileges) on the BBS. This was due to your being 30+days overdue for membership renewal. I know that in the past people have been left on the board for

months or even years after they have let their membership expire. The PAC board feels that full BBS privileges are for those who are members of the club in good standing (dues paid up to date). Others have message base privileges and are encouraged to join the PAC club for all the goodies that go along with membership. If anyone feels that they unjustly were denied BBS privileges please contact the Membership Secretary, Lee Bole, and we will try to clear up the matter ASAP.

By the time you read this column PAC BBS #1 should be on line at 2400 & 1200 & 300 baud service. My special thanks to Vern at Phantasy Software for a price break on the Supra 2400 modem.

Also PAC BBS #2 should be back on line with the old PAC #1 modem. We are still trying to get the other modem repaired and hope to have it back shortly as a spare to prevent a board being down. My thanks to Paul Gettins for all the hard work. Marvin Waller is rubbing his hands together in anticipation of having his BBS back on line (PAC #2). He hopes to have a few new wrinkles after everything calms down.

Dave Roberts (ST program Director) has informed me that he has some really Wang-itty Bang demos for the ST portion of the March meeting. I'm not going to tell you what, you'll just have to come to the meeting.

Paul Gettins has told me that he has some real goodies for the 8-Bit portion of the meeting. I'm not going to tell you about them either, except that they will be good.

Brian Hunt is working on getting the club meetings and special events announced on various TV and radio stations possibly also in the newspapers.

Did you notice what happened last month? You got your newsletter BEFORE the meeting! This is a real first. I have had feed back from the two previous editions of the newsletter from a great number of people. They have told me that they are very highly impressed. Copies of the newsletter have

CONTINUED ON PAGE 3....

ADVERTISING RATES:

Full page - \$80, half page - \$40, quarter page - \$20. Ads must be prepaid and a 20% 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 10th of the month prior to publication. Please contact Teri Williams (503) 667-3306 on all matters pertaining to advertizing.

CLUB OFFICERS AND BOARD MEMBERS

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

ST Librarian Report - March By Stephanie Lynn

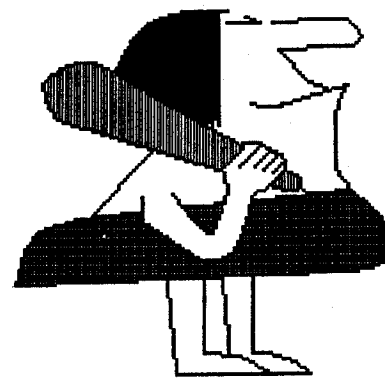
March will see the release of two new games disks in the PAC ST public domain library. The first of the disks, Games #9, is unique in that the games on it are primarily directed towards children. They are simple but some are still challenging, even for adults. Included on this disk are **Barneyard**, a game of concentration, **Bnoid**, a new version of breakout, **Bridge-It**, a two player strategy game, **Puzzler**, a program to make jigsaw puzzles of your favorite Neochrome pictures, and a Mr. Potatoe-head matching game.

The second new disk, Games #10 is a collection of some older games for the ST which are often looked over, but are still excellent games. For those who have always wanted to be on a game show there is **Wheel of Fortune**, a wonderful game that has everything the real thing has except for Vanna White. If TV's not your cup of tea, how about putting a little money in the stock market? The game **Stocks** takes you through ten years of

investing in a variety of ways, from oil companies to savings bonds. There's also a game of **Darts** on the disk, as well as **Sensori**, an imitation of **Simon**.

Thanks to all those who purchased PAC club disks at IB Computers and IB Computers Too, as well as at Creative Computer and High Tech Toys. Also, I would like to thank all those who bought club disks at the swap meet and by mail order. Keep up the good work and check out these new disks.

NEWSLETTER
DEADLINE:
MARCH 12



PAC GENERAL MEETING

MONDAY, MARCH 7

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)



FOR INFORMATION CALL BILL PIKE 646-4471

MARCH PAC MEETING
ST PORTION OF MEETING
By David Roberts, PAC

After last months extremely successful swap meet, we can now get back to normal. I had planned to show ST REPLAY at the January meeting, but I will be showing it at this meeting instead. It is a fantastic sound digitizer that takes samples from any audio type source and turns them into a digital computer form that can be played back on the computer, without it being attached. It can also be used for making sound effects in programs. I intend to have some samples prepared to show its excellence, and maybe make some samples to demonstrate.

The second piece of software I intened to show was Spectrum 512. It's a program from Antic that allows you to have hundreds of colors on the screen at once. It has already been reviewed to death, so I thought that I might take a look at a new paint program from Michtron. It is called GFA ARTIST. If I can't get GFA ARTIST, then I will show SPECTRUM anyway.

The Christmas season hasn't brought us as much as I expected but I will be showing the game DUNGEON MASTER to everyone. Some of you saw it last meeting, but it deserves more than just a quick look. I'll take us into the depths of the dungeon and see what really makes DUNGEON MASTER great.

Along with all these commercial items, Stefanie Lynn, the ST librarian will be showing two new club disks. It looks to be a well packed meeting full of interesting software and hardware for all. Don't miss out. See you at the March meeting.



MARCH PAC MEETING
8-BIT PORTION OF MEETING
By Paul Gittens, PAC

Many of you may have seen the article by the Mad Reviewer concerning the new program called PRINT POWER by High Tech Expressions. (Yes, these are the same fine folks that brought you Jingle Disk.) Well I was personally impressed with the quality and functions of this program. In fact I went out and bought it. (Yes I buy software.) For the next General PAC meeting I will demonstrate this program. To spice things up a bit, I will copy it into my MIO and boot and run it from there. If you haven't seen the MIO in action this is a good time to do it. The speed and ease of use of this piece of software is super. Especially when used with the MIO's massive Ramdisk. If that isn't enough, we will also demonstrate one of the newest software releases for your viewing pleasure. Still want more? I guess that we will just have to let our 8-bit Librarian demonstrate the latest monthly special disk from the club library.

If you still want more, you will have to come the 8-bit Explorers' meeting. There will be two meetings a month from now on: the 2nd and 4th Tuesdays at the Fulton Park Community Center at 68 SW Miles Street, just off Barbur Blvd., 7pm.

MEMBERSHIP SECRETARY
Lee Bole

Since the last newsletter, we have had ten new members join us:

Donald Schook, Edwin Smith,
Ron Weeden, Rick Davison,
Cliff Pluard, Anthony Campbell,
Ronald D. Cardenas, Don Weston,
Ron Chandler, Pete Williams,

We've also had eleven renewal memberships.

8-BIT DISK LIBRARIAN
By Perry Bailey, PAC

Some day I'm actually going to write this column before the last possible minute, but today is not the day. There is a lot of news for those 8-bit users out there waiting for some new software. I have been busy sorting through tons of old programs, utilities, and games. In fact as I write this, I have only just finished compiling the monthly disk for the next meeting.

This month's disk special is something I think everyone will enjoy, it's Atari Plays the Beatles!!! That's right. All you rock and rollers out there can flip this disk in your drive and get mellow listening to the Fab Fours' greatest hits played on your computer. These songs are some of thier all time greats:

YESTERDAY
I WANNA HOLD YOUR HAND
YELLOW SUBMARINE
LET IT BE
LUCY IN THE SKY
WITH DIAMONDS
NORWEGIAN WOOD
OBLADI
PAPERBACK WRITER
ELENOR RIGBY
ALL TOGETHER NOW
PENNY LANE

The back of this disk has some of the all time greats of soft rock: tunes like Abracadabra, Time in a Bottle, Crimson and Clover, and Its' Still Rock and Roll to Me. Lets face it fans, this disk has everything, except Slim Whitman (due to threat of lawsuits to be filed by K-Tel International) and I think that makes it all the better so come on down to the PAC Meeting to pick up this music sensation. \$3.00 for members and \$8.00 to nonmembers (the secret is to join the club to get in on all these special deals!!!).

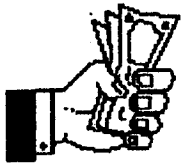
The monthly disk is only one of several new PAC music disks you will see at the next meeting. All of the music disks will have a machine language music player on at least the front of the disk and sometimes on the back (though not allways). This is the best player for AMS and AMSII music I could find, the best part is that it does play both AMS 1&2 files.

Allready completed are, Atari Plays the Beatles, Tuesday Night at the T.V. set (TV theme songs), More TV Tunes / Lets go to the Movies. As well as these three, I will probably have several more disks of music, and as always, each disk will cover a theme.

We also plan to have a business disk for home and office, a game disk, and lord only knows what else!

One last thing, I have been getting a number of calls from people asking if I have a program to this or that or a game of... so forth and so on. Thus it is that we announce the 8-BIT ARCHIVE SERVICE. Simply explained, if you need a particular game or utility, or any other type of program, all you have to do is see me at the meeting and tell me what you need, and if I have it anywhere I will put it on a disk for you and have it at the next meeting. The fee is \$5.00 to members and \$10.00 to non-members (for rush or emergency orders that is to say you want to stop by my house and pick it up within the week, the price

doubles). Of course this does not include anything already in the library, I will simply refer you to the proper disk if we have it made up. Thats it for now TTFN.



TREASURER'S REPORT
By Margaret Manning

Beginning Bank Balance: 642.81

REVENUES:
Memberships 487.00
Disk Sales 774.00
Newsletter Ads 121.00
Transfer Funds 200.00
1582.00

EXPENSES:
Newsletter 220.88
Disks 302.39
BBS's 105.67
Postal Expenses 122.00
Equipment Maintenance 64.00
New hardware 115.00
Rent 60.00
989.94

Ending Bank Balance: 1234.87

(Also, we have outstanding credits amounting to \$312.)

...CONTINUED FROM PAGE 2
THE PRES' COLUMN

been distributed to most of the libraries in the area as well as computer stores. I am sorry if you missed them but we are having trouble keeping a stock up is several stores and especially the libraries. In other words we are going thru the full 1500 copies in about 2 weeks. Anyhow the board has decided, at the request of the news letter editor and staff, to increase the circulation by 500 for a total of 2000 copies and to increase the size from 12 to 16 pages as of this issue. Teri Williams and Lee Bole have been putting forth a tremendous effort for the club and it shows. Next time you see them give them a pat on the back, how about it? Margaret Manning is happier than a dog in a forest. Or maybe that's a fox in a hen house. Or maybe that's a skunk in a perfume factory. Anyhow you get the idea. You'll have to read the treasurer's report to find out why. Randell is happy that he hasn't been called on to calm down Hulk Hogan at a meeting. But mostly he has really been working with all of us to make the club go. My special thanks to Dave Holliday for helping the board over a large number of bumps and jounces. He has also provided a wealth of information that has been vital to the functioning of your board. Well, I guess that I have taken up a lot of room and just chatted with you, but that's just my way. Remember this is YOUR CLUB, please suggest anything you would like to see or changes you would like to make to a myself or a board member. I'm not saying that the board will approve every change but they will give it careful consideration.

CU at the meeting. BYE for now.



PAC HELP HOTLINES:

BBS USS USAGE
Steve Billings246-1751
Melvin Waller230-0248

ST LOGO and C
Randal Schwartz626-6907

DOS OPERATIONS
Wayne Winterbottom 667-6073

dB MAN
David M. Addison 645-6985

FORTH
Ron Chaffer283-5691

PASCAL
R. Deloy Graham649-6993

ST GRAPHICS ADVENTURE
GAMES
Jim Miller641-6356

ST GENERAL
Chuck Hall626-3717

BOARD MEETING NOTES
By Margaret Manning, Sec/Treas.

The February Board meeting was held at Bill Pike's home. In attendance were Bill Pike, Brian Hunt, Margaret Manning, Lee Bole, Dave Roberts, Stephanie Lynn, David Holliday, Perry Bailey, and Paul Gittens.

The treasurer (me) gave a reort on the improved financial condition of the club. A thanks was given to the two club disk librarians for their conscienciousness and hard work. Perry Bailey has revised a number of 8-bit disks. Stephanie Lynn has 2 new ST games disks.

The Newsletter has brought revenue and new members.

The 8-bit Explorers will be meeting twice a month from now on: the 2nd and 4th Tuesday of each month.

Phantasy Software delivered our new 2400-Baud modem, which will be used on PAC #1. This means that PAC #2 will soon be back up and running.

Dave Holiday looked into an alternative Projection Viewer in case we ever get plush enough to get something like it. If we can sell the SONY, we will consider a purchase.

Brian Hunt will look into getting some public service advertising of our club's functions.

The club sent in a subscription to CURRENT NOTES.



CROSSWORD MAGIC from MINDSCAPE By Bill Pike, PAC

(My thanks to I. B. Computers who loaned the review copy.)

This is a program for the 8-bit computers that generates a crossword puzzle from a list of words and clues. The completed puzzle is saved to a disk or may be printed. The puzzle save disk may only be used for puzzles and unfinished puzzles, no other files of any type may be placed on the puzzle save disk.

The disk is double sided with a Commodore program on the front side and the Atari program on the back.

The program includes a 30-day warranty, which is nice, as the disk is copy-protected and making a backup is difficult to say the least.

This is a Machine Language boot disk, so load it with the option key down. The first screen comes up with the menu do you wish to: 1. Create, 2. Print, 3. Copy, 4. Erase, 5. Finish, 6. Edit, 7. Play a puzzle. You may also elect to 8. Exit the program. The Esc key is used to transfer between operations and options throughout the program. Most of commands use the (<CTRL>+ key) type of option for activation.

The puzzle generator automatically places each word as entered. If you use auto-sizing mode, the puzzle expands up to 20 X 20 boxes using only the area necessary. However, once the puzzle is expanded, it will not decrease in size unless you use the resize command. Otherwise, you may set the size at the beginning of the puzzle. You

will be given a count of down & across words as you go. The program also keeps track of all words that won't fit in the puzzle and uses these words as it can. You also have the option of relocating the word you are entering or erasing the last word entered.

The most recently entered word is highlighted for your convenience. You are told the number of words that are being held in storage as not fitting in the puzzle at the present time. The program tries to fit all words in storage each time a new word is entered. You may have a list of up to 120 words in storage by the end of the puzzle. These words are saved if you save the puzzle uncompleted, but are discarded when you have completed the puzzle.

You may request a printout of the unused words, if you wish, anytime before the puzzle is saved as completed. By the way, if a word won't fit, the program responds with a rather loud buzz and you are told the word won't fit, and the word is placed in storage. If a word is accepted, you are given a pleasant bong, and the word appears on the puzzle grid.

When you have typed in all the words (answers), push Esc. and you are given several choices among which are Save, Enter Clues,.... If you elect to enter clues, you will be told that you may not enter more words while or/after you enter the clues. This is partly true. You can save the puzzle to disk, then clear the puzzle from memory, then re-enter the puzzle in the Edit mode. This allows you to add

more answers and the associated clues. Each word is highlighted as you are asked to enter a clue for the word. You are allowed 120 characters per clue.

The program also automatically numbers each box associated with a word beginning and numbers each corresponding clue, separating them into Down and Across columns.

You are given the options, on printing, of giving marks (clues) in the form of the first letter of each word. You can print the puzzle with all answers, for scoring purposes. You have the option of stopping the printing at the end of the puzzle to reposition the paper to print the clues on a separate sheet.

By the way, the program is set up for most of the printer types that are in use by Atari users. Also the blackout option (the manual suggests that you not use this due to wear on the ribbon of your printer) makes a checkerboard pattern rather than a solid blackout, I use this for clarity and feel that the wear on the ribbon is minimal.

All in all, the program is excellent. This program could be used to make puzzles for a newsletter, practice spelling words for students, invitations, etc. other uses are listed in the back of the manual. The only limitations of the program are a 20 letter limit to word size, which should be no problem, and a 20 X 20 limit to puzzle size. I have found the need to go into the manual entry mode to fill some spaces in the puzzle that the program wouldn't or couldn't fill. You can use all letters and numbers as well as some

symbols for answers in the puzzle.

The cost on the program is a little steep (\$39.95), however remember that it has a Commodore program on the first side and Commodore users haven't had the price reduction that the Atari users have had for obvious reasons. Mindscape continues to produce programs for the 8-bit Atari and the programs marketed seem to be very good.

If you have a use for this type of program, I feel it is too expensive to purchase to just fool around with, then this is the one to purchase.

(EDITOR'S NOTE: Mr. Pike has graciously submitted the crossword puzzle on page 16. The solution to that puzzle is printed here below, upside down so you won't readily be able to cheat.)

K
S S
I P D
D I
M H O
PASCAL
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KEYBOARD
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PROGRAM
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DIRECTOR
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MODEM
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AD
ON
DATA
L
CLEAR

ANSWERS: PACI

Software Pipeline

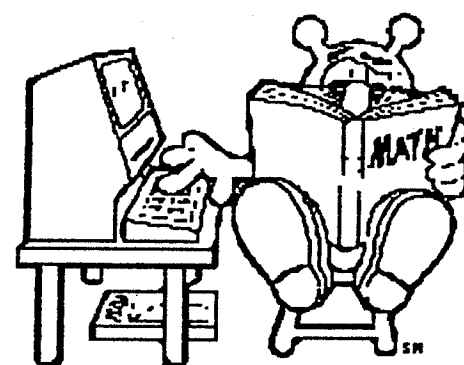
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 Pinball Wizard
 Partner ST
 Dungeon Master
 Shadowgate
 Ultima IV
 Starlight
 Superbike Challenge

Test Drive
 Deja Vu
 Breach
 PC Ditto V3
 Oids
 Gunship
 Chopper X
 Spectrum 512
 Terrapods

Plus dozens of other titles!



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AIRBALL by Brian Hunt,, PAC

Airball by MircoDeal (formerly Michtron) is a 3D maze game in the tradition of Lode Runner's Rescue. An evil Wizard has turned you into a ball with a slow leak and you must maneuver your way through the 150 room mansion to find the Wizard's spellbook that will turn you back into a human.

Your ball has a pressure level that drops slowly as you roll and jump around the mansion. The good news is that the mansion contains pumps that inflate you back to health (don't overpump yourself or you could pop!). The bad news is that the mansion also contains many sharp objects to puncture you such as spears, rough floors, drop offs, cacti, and other nasty surprises. The rooms also contain many other items such as doors, stairs, a flashlight or candle (helpful in the dark rooms), jewels, window dressing (fireplaces, statues, plants, etc), and things to jump on top of (neat huh?).

The graphics are excellent on my TV and would probably look better on the colour monitor.

One problem with the graphics on most 3D games is that you can't always see your player because other objects get in front of you. This game is well designed and this problem does not happen very often.

The sound on the game is adequate, but the catchy theme song becomes less catchy after its millionth repetition. I tend to turn down the sound on the TV and turn on the stereo.

The game can be controlled by a joystick, the mouse, or the keyboard. I found that is was almost impossible to control the movement with anything other than a joystick, and that the joystick took a while to get used to.

I love exploring the game and getting to rooms that I have not been to before and trying to get through them.

I hope someday to find the spellbook. Until then, you will find me hunched over a joystick playing Airball.



DARK CASTLE By David Roberts, PAC

What should I say about this game? Garbage is too strong a word, but if this game didn't seem to have a small effort behind it, then that's what I'd have to call it. As it is, this game rates less than good. It has been a long-awaited game for some who had seen it on the Macintosh, but those people are in for a disappointment.

The idea behind the game is not that bad. It isn't original, but it isn't bad. You are an adventurer who is exploring this dark castle. It's a game sort of like Loderunner or Donkey Kong, in feel. You go up and down stairs, ladders, ropes and take keys and assorted objects for points. You have flying bats, crawling things, and other creatures (I assume, since I didn't have the motivation to play too far). The graphics are nice. They are nothing spectacular. The digitized sounds are pretty

original-sounding and the backgrounds could be called well done.

I'd say more about the game play, but I don't want to say anything that would encourage you to buy this game.

You control the game with the mouse and keyboard, at the same time (gimme a break) and no joystick control is available. A little yellow scrap of paper points of that the joystick doesn't work. Great! The controls are difficult to master, to say the least.

This isn't sounding like a negative review is it? It is? Good! The game has tons of problems. The game is put on three disks. Talk about bad implementation. There is no reason that this game should take three disks. I'd rather have less disks and kill the dumb sounds. If other companies can condense, then they should be able to also. The game takes too long to load. After you die, you have to practically start the whole loading sequence over again. This takes a good two minutes or so. Annoying as hell.

To add to all these problems, the game has bugs. It freezes up during play, at the end of a game, and one time my man even disappeared from the starting screen. I hate to spend this much space on a review of a bad game, but I thought it was worth warning everyone I could. It just goes to show that even a great machine like the ST can still have bad games made for it.

Do not buy it. Don't. Don't!

BOO



KARTING GRAND PRIX By David Roberts, PAC

From the title, you might wonder just what this game is. Well, it's an interesting racing game. The cars are really Go Karts, but they act pretty much like race cars.

This game is in the class of the cheap and pretty good games. The game cost \$23.00 and is really inexpensive compared to some games. It isn't a fabulous racing game, but it has some good things to it. The first thing it has going for it is its timing. It's really the only racing game from an above-ground view that exists, that I know of.

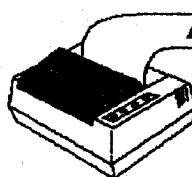
The game plays pretty well. It has an option screen that allows you to customize the game. You can choose one or two players (another good point). You can adjust the type of tires which affects steering and you can change the driving surface. Dry, wet, and icy are available surface choices. You can choose the gears you want to race in which adjusts how fast you move and accelerate. You can choose from eight different tracks which are extremely well done in design.

The game itself is played with the joysticks. They take a lot of getting used to, but it is possible to become pretty good at turning and controlling your car. You move your car down the track and try to beat your opponent or the computer, depending on who is playing. The turns are the hardest to maneuver, but it does get easier with practice. The graphics aren't fantastic but they are nice when you figure the scale that the game was done in.

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Afterall, detailed graphics need a certain scale to show detail and the cars are pretty small.

The game has some flaws. With some effort you can cause your car to go off the screen and get stuck, but this only happens if you're stupid. The game doesn't continue after you finish a track, it just starts over at the option menu. I would have sug-

gested that they not start over, but go to another track after one race was won, but that isn't too bad.

The game starts over very quickly and isn't a big problem. I recommend this game if you don't need to be too impressed, but would like to play an interesting racing game at a semi-cheap price.



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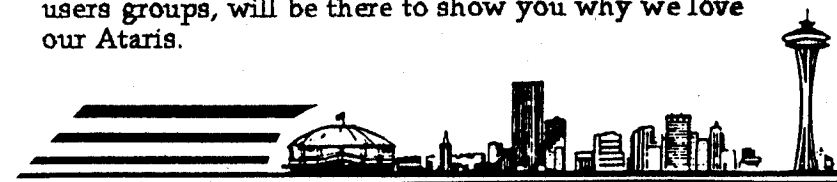
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May 14 - 15, 1988 Seattle Center Flag Pavilion

SUPERBASE PERSONAL
...CONTINUED FROM PAGE 1

using the Control Panel Accessory, then the program will print out the current date in a form preset by the user. It can be Month/Day/Year, or Day/Month/Year, depending upon the user's choice. The months can be spelled out completely or abbreviated, or the entire date could be the computerese 08/08/87.

Then one has the choice of which fields from his file he wants presented. In the case of my race results, I did not show the skipper's address, phone number or his boat color, or some of the calculations in the program like the conversion from hours, minutes and seconds to all seconds. Nor did I show the result of the distance times his handicap.

The next line is the report line, wherein one can sum various numerical fields, group various fields, or have the program provide a count of files. For example, if you were using Superbase as a budget medium and you had input all amounts spent for various categories, you could group the expenses under (for example) groceries, count the number of times you spent money at the grocery store, and then get a final total for all the money spent.

The next section in the Query definition screen is the Filter line, from which one can have only certain files shown on the report. Back to the case of the handicapping, I put in several races on the same file, but gave each a unique Race ID, which was one of my fields. When I came to printing the results for a particular race, I put in the filter which said "RACE ID 'LIKE' INDSUM 3". Indsum 3 was our Indian Summer Regatta, Race Number 3. Through that I got only those participants in that particular race.

The next (and last) line in the Query is the "order" line. It is this one in which one decides how or in what order the date should be presented on the report. Back to my handicapping, again: I wanted the racer who finished first based on corrected time, to be shown first. In handicapping sailboats, the guy who finishes the race first is not always the one who gets first place. Therefore, I had the program present the results based on "Corrected Time" in ascending order. This way the guy whose handicapped or corrected time showed him to be first was displayed on the first line of the report, second guy - second line, etc. The information could also have been presented in descending order or in the

order according to the original index in the file. When all of this is complete, one has the choice to Print the file to a printer, a disk, or another file. Through the desk-top one can choose how many columns to be printed - 88, 96, or 132; or anything between and up to 232 columns can be printed.

Other features of the program are that one can choose how numbers are to be displayed. Either with a decimal place or not, the number of digits to the left and right of the decimal, whether a negative number can be displayed or not and from another set of choices what currency symbol is desired; whether it be the dollar sign, Pound Sterling sign (which is the default, by the way) or, for example, the Yen sign. When the choice is made, the program comes up in subsequent sessions the same way, so these choices do not have to be made at each session.

I have found this program to be more program than I need at this time. In time, however, I may find ways to use it that will utilize more of its vast functions. Perhaps when I get to that level I will again write a continuing portion of this review which will include the advanced functions into which I have not yet delved.

One minor complaint I have about Superbase - Personal is that there are a number of "RESERVED WORDS" - ones which cannot be used as the titles to fields. In my race handicapping, I wanted to call one field "DAYS". Superbase would not let me use that name, although it does not appear on the list of reserved words. In its place I used the French "JOURS". No offense to the Brits who wrote the program.

Another non-useable word is "ADDRESS". "ADD" does appear in the list of reserved words. To get around that, one can use "HOMEADD" or "OFFADD" for home address and office address, respectively. Among the many other reserved words are "FIRST", "LAST", "NUMBER", "HOME", "ON", and "OFF".

The manual is quite good and there are a number of files supplied on the program disk to assist one in becoming familiar with all of the functions of the program through the Tutorial in the manual. In addition to that, there is a domestic support group which can be contacted for additional help. This group is in Denver, Colorado, and their phone number is printed in the manual. I have called, and they are quite helpful.

At the recommended price of \$149.95, Superbase Personal is not cheap. However, I feel that it is well worth the money paid and will be quite useful in years to come.

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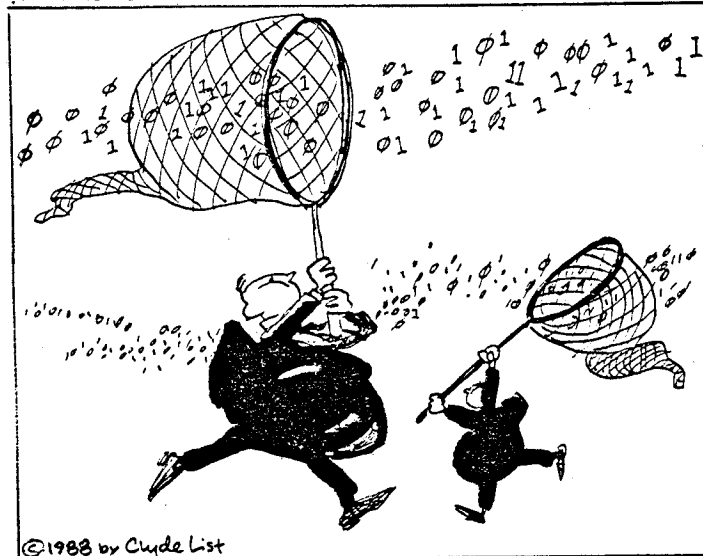
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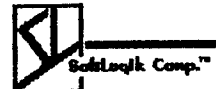
PAPERLESS CHASE



THE PRO Frank Sommers, Current Notes

Soft Logic has put in iron mask on Deren, the developer of Publishing Partner. He can talk only to his computer, his boss, and occasionally his family. This ends, hopefully, at the beginning

of March with the release of PP Professional Version 2.0. Is it faster? Yes. Why? Version 1.03, at your key command, finds say, the letter "A", designs a font for it, then it goes to the next letter you type. When you type an "A" again, it redesigns the font again. The new version on first design of a letter sets up a table; for that and each subsequent letter, When a letter is repeated, it lifts the design right out the table. Result? A page in two minutes; longer if you have complex graphics of course. It will allow you to group items into one graphic and then move the set anywhere you choose. Flow around text, and the ability to read raw data files are included, along with auto-hyphenation, auto-kerning, and multiple windows.



Query definition

Title

Date

Page

Fields

Report

Filter

Order

Print

Disk

File

OK

Clear

Cancel

SUPERBASE PERSONAL'S QUERY OPTION WINDOW



SOFTWARE REVIEW: SIGNUM! By Richard Karsmakers

I had heard a lot about "Signum!" even as the program hadn't been seen yet. When I wrote to Application Systems to review Art and Film Director (they directed me to PDS, by the way), I received an apology home, printed out with "Signum!". It didn't stun me: I just thought the whole thing was printed on some laserprinter or something of the kind. I completely forgot "Signum!" and went on processing words on good old "1st Word Plus".

It was at the open day at the ST Club in Eindhoven on the first Saturday of February that Mr. Geukens of Club Veldhoven proudly showed me a printed out sample of "Signum!". I didn't believe him when he told me that it was actually made on a 9-pin printer! But it turned out to be as true as can be! I immediately contacted Commedia and recently I have received the program, to test it out.

The program is supplied on two disks, and the program itself, the printer programs, the font editors, etc. aren't protected. So it's very easy to copy the program to harddisk or make a backup of it. The secret is a program called "INSTALL". This has to be executed before any of the other programs are loaded, otherwise they simply refuse to work. This "INSTALL" program is heavily protected, and it has to be run from either of the two disks, which both include the actual disk protection. But that's enough about that fuss. Let's

have a look at the program:

On startup, one is met by quite a normal starting-up screen: A piece of 'paper' on which you can type, a menu bar and some option grids on the lower side of the screen. This seemingly simple program, however, offers the user the most advanced word processing capabilities - and more.

The thing that's revolutionary about "Signum!" is the fact that it is completely pixel-orientated. This means that any character on the screen can be moved pixel by pixel. Because of this fact it is possible to create advanced physics/math/chemistry formulas and more. Through a parameters menu it is possible to define word distance, character distance, line distance and more.

You can, of course, set TABs (which can also be permanently displayed over the whole screen). Things like justify, word wrap and other usual features of the modern word processor are also included. You can use headlines, footlines, page numbering (left, right, middle or left/right according to the page number), etc. The program is clearly aimed at people who need proper word processing capabilities (with high quality print-outs), and it is priced accordingly.

"Signum!" offers quite a lot (it should, for the amount of money you have to pay to get it). Things most word processors don't offer, like macro-key programming, the loading of up to 7 (!) different fonts in one document (in practice, this means not more than 7 different character sets on one page) and much more. Let's have a look at

the PROS and CONS of the program:

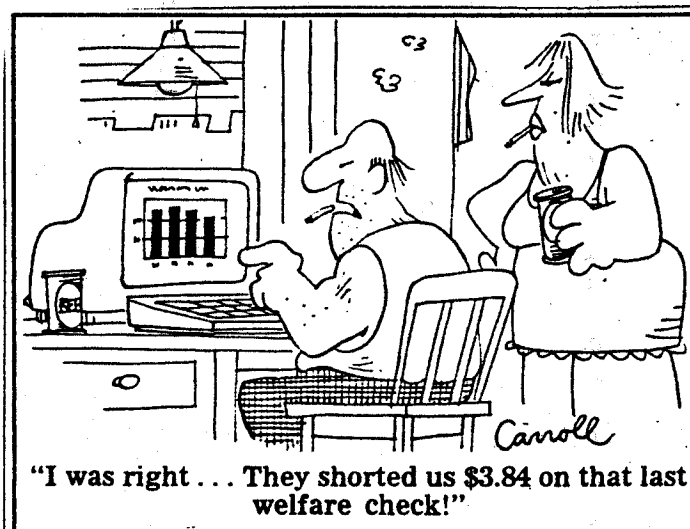
PROS: The program is pixel-oriented. This means high accuracy word processing capabilities. It allows use of different fonts, that can be created using the font editor that is supplied with the program. It can drive a 24-pin printer as well as most 9-pin ones. Macro-key programming is allowed. The quality of the print-out is extremely high.

CONS: With 'word wrap' the word that should be wrapped is left on the current line. It is actually page-oriented. Inserting a piece of other Signum files in the middle of one page is impossible. No pictures can be used in the program (said to be included in a future version). No columns are possible (said to be included in a future version as well). 'Light' and 'Underlined' character set styles are not supported. Printing takes quite a long time (with a 9-pin printer, the printer head moves 6 times over one line, depending on the text height).

Conclusion: For those people that are active writing club magazines, semi-professional scriptions, professional letters, etc., "Signum!" is the program that they all have been waiting for (and that they have secretly been dreaming of). Even cheap 9-pin printers can now easily be mistaken for expensive daisy-wheels, whereas the realivly cheap NEC P6 can easily be mistaken for a true laser-printer.

When one has a look at the group of people that the program is aimed at (those who would use it professionally or semiprofessionally), the price is not bad either.

If you're thinking about buying the program, but you're not yet sure, please go and have a look at your local computer retailer who happens to sell the program and ask them if they'll demonstrate it. You'll be stunned and chilled to the bone when you see what can come rolling out of a Star NL-10....



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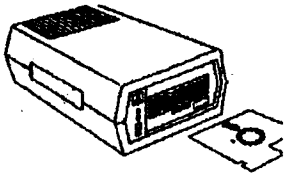


CARE AND FEEDING OF A DISK DRIVE

Bill Pike, PAC

The last article that I wrote concerned what to do and not do to a floppy disk. This article will concern that tool of destruction which eats the floppy disk and USUALLY reads data from and writes data to it. I am referring to the disk drive. The information applies to just about all drives including the 3 1/2" ST type drives, you just have less room to work in them.

The heart of the drive is the read/write head. This little device actually places the data on the disk and retrieves the data from the disk. You might well consider that the disk is turning at about 290rpm and what happens to this poor little object when it encounters a piece of dust at that speed, OUCH! How about what happens to the 500 page doctoral thesis that you just spent 30 days typing in and the head gets full of crud from one or more dirty disks, this kind of scratching will not relieve anything except your sanity. Anyhow here is the first rule KEEP IT CLEAN. There are several head cleaning kits on the market that have a piece of non-abrasive material inside of a disk jacket as well as a solution of Teflon & Methyl Alcohol included in the kit. Well I use this myself when I don't have time to do a more thorough job. However to do a better job you will need some Absolute Methyl Alcohol (from your local drug store) or from a disk cleaning kit and some foam tipped swabs (from your local RadioShack) or failing that some Q-tips.

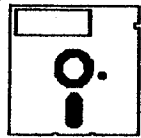


First let me tell you that if you happen to need to open up the drive this doing this will remove any warranty from your drive, if you still have any left, and you can get into lots of trouble if you break anything. You may be able to reach the head with a swab from the front of the drive thru the door (810's are nice this way, the door is big), if you can go get a cup of coffee, kick back, and relax, you are in luck. NOTE: BE CAREFUL OF THE HEAD LOAD PAD. This is a small rectangular pad of material that sets above the actual head. Don't push against it as you might mess up the spring tension and the drive won't read correctly. The head is on the bottom directly below the head load pad, unless you have a double-sided drive in which case the heads are located top and bottom and there is no head load pad. Anyhow put some alcohol on the swab, wet but not dripping, and gently rub it across the head from front to back. Make several passes rotating the swab slightly on each pass and then pull the swab out and examine it for crud. The crud will be black or brown flecks or a dark smear on the swab. Repeat the application with a fresh swab soaked in cleaning solution (alcohol) until the swab comes away clean.

That's all there is to it.

If you can't get at the head then you will have to open up the drive to get at it. There will be four or so screws on the bottom of the drive usually in the corners. These may be hidden under the footpads (1050 & 810 drives). Remove the screws and lift off the top cover. You will see the drive mechanism and the electronics. While you are here you might take a deep breath and blow the dust out of the drive, then go ahead and clean the head in the same way I said before. Don't mess with anything else as you can get in a heap of trouble real fast that requires special equipment and a lot of cash to fix. Anyhow be careful of the head load pad. You don't want to put any pressure on it upward, also try not to get any clean solution on the pad as sometimes the solution will loosen the glue that holds the pad to its support. If you are careful you will be safe.

I would recommend that you clean the heads any time that you start getting bad data either written to the disk or retrieved from the disk. If you use the drive a lot (8-12hrs per day) you should probably clean with a swab once a month. If you use a commercial system follow the recommendations of the system (once a week?).



POWER TO THE PRINTER

The Mad Reviewer

The Mad Reviewer is muttering to himself. "I hope the newsletter editor will find it in her lovely red ticker to publish two reviews in one newsletter."

I have written to you regarding good software at a fair price in the previous months newsletter, well, here is MY KIND OF PROGRAM. The name of the program is PRINT POWER from Hi-Tech Expressions and the price is \$15. THIS PROGRAM REQUIRES A 1050 OR ENHANCED DENSITY DISK DRIVE.

Here is everything you wished for from PRINTSHOP by Borderbund and more. You can use any of 6 (yes I said six) fonts in 3 different sizes with 7 special effects. That's 126 combinations anywhere on the page. You can select a border on any side or combination there of. You can print out 3 types of cards, tall, wide, or tent. You can print your posters up and down or across. You can print on each face of the cards selectively. You can put any of 5 sizes of graphics (icons) on any place on the card/poster you wish. You can create banners with 11 sizes of printing and 7 special effects as well as icons and more than one line of text on the banner. You can create letterhead etc. Did I say that the 126 fonts are available on any of the above? Did I say you could place as many icons as you want on the page, as long as they don't overlap?

This program can also use the AWARDWARE graphics disk. The publishers have told me that there is a PRINTPOWER PAK disk coming out with a graphics generator and many other goodies. Sorry but PRINTSHOP icons

won't work. By the way the PRINTPOWER icons are much more detailed than PRINTSHOP icons as are the borders.

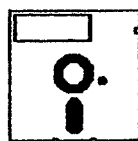
On the negative side PRINTPOWER takes longer to think about how it is going to print but they don't blank the screen or put up a color changing graphic. You can see all kinds of letters and numbers and ATARI graphics characters moving over a basic blue screen while the program is thinking. However the program has much more to think about than PRINTSHOP.

The program also configures to use as much memory as you have in the machine this eliminates much disk swapping for machines with memory upgrades it supports both NEWELL & RAMBO. You can also copy the files to double density or to a hard disk or a ramdisk.

Now for the rest of the goodies when you send in your Registration card there is also in the box a order form that will get you the AWARDWARE graphics disk for \$2. The program has a file that will allow you convert this disk so that it can be used with AWARDWARE or PRINTPOWER. The documentation is well written and is easy to use but I still wish it could be printed on standard page size so that it could be put in a binder maybe even including holes (hint, hint). I also found a extra font on my disk called Christmas, maybe this is a Late Christmas present. When I talked with the people at Hi-Tech Expressions they were friendly and most helpful. This is one of those programs that really give you your moneys worth and more so.

I highly recommend it to you. By the way these programs are moving like the Redskins at the superbowl, so you may have to wait for a copy but I am told that there should be enough to go around and if not the dealers will make sure that there are. By the way the disks are not copy protected but for the cost why bother pirateing a copy and going thru all the trouble figuring out what does which just buy the bloody program.

Support those who are supporting you.

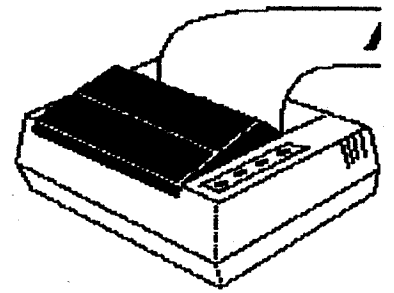


THE MAGIC DOT

The Mad Reviewer

(The Mad Reviewer enters stage left laughing wildly) If you remember my last article I wrote about quality shareware and quality programs. Well here is one and it is in the PAC 8-bit library for \$8.00 (\$4.00 PAC members). You have probably heard of the program called Daisy Dot. Well here is DOT MAGIC. This is all you wanted but didn't get in Daisy Dot.

You can use all the Daisy Dot NLQ fonts as well as the convertor program which converts any 9 sector (standard) font file into a NLQ type font. But you also have pictures, underlining 4 sizes (width) of fonts, variable letter spacing, boldface or any combination there of. You can change fonts on the fly.



WOW! But that isn't all. You can print a 62 sector file as part of your document, in 3 sizes, and center/block left/block right, and print in inverse. This program has the full instructions and documentation included on the disk. My first suggestion is to boot with DOS and look at the directory. There is a file called READ.ME. Dump this file to your printer or screen. Use the Copy function of DOS but instead of telling DOS to copy to a Drive use <P> to dump to printer or <E> or <S> to dump to screen (use <CTRL-1> as a toggle to control scrolling). You will be instructed as to which of the printer configuration files to use for your printer. Proceed to rename that file as directed. Did I say that this program comes setup for EPSON FX-80? I guess I didn't, but it does. Anyhow once you have done this then go ahead and run the main program by booting the disk. Load the font specified and load the file specified. By the way did you turn on your printer and interface (if you need one)? Then tell it to PRINT and watch the fun begin. You will get 6 pages of documentation. This will take a little time as your printer is in graphics mode. This demo shows all that the program can do and that is a lot. The old version didn't have complete documentation on the disk but this one does.

By the way the grapevine says that the person who wrote this program now has a 1040ST and will not be making more 8-bit programs (sob,sob,cry) anyhow he probably would enjoy a small stipend if you use the program and this will encourage him to write at least for the ST but maybe he can be talked into more 8-bit stuff.

This is one of those MUST HAVE programs for the 8-bit ATARI. Go grab your Disk Librarian by the (beep)[editors note: NECK] and force your money down his throat. You may then proceed to remove a copy, take one only don't be greedy, from his trembling hand. Take it home and ENJOY.



REMINDER!!

THE
NEXT GENERAL
MEETING WILL
BE ON

TUESDAY,
APRIL 5, 1988



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

I'm going to keep the column short so the program can take up most of the room. This is a page flipping demo. It draws several objects and saves the screens and then flips through them. the program is semi documented so you might have to sort through it. It shouldn't be that difficult though. Here's the listing:

```
Dim Screen$(6)
SetColor 0,0,0,0
Deffill 2,4,1
Rem ** Page 1 **
Pcircle 100,71,75
Sget Screen$(0)
Rem ** Page 2 *
*Cls
Deffill 3
Pcircle 110,81,70
Sget Screen$(1)
Rem ** Page 3 **
Cls
Deffill 4
Pcircle 120,91,65
Sget Screen$(2)
Rem ** Page 4 **
Cls
Deffill 5
Pcircle 130,101,60
Sget Screen$(3)
Rem ** Page 5 **
Cls
Deffill 6
Pcircle 140,111,55
Sget Screen$(4)
Rem ** Page 6 **
Cls
Deffill 7
Pcircle 150,121,50
Sget Screen$(5)
Rem ** Page 7 **
Cls
```

```
Deffill 8
Pcircle 160,131,45
Sget Screen$(6)
X=1
While X
  Gosub Flip
  Gosub Wait
Wend
Procedure Flip
  Inc Cn
  If Cn=1 Then
    swap Screen$(0),Screen$(1)
  Endif
  If Cn=2 Then
    Swap Screen$(0),Screen$(2)
  Endif
  If Cn=3 Then
    Swap Screen$(0),Screen$(3)
  Endif
  If Cn=4 Then
    Swap Screen$(0),Screen$(4)
  Endif
  If Cn=5 Then
    Swap Screen$(0),Screen$(5)
  Endif
  If Cn=6 Then
    Swap screen$(0),Screen$(6)
  Endif
  Cn=0 Endif
Vsync
Sput Screen$(0)
Rt=Rt+5
If Rt>80 Then
  Rt=0
Endif
Return
Procedure Wait
  Rem * wait for key press *
  Key$=""
  while Key$="" Key$=Inkey$
Wend
If Key$=Chr$(27) Then X=0
Endif
Return
```

Hope you get something out of this simple page flipping demo. Try holding down on the RETURN key and watch the effect. Until next month. Keep those fingers typing.

S O F T W A R E

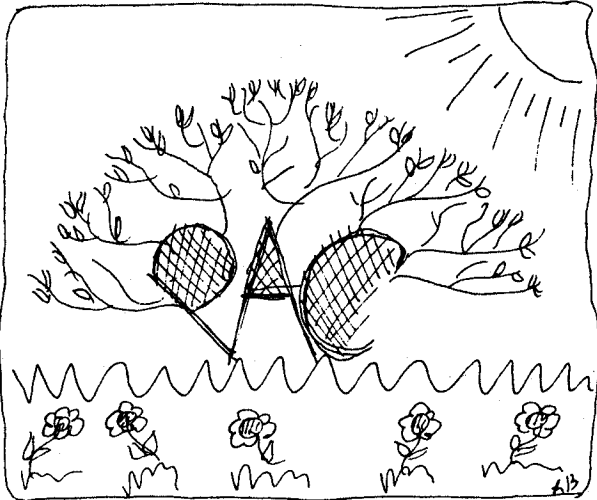
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WARNING: COMPUTER A.I.D.S. AT WORK

Bill Pike, PAC

Well we knew it was coming sooner or later! It is here now! Some Phreakers are circulating a VIRUS program thru BBSs. There is also a virus program that came out of Europe and is causing much havoc there. The program is encoded in some nice looking, popular programs this is probably a innocent program that may have been around for a-while as the Phreakers are too lazy and/or stupid to write something new, other than trying to upgrade the virus section of a program, themselves. The original program may run fine, HOWEVER when the file has been loaded or run, the virus writes a program to the disk. The virus sits inside the computer memory and waits for a disk Input/Output operation. Each time a disk is placed in the drive and an Input /Output operation is performed, a copy of the virus is written to the disk. If a file containing the virus is transferred to a BBS, the virus goes along with the program. This virus then sits in wait on the disk. No it isn't listed in the directory and may or may not change the VTOC. At some predetermined later time, the virus goes to work and may wipe out the directory and VTOC or it just might FORMAT the entire disk. Some virus programs modify DOS so that the virus program is appended to EVERY file on the disk when a file is loaded off of disk or transferred via modem.

You can easily see that your whole library of programs could

be rendered infected and then gone. In the meantime you could have been a innocent carrier of the virus infecting your friends and others. That is why the name of this article is COMPUTER A.I.D.S. There are ways of protecting yourself and others as well as cleaning out any existing virus programs that you may have picked up.

ATARI owners have a big advantage over other types of computers in that the disk drive is a smart drive, meaning if the disk is write-protected, the drive WILL NOT write to or format that disk. This is part of the ROM instructions within the drive itself and a virus cannot modify ROM. However, there is a modification available to bypass this feature. I would suggest that it be removed for obvious reasons.

Keeping the virus out of your library is much easier than removing it when it already exists, as you never can be sure that you have caught every disk the virus has infected and if you don't get all infected disks it will just spread again. Now to the cures.

#1. WRITE PROTECT your disks that are not supposed to be written to. If you want to write to a disk of this type you can always remove the tab and replace it when you are done.

#2. The virus cannot survive a COLDSTART. Re-boot the computer each time with a KNOWN GOOD DOS disk after switching the computer off then back on. If you are using a BOOT disk make a copy of the original disk, archive the original

and boot from the direct copy, then reserve any other disks that may be written to by the program as possible INFECTED don't use these disks for any other purpose and NEVER use your archive disk for any purpose except to make a copy for your working disk. You might also write-protect your working copy, if possible.



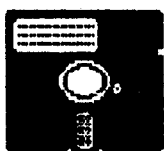
#3. Here is a rather long one for those who trade programs or download programs from BBSs. Keep your downloads or trades on a separate disk. Then load and run each program, make sure you don't use the original or working copy of any program that the file works with, use a test copy. After you have run each program. Format a BLANK disk, using a known good copy of DOS. Then use a sector editor to check the first 4 sectors (0-3) of the disk of the suspect disk against the freshly formatted disk. If these don't match, one of the files on the disk was a virus. You can find the file by using a known good DOS and copying each file individually to another disk then running that file and comparing the boot sectors (0-3) to the formatted disk. You might also

wish to compare all file lengths including the DOS.SYS and DUP.SYS files. If any file is longer than the original file, suspect a virus.

There are a couple of ANTI-BIOTIC programs going around that can usually pick up a virus infected file. However as the Phreakers get their hands on the antibiotic, they will find a way around them, so don't trust them totally.

This article has been written from the 8-bit view point. However, the same principles apply to the ST.

In conclusion, always suspect MENU programs and ANY PIRATED program. Also suspect programs that work with with popular programs. All purchased disks are write-protected and an error in writing could be trapped so you wouldn't see it happen if the error occurred during the booting of the program as the drive is already running. However, if the disk wasn't write-protected, the program would write the virus. This would obviously include broken programs and boot disks made into files. Anyone could sabotage a disk or file at anytime.



8-BIT NOTES

Paul Gittens, PAC

I have on more than one occasion heard doomsayers talk of the death of the 8-bit. Fortunately they are wrong. Right now is among the most exciting times the 8-bit has ever had. There are many new products on the market which enhance this

little computer in ways which really tap its potential. For example, as I write this article I am using a 256K 800XL computer with a One Meg MIO by ICD INC which is set up as four 192K Ramdisks and a 127K print spooler. I have copied my Telecom program into one of the Ramdisks and you can't beat the speed at which the entire program loads and is ready to run. Downloading or uploading files is really a breeze when sent from such a medium.

While having things such as the MIO are very nice, it is also neat to have and use extra memory. I don't mean to say that memory upgrades are totally new but that they are easily available and there are several DOS systems that make them easy to use. After all, one of the two major differences between 8 and 16 bit computers is the amount of memory available. The second major difference is, of course, speed which is determined by the clock speed of the microprocessor. You can't do much about the clock speed but you can certainly expand available memory.

The bottom line remains. The 8-bit computer is simply an excellent little machine. There is a lot of good software available and much of it is either very inexpensive or even free. I have done some price comparisons of both hardware and software and have found that some of the software for the 16 bit computer costs as much as an entire 8-bit computer system. You can't touch a color system for 16-bit for less than \$500 bucks while I

observed three used 8-bit systems at the last PAC swap meet going for \$175 or less. This included both the computer and disk drive.

One of my primary uses of my computer is with my kids. They range from book reports to Valentine cards to games. Our home is one of the most popular in the neighborhood because of the entertainment value. Of course, we not only know where our kids are but sometimes half the neighborhood as well. I have to admit that this could be done with the larger systems also, but I sure feel much more comfortable knowing it's just an 800XL that might get the next pair of sticky fingers or cup of who knows what.

The 8-bit simply gets the job done. It's like my 12 year old pickup truck. It's a workhorse that I am not afraid to use. It's simple enough that I can do much of the maintenance myself. Last of all, the repair parts are easily available and cheap. The best part is that both are fun.

I would like to share with you my findings on a newly released game for the 8-bit. I would like to introduce you to the world of dungeons and ghosts, treasures, evil wizards and heros. Yes, even death itself can rear its ugly head. The game I am referring to is of course GAUNTLET, the arcade smash by Atari. The home version is released and marketed by Mindscape. This is a one or two player game. I recommend two players. Each player is given the choice of one of four characters who vary in power and abilities.

They all seem to be about equal overall but we preferred using the wizard and hero. Gameplay consists of a series of maze-like dungeons in which you guide your character around trying to grab the treasures while avoiding all the ghosts and evil wizards and other assorted nasties. There are so many monsters that you really need the help of your partner to get through. You need to find the food and drink which is also scattered around because you are constantly running down and need replenishment. Watch out for the poisoned food.

The graphics are good and the action is good as well. We were able to go through about 40 levels before we had to quit and go to bed. I did not play this game in the coin operated version so I can only say that the play is similar but of course the graphics are not as good as in the arcade. One of my favorite tests is the "ten year old" test. If I come home from work and find them using the program, it passes. Not only did I find them using the game but I couldn't get them to stop. I liked it myself and gave it a thorough workout. I did find that it really helps if your partner cooperates with you. You could easily find yourself stuck between a wall and a hoarde of monsters with nowhere to go because the scrolling of the screen is controlled by the actions of both players. We once found ourselves transported to the very edge of the screen with a wall all around us and nowhere to move. Fortunately the game provides for this.

There is no action such as shooting ghosts or grabbing treasures for 30 seconds all the locked doors disappear and after another 30 seconds all the walls turn into exits. Like the saying goes all things come to he who waits.

I did feel that the \$34.95 price was a bit high. While the graphics are good they are not great. You can't always tell just what it is you are shooting at. This is probably as much a limitation of the computer as anything. It is only the sprites which can be difficult to recognize because the background presents no problems. I personally feel that the game is better suited for the kids than for myself. After 40 or more levels it seemed to be much the same. I would have liked a couple of more surprises. Overall, I did enjoy playing with it and found that my partner and I enjoyed a fair amount of stress which induced some interaction of a not wholly friendly nature. You could find yourself playing this game in a cut-throat manner. I recommend that you be good friends.

A new arcade-style release from Microdaft is a game called DROPZONE. This game is a fast action shoot em up. The action is constant. It really tests your reflexes and ability to move around quickly.

Game play involves a little spaceman (you) in a jet seat. You can maneuver up, down, and sideways. You must take into account gravity and inertia as well as kinetic energy. If I were to really fly in a jet seat this is probably a lot like what it

CONTINUED ON PAGE 15....

TRACK BALL & THE ST

DeWayne Stuart



Converting the Atari 800 series Track-ball for use with an Atari ST series computer.

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These instructions are for the Atari Corp. trackball made for the 800 series computers.

This trackball has round push-buttons and a dark brown top with an off-white base.

The all black trackball is set up differently, and will not work with these modifications.

Converting the Atari trackball for use on an ST is a fairly easy task, if you are at all familiar with a soldering iron and the use thereof. The original Atari trackball was set up to interface with the Atari machines as either a joystick emulator, or a version of trackball.

Unfortunately, the way it is interfaced will not work with the ST. By bypassing most of the interfacing in the trackball, we can give the ST signals that it can understand, and achieve a rather nice substitute for the infamous 'mouse'.

Note: The existing cable does not have enough wires to implement both pushbuttons on the trackball. This tells you how to use the existing cable, only implementing the left-hand button. If you can obtain a cable with the needed wires, the last few paragraphs of this article will tell you how to install it.

The first things to keep in mind: You do run the risk of turning your trackball into trash.

If you make a mistake, or 'zap' the innards with a jolt of static electricity, it may die. You will NOT damage the ST in any way if you do not work on the trackball while it is connected to the ST. Now, on to the fray...

The first step is to disassemble the trackball. Remove all of the screws from the bottom of your trackball. Next, turn it back over, holding the top on, so that the ball is up! Now, gently try to pull the brown top section off, maybe prying gently with a screwdriver at the junction between the brown top and the lighter-colored case. Lift the top off, being careful not to disturb the innards. You will now see the ball, the scanning/guide assembly, and the circuit board. Remove the ball and put it in a safe place. Orient the case with the cord running straight out the back. In the upper left-hand corner of the circuit board is a small connector. Cut the four left-most wires loose from this connector, which should leave you with one orange wire second from the right, and a pair of black wires in the right-most slot. You want to leave the four cut wires as long as possible, so cut them off flush with the connector. Now for the tricky part: Carefully strip back about 1/8" of insulation on each cut wire, and attach as follows:

Blue to pin 1 IC A1 (pin 2 of mouse connector)

White to pin 2 IC A1 (pin 1 of mouse connector)

Brown to pin 13 IC A1 (pin 4 of mouse connector)

Green to pin 14 IC A1 (pin 3 of mouse connector)

(These are the only changes

you have to make for the original cable mods. The following is for the optional cable mods, and informational.)

(The red wire is left button, pin 6 of mouse conn.) (yel)

(The orange wire is 5 volts, pin 7 of mouse conn.) (grn)

(The black wire is ground, pin 8 of mouse conn.) (blu)

(The right mouse button, pin 9 of mouse conn.) (wht)

(Each button connects between ground and the proper pin on the mouse connector.)

1-Io- 1-14

2-I 1-13

3-I 1-12

4-I 1-11

5-I 1-10

6-I 1-9

7-I 1-8

A1

The above is a diagram of IC A1 and its connections.

A1 is the IC with 14 pins located in the lower right-hand section of the board, and will be labelled CA339E or LM339 or something with a 339 in it somewhere.

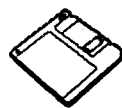
You will have to route the wires underneath the roller that the ball runs on between the area where the cable comes in, and IC A1 is located. Lift up the roller assembly by its center, being careful that the bearing on the right end does not fall off and run away. Also be careful not to stress the plastic wheel at the left end. This wheel is rather loosely attached to the roller, and could get bent or broken if the proper care is not taken. Run the wires underneath and to the far left of the platform under

the roller. I tied the wires to the large post just forward of the cable entry hole, to help keep it flat. Coming down from the platform, you should be able to attach a tie to one end of the part labelled R5 on the board. (A small nylon tie will just slip through the space between R5 and where its lead is attached to the board, keep the wires dressed to the left of the center area, towards the small center pillar that the ball rests on. The ball almost touches the board at its lowest point, so we have to keep it clear. This ends the modification for use with the existing cable. The original cable

does not have the wire for the right mouse button, so using the original cable will only give you the left button effect, on both trackball buttons. The only way to get both buttons is to replace the cable with one having all the wires. If you can get a cable with the needed wires, just cut the RED wire from the right-hand switch, and attach the right-hand and mouse button wire there. If you wish, you can leave the original cable intact, and add the new cable as described, splicing the 5volt lead from the new cable to the orange lead on the old cable, and the ground lead to the black lead on the old cable... With both cables this way, you can unplug it from the ST, and plug the original cable into your 800 or whatever, and it would work fine. Just be careful to plug the right cable into the right computer, and leave the other cable unplugged!!

Hopefully you have a working ST trackball now, may it give you many miles of computing pleasure! If it doesn't work, or works in the wrong directions, check your wiring carefully. Make sure that you didn't accidentally connect two of the IC pins together, that you have the right colors going to the right places, and that you restored the rollers and ball correctly.

DeWayne Stuart
Stuart Electronics,
Hayward, CA 94545
(415) 8873028



ST XFORMER II

Darek Mihocka

Since the release of the Xformer in October, I have mainly heard only two things from people: Make it run in monochrome, and make it faster. The monochrome part was easy, and now with Omni Res, it is even better. The speed issue was a bit harder to address. The dispatch algorithm used could have been sped up slightly, by getting rid of common code and thus saving some jumps and branches. But to get a really

major speed increase, I started writing a new emulator from scratch and came up with some voodoo that allowed me to write an emulator that is *TWICE AS FAST* as the emulator now available. Thanks go to David Small, Charles Smeton, and Jan Gray for providing some of the speed up ideas. Here at a glance are some of the features of ST Xformer II:

- Twice as fast, runs at about 40% the speed of a 6502.

- A GEM based non-cryptic user interface that allows you to re-configure the emulator with the menu bar. No more deleting and renaming of files.

- 4 modes: generic 6502, Atari 800, Apple II, and C-64 emulation (I should have provided a DEGAS file containing a screen shot showing Commodore 64 BASIC in action on the emulator, but that would probably make most people delete this file right away!).

- Online documentation (i.e. from the menu bar).

- Player missile graphics and sprites, greatly increasing compatibility.

- A hardcopy of detailed documentation and source code will be available for a small fee. (Hey, I gotta eat too!).

- Phone support will be provided if you really get stuck.

The program will be available on July 1, 1988, and will be shareware. That means it'll be free and available on most BBSs and information services at that time. The program will soon go out to a few beta testers who will put it through the wringer. A preview version will be made available to magazines and user groups on May 1, 1988. If you are a user group executive and are interested in getting the preview version to demo to your user group, send a recent copy of your newsletter, your name and phone number, and \$5 (to cover the cost of a disk, a mailer, and postage) to me:

Darek Mihocka
310-D Bluevale St. N.
Waterloo, Ontario
N2J 4G3 CANADA

and I'll give you a call when the disk is about to go out (in late April or early May).

Anyone with last minute requests and suggestions for the emulator can drop me mail, email, or call the "support line" (really just my modem line, he he, so if you call and get a modem carrier, hang up). Of course, after the preview gets out, I'll definately be taking last minute suggestions and bug reports before letting the cement dry.

To contact me by email, you'll need an account on one of the information services listed below, and then send the email to the appropriate ID:

BIX: darekm
Compuserve: 73657,2714
DELPHI: DAREKM
GEnie: DAREKM

The ST Xformer support line is: (519)-747-0386

On the FOREM FNET network, send email to Gilligan's Island BBS (node #118). Hopefully it'll find a path through.

That's all! Enjoy ST Xformer 1.2 and please be patient about getting ST Xformer II. It will be worth your wait.



ANNOUNCING ATARI ST SOFTWARE FOR X*PRESS

By Alan Page
From GEnie BBS



A lot of people talk about getting news, weather, sports and business information online but few do. The reality is, it costs too darn much for most people. With hourly charges running from \$5 to \$18 an hour, you would pay a fortune to get the same amount of information (using your modem) that you would get in a thirty cent daily newspaper.

X*PRESS is an electronic information service that's quite a bit different from what you are used to. You don't need to tie up your phone to use X*PRESS, you don't even need a modem! You can access X*PRESS 24 hours a day, every day of the year, and there's no user fee at all.

You get news from Associated Press, UPI, Canadian Press, USA Today, and CNN Headline News, plus English-text foreign news wires from Germany, France, China, Taiwan, and the USSR.

There are columns from George F. Will, Phyllis Schafly, Lou Cannon, Ralph de Toledano and others.

You want sports news? It's got football, baseball, basketball, hockey, soccer, golf and tennis. Both game results and news articles from SportsTicker and the wire services.

There are features on business, travel, leisure, cooking, and lifestyles. Entertainment news including book, movie, and music reviews and news, plus prime-time TV schedules.

You get Microbytes hardware and software news from BIX (Byte Information Exchange) plus a sampling of some of the more interesting message threads from BIX.

There are detailed weather forecasts for each individual state (plus Canada), 24 hours a day. As if this wasn't enough, X*PRESS delivers stock market quotes three times a day from the major North American markets. The current software allows you to enter up to 128 ticker symbols and get high, low, last price plus total volume for each stock.

Sounds impossible, doesn't it? What's the catch?

The secret is that X*PRESS is a one-way, high speed (960 characters per second) signal carried on the cable TV system. Several hundred cable TV systems across the country (and a handful in Canada) pick up the X*PRESS feed from satellite and retransmit it over their cable TV system. A special decoder box connects to the cable and converts the X*PRESS signal into high speed (9600 baud) serial data which is fed directly into your Atari ST.

This X*PRESS service is considered part of basic cable, so there is no extra monthly charge for it.

Because it's a one-way signal, they don't need to use the telephone system or have huge mainframe computers to handle thousands of users interactively. Instead, software on your ST allows you to specify what stories to grab and store in memory and what to ignore. At 9600 baud, they transmit several megabytes of information every hour so it doesn't take long for it to start filling your computer with stories.

The stories are arranged in main categories such as News, Weather, Sports, Lifestyles, Entertainment, and Tech Talk. Each category has further sub-categories. You select only the sub-categories that interest you and the software starts capturing all stories that fall into those sub-categories.

The Atari ST software has an exclusive 'clipping folder' feature that helps you gather stories that you are particularly interested in. You can specify keywords, individually or in pairs, and the software will scan ALL incoming stories, whether you have selected that category or not, and grab any that have the keywords you specify. e.g. All stories with 'Atari', or 'IBM', or 'Apple' AND 'Computer', or 'Microsoft', or 'Iran' AND 'hostage'. You can specify up to four pairs of words in each of two clipping folders and then review the stories gathered at any time.

The Atari ST software also allows you to run another program from within the X*PRESS program and X*PRESS will keep on working in the background gathering stories and stock quotes.

The Bottom Line

There are two different services offered by X*PRESS. Xchange (what I have described above) has a one-time cost to purchase the decoder box and software (about \$125) and includes stock market quotes for major North American markets updated three times a day. You must have a cable TV connection from a participating Cable TV company to get this service.

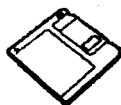
X*PRESS Executive is a premium service from X*PRESS. It has considerably more financial and business news from Standard & Poors, McGraw-Hill, as well as newswire reports on mutual funds, metal markets, money markets, commodity markets, and other specialized financial news stories including Business Wire and PR Newswire. X*PRESS Executive provides continuous stock quotes on a fifteen minute delay. There is a \$19.95 monthly fee for this service, which is primarily aimed at home investors and business people. There is a one-time fee of about \$225 for a decoder box, descrambler, plus software. The Executive service is also available to home satellite dish owners (call the X*PRESS people for details).

Note: Prices quoted above are approximate and subject to change.

The software for the Atari ST is in final beta test and the manual is being finished. It is expected to be available in the first quarter of 1987.

If you are not sure if your cable TV company carries X*PRESS, ask them, or you can call the X*PRESS toll-free number 1-800-7PC-NEWS.

(in Canada, 1-800-445-7444)



NEOCHROME ANIMATION

By David Lindale

If you have Neochrome version 0.9 or 1.0, you may be surprised to know that animation is available within the program. Not just color cycling, but actual page flipping of up to 99 pictures. I got this tidbit from the July 1987 issue of FOCUS newsletter by John Hileman.

To access animation, click on the GRABBER icon. Then go to the word "GRABBER" that appears to the right and put the point of the arrow in the top left hole of the last "R". Press the right mouse button. Now a new icon that looks like a movie camera will appear in the left group of icons. Amazed? You ain't seen nothing yet. Go to the drawing screen a create a small object to animate. Click on the movie camera and go to your object. Click and hold the left mouse button to put a rectangle around it (allow lots of room, since this will be where you will animate). Now move the cursor to the right box and click on ADD. Go back to the object and click and HOLD the right mouse button (Grabber will appear). Use the Grabber to move the object slightly. You can use the X and Y coordinates shown at the bottom of the animation menu to guide you if you wish. Then go back to ADD and repeat as often as you like. Each ADD will result in another animation frame.

Finally, with the right mouse button, click on one of the arrows in the right box to begin animation (just like clicking on the Neochrome ramp lines). Left

mouse button clicks will speed it up, while right clicks will slow it down. Clicking on the opposite arrow with the right mouse button will stop the animation. Be careful not to speed up the animation too fast as you will lose the arrow cursor.

You can have color cycling and animation going at the same time for a really great effect. I drew a little rocket and had streams of fire coming out the rear which I color cycled with three shades of orange. Then I moved the whole thing with the animation feature.

Clicking on the small COPY BOX icon in the lower center of the animate menu will place the current animation frame into the cut buffer.

Unfortunately, you MUST have the workscreen covering up the bottom half of your picture in order for the animation to run.

There is no way to see the entire picture AND run animation at the same time. Apparently this bug is what has kept this feature "secret" and undocumented.

Notice that the animation feature allows you to save and load in completed animation sequences. The filename has an "ANI" extension instead of "NEO". If you have the famous public domain Neochrome parrot animation that flies across the screen, guess what? You can load in that parrot and animate it in Neochrome! There are twenty separate pictures that make up the flying motion.

I was able to get the SLIDEANI.PRG that animates the parrot to animate a new sequence that I created, by renaming my animation to "BIRD2.ANI" and

replacing the one on the disk. If you do this, don't throw away the original "BIRD2.ANI", rename it to something like "BIRD2.ANX".

Obviously, this is a klutzy way of getting your animation into a slide show, and you may not want your animated pictures to fly across the screen as the parrot does. So there isn't any real good way to view your picture in a slide show program. If the guy who wrote that SLIDEANI.PRG would make his source code available then maybe I could remove the moving sequence and give the user the option of a file selector box to start the animation sequence.



African Grey Parrot
© L. L. L. 1987

If you don't dabble very often in Neochrome, you may be interested to know of other unique features that neither DEGAS nor DEGAS elite offer. The JACKKNIFE icon allows you to cut around irregular shapes (rather than a whole rectangle) to copy into the cut buffer.

When moving an object, you have the option of moving it BEHIND the rest of the picture rather than on top. Also unique are on-screen X-Y coordinates, color fill while in magnify mode, and automatic centering of text.

I personally feel that selecting a color from the palette is much

easier than with DEGAS elite's confusing color palette. And I like the way circles, rectangles, and lines are drawn "real-time" as opposed to the ghost outline method of DEGAS.

I admit, though, that I was rather disappointed that version 1.0 as the official "final" release is not actually finished. There is still one blank space left in the icon menu. The animation feature is of course unfinished. And when are they ever going to make the fill patterns that are already built into GEM available? Also, there are 92 kilobytes set aside as "reserved" in every Neochrome picture file. This is a lot of extra padding for SOMETHING. Lastly, the most limiting factor is that it only works in low resolution.

Maybe someday, Atari will finish Neochrome. Unfortunately, it will be long after GDOS, AMY, Blitter, etc., etc.

REMINDER -
THE APRIL
PAC MEETING
will be held on
TUESDAY
APRIL 5
instead of
Monday, April 4

ST USERS:
THE EASTSIDE
ST SIG

Meets on
March 10
4400 NE Broadway
7:00 pm
V.I.P discussion,
ETC.

ATARI HARDWARE NEWS

Compiled by Larry Richards
for B.A.S.I.C. and the Dateline BBS

Copyright (c) 1988 B.A.S.I.C. and Dateline BBS.
All Rights Reserved.

The Atari Laser Printer, the SLM804, finally made its debut early in December. Retailing for \$1995 (up from \$1500), it includes a Diablo 630 emulator (for use with non-graphics word processors (such as Word Perfect, Word Writer ST, etc.) and non-Mega ST's), a DMA interface box (the item that reportedly had been holding up its release), and no RAM. The printer requires a Mega (or an ST that has been upgraded to at least 2 megs of RAM) in order to produce full graphics. Atari dealers will be selling a "complete desktop publishing workstation", including the laser printer and a Mega, for about \$4000. This compares favorably with the \$6000 + pricetag of the Apple Laser-Writer alone, but the ST is still lacking in the professional desktop publishing software available for the Macintosh, and the Atari Laser Printer cannot be used with any computer other than the ST/Mega. Professional software for the ST, such as Publishing Partner Professional, Calamus from ISD Inc., and Deskset from G.O. Graphics, has been announced, but is not yet available. Early reports from dealers are that sales of the printer have been very sparse, but that the Mega owners who have purchased them are delighted with the units.

With the right software, the Mega/SLM804 combination COULD take the desktop publishing market by storm, but for now the jury is still out.

memory will be out shortly and sell for \$200. more than the \$1,500. Blaser Star I. This means you can be into Atari desktop publishing for about \$1,300 less than the \$4,000. package Atari offers, i.e. \$1,700 for a Blaser Star II, and \$1,000 for a 1040 ST. (JAF, 2217 W. 109th St, Chicago, IL 60643; 312-238-4348)

Comment by Lee Bole, PAC:

Here is our experience in using the Atari Laser Printer for printing out the pages of this newsletter:

We had the January issue laser printed on a NEC laser printer, and all went smoothly and took about 1 hour (with some time devoted to browsing around the store) for about 17 pages.

For the next issue of the newsletter (the February issue), the NEC laser printer was not available, so we had to use the Atari Laser Printer. It prints all the fonts we use, so we thought it would work out ok. However, the Atari Laser Printer, not PostScript compatible, took 20 MINUTES PER PAGE to print. The reason it takes so long might be in the Publishing Partner software, and possibly when we get Publishing Partner Professional this unacceptable time consumption will be cured. But for now, I am disappointed that the Atari Laser Printer does not work out for us in the production of our newspaper.

Nor will we be able to use the AST laser printer (which does have PostScript) because of the Publishing Partner software. More next month....

THE P.A.C. EIGHT BIT LIBRARY

SYNICALC TAX TEMPLATES - for doing the 87 tax return.

PAC PRINT SHOP UTILITIES DISK #1 - Utilities for printing 76 graphics on a page as well as many other functions includes 14 programs & docs.

PAC PRINT SHOP GRAPHICS #2 & #3 - two of the finest public domain graphics on the market today over 200 graphics per disk.

PAC PRINT SHOP NUDE GRAPHICS #4 - Don't blame me for this one it is in the library by popular demand though we do restrict sales to adults only!

CHILDRENS/ENTERTAINMENT PRESCHOOL-2ND GRADE

THE NOISY GIANT - this is a childrens story book on the computer using both sound and graphics to show a story you can read aloud to your children, or it can be a good way to get 1st & 2nd graders work on thier reading.

CAVEMAN JOE - another story book every bit as good as the first.

TEXTPRO WORD PROCESSOR - an excelent P.D. word processor as far as I know the only one in the public domain to use macros.

HOMEPC KIT - for use in customising home pack for your system.

HARDWARE #1 - documentation on how to upgrade your Atari computer, not for everyone these projects require considerable skill and knowlege.

XL/XE TRANSLATORS - 2 varieties.

TURBO BASIC XL XE - excellent new basic language with compiler, was used to write both Dot Magic and Daisy-Dot.

TURBO BASIC 400/800 - a scaled down version for the older machines.

CHISTMAS CARD XE - plays 2 digital recordings (voice and music) works on XE or compatibles only.

ATARI PLAYS THE BEATLES - side one is a collection of beatles songs with some good old rock and roll on the back.

TUESDAY NIGHT AT THE TV SET - a full disk both side of tv theme songs and even some from the commercials.

MORE TV TUNES / LETS GO TO THE MOVIES - side 1 has more tv favorites, like Fantasy Island or the Love Boat side 2 takes you to the movies Putting on the Ritz (Young Frankentien) to Fame, Ghost Buster, or Xanadu many others.

AMODEM 7.5

MPP EXPRESS

850 EXPRESS

MANDLEBROT DEMO all about fractal geometry plus a slide show.

DOT MAGIC this is one the most interesting programs to come out this year or last. It not only gives you near letter quality like Daisy-Dot, it also prints graphics and allows you to chain text and graphics together for printing.

THE WATCH SCREEN PRINTER - an excelent printer dump for graphics for both Epson and Gemini printers the only one I have found that allows me to print to the middle of the page, as well as the left edge. A high quality product.

DAISY-DOT - the original program by Roy Goldman for NLQ printing.

PAC CLUB DISK ORDER FORM

DISKS ARE \$4.00 EACH FOR MEMBERS; \$8.00 FOR NON-MEMBERS

Please enclose an additional \$1.00 with your order for shipping and packaging.

Send order form to:

PORTLAND ATARI CLUB
8-BIT Disk Librarian
P.O. Box 1692
Beaverton, OR 97005

SEND ME THE FOLLOWING 8-bit DISKS:

NAME: _____

ADDRESS: _____

CITY, STATE, ZIP _____

ST HINTS
From F.A.C.C.S.

QUICK DIRECTORY: Hit the Escape key while hitting the cursor keys instead of using the mouse. Hold down the shift key at the same time for fine movements. The Insert and Clr-Home keys work for the left and right mouse buttons too.

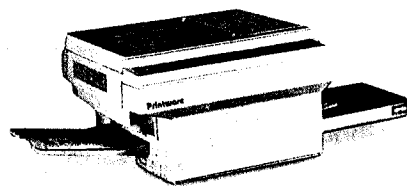
FAST SELECT: When you need to select a file in an inactive window on the desktop, just hold down the right mouse button while you click on the filename.

GEM SELECTION BOX: In most GEM programs, when a filename is needed for some operation, a selector box appears asking you for a file. If

you switch disks at this point, you'll need to update the current directory shown in the box. To do this, point and click on the dark band across the top of the box, the contents of the new disk should appear in the box.

CABLES: If you're having trouble finding printer or modem cables for the ST, just buy IBM cables; they're compatible.

TIMESAVER: Tired of lifting up your 1040 or 520 fm to switch a joystick or a mouse? Get a joystick extension cable from Radio Shack (Cat. #276-1978) and save yourself some lifting.



...and from CURRENT NOTES:

THE LESSER LASER
By Frank Sommers

Incorrect was our report last November that the SLM804 Atari laser printer would come with a Postscript clone or emulator. It stands naked as is, with but a Diablo emulator, and requiring the machine with 2 megs of memory at a minimum. Rumors that SoftLogic had expected Atari's machine to come with Postscript and now would develop such an emulator for the 804 are FALSE. According to Shawn Fogel at SoftLogic, although they have a ready capability to do so, legal assistance would probably equal or exceed the cost of developing the clone, should Atari sign a development contract with them, which it hasn't. In the inbetween time, Blaser Star, a California company, is manufacturing a laser printer with 1 meg of memory which can be used by any computer including the ST. The JAF company is now selling it for \$495. less than the 804. A Blaser Star II with 4 meg of

BBS UPDATE
By Steve Billings

AND THESE ARE THE NEWER FILES IN THE ATARI ST
DOWNLOAD FILES SECTION:

By popular demand I have put together a list of some of the more recent uploads to the PAC #1 BBS in the Atari_8 (8-bit) and the Atari_16 (ST) sections of the files area.

ATARI 8-BIT DOWNLOAD FILES

NUMBER	FILENAME	Length	U/L'ed	DESCRIPTION
6)	EXPRESS2	32896	10/29/87	Communication terminal program.
10)	GAMES1.ARC	52608	11/01/87	BASIC DISK OF GAMES
11)	GAMES2.ARC	53632	11/08/87	A COMPLETE DISK OF GAMES
12)	RAMCPY.BAS	2816	12/27/87	Creates autorun file to ram
13)	AMOD75.ARC	44544	01/19/88	AMODEM75 LATEST VERSION
14)	ADOC75.DOC	8176	01/19/88	AMODEM 75 DOC FILE latest ver.
15)	MYCOPY.SCR	10624	1/22/88	THIS IS A HI-SPEED FILE COPIER
41)	AMSDOC	5632	09/06/87	List of AMS#ARC files
42)	AMS1ARC	51968	09/06/87	File which contains 708 AMS files
43)	STRLINER	1920	09/08/87	This is the "Streamliner Program"
44)	DISKMEND	7424	09/08/87	DISK MAINTAINANCE UTILITY.
46)	DETECT20.ARC	9728	09/30/87	LATEST VERSION OF DETECT.
47)	BILBOARD.ARC	21760	12/01/87	This is a graphics dump program
49)	GAMES4.ARC	56448	12/12/87	Another in a series of game disks
50)	BCOPY	3072	01/03/88	Great Multi-File Copy Program
51)	QMBGBBS.COM	1020	01/10/88	One heck of a Graphics display
52)	MOLBCULE.OBJ	32512	01/26/88	FAIRLY HARD GAME TO WIN

NUMBER	FILENAME	length	U/L'ed	DESCRIPTION
78)	FLASHUPD.ARC	34688	1/26/87	This program will update Flash
79)	NOVEM.ARC	68352	01/12/88	Two spectrum nudes. Miss Nov.
80)	BRBACHT.ARC	20222	01/14/88	
81)	WELCOM.ARC	20224	01/14/88	Put in autoloader file.
82)	VIRUSKLL.ARC	12800	01/15/88	2 anti-virus programs
83)	TOFAST.ARC	2048	01/17/88	Two pgrms. One for fast format.
153)	CLR3000.ARC	14336	12/03/87	Demo of a paint program.
154)	ACCENT.ARC	44672	12/07/87	Convert text files to accents.
155)	POTATO.ARC	26624	12/07/87	Dress up Mr. Potato head.
156)	PUZZLER.ARC	38400	12/12/87	Electronic jigsaw puzzle.
157)	BORDERS6.ARC	7936	12/12/87	More borders for PrintMaster.
158)	STWELITE.ARC	45312	12/12/87	ST Writer V.2.3, with Gem
159)	STWV2DOC.ARC	73600	12/12/87	Docs for ST Writer Elite
160)	EAMON.ARC	94720	12/12/87	Roleplaying adventure game.
161)	HEALTHY.ARC	37760	12/13/87	Spectrum picture of a girl with...
162)	STATES.ARC	65024	12/21/87	This is a PD States and Capitals
163)	HEART.SPC	44248	12/30/87	Ann and Nancy Wilson of Heart
164)	ST2.ARC	13056	01/02/88	Pictures from Star Trek
165)	THE PAWN.ARC	3456	01/02/88	Question and answer list
166)	NEWTIMES.ARC	13312	01/03/88	Newtimes fonts for Publishing
167)	CYRILLIC.ARC	13312	01/03/88	Cyrillic (Russian) fonts
168)	GAPCONVERT	16000	01/03/88	Here is the GAF Basic Converter
169)	MANYBOIN.PRG	21504	01/04/88	Good graphic game
170)	DISCAT13.ARC	36864	01/04/88	Disk catalog program update
171)	BORDTERM.ARC	28288	01/07/88	Communications program
172)	UNIROMAM.ARC	17408	01/07/88	University Roman fonts
173)	MONO.PRG	1792	01/10/88	Emulates a monochrome monitor
174)	STTDEMO2.ARC	144384	02/08/88	Demo of new Terminal program
175)	USERGRPS.TXT	31616	02/02/88	Atari User Groups worldwide.

F-NET NODES
Steve Billings, PAC

Also for your reference is a list of the F-net nodes which the PAC BBS #1 is in contact with. See last months newsletter for more info on how to use the F-net feature of the BBS. Suffice it to say that the following boards can be contacted from the PAC #1 BBS at no extra cost to you!

Node #	Bulletin Board Name	Location
1	Forem Support BBS	Farmingham, MA
3	Atari-OH!	Houston, TX
4	IBBS	Portland, OR
5	Mile High	Denver, CO
6	WAACE ST BBS	Vienna, VA
7	Sunshine BBS	Pt. Lauderdale, FL
12	PC Heaven	Redondo Beach, CA
14	Pep Board BBS	Cleveland, OH
18	Yellowb. Treas. Chest	Toronto, Ontario
19	Autoboss/Atari Elite BBS	Bunola, PA

21	STABB	Indianapolis, IN
24	Mission:Impossible	Silver Spring, MD
25	Modem Over Tacoma	Tacoma, WA
26	Powerhouse BBS	Toledo, OH
31	Tarzan Safari	Hyattsville, MD
34	Middle Earth	Northboro, MA
35	The Happy Pirate Ship	Englishtown, NJ
37	Blue Lake Systems	Wilsonville, OR
45	The Prairie Chip	Cheyenne, WY
58	The Fast Lane!	Sunnyvale, CA
64	The Telly-Phone	Montgomery, AL
65	Random Access BBS	New York City, NY
72	STEP BBS	Portland, OR
74	Haug BBS	Huntsville, AL
75	Bloom County ST	Madison, AL
77	The Trader Street BBS	Birmingham, MI
80	Bit Heaven	Morningside, MD
86	The Hotel California	San Jose, CA
90	Other Side Of Reality	Burke, VA
93	The Superboard ST	Royal Oak, MI
95	The Software Bank	Northridge, CA
96	Pioneer BBS	Ellensburg, WA
97	Big Foot	Bothell, WA

100	Unicorn Weyr	Portland, OR
102	I.T.	Edgewater, MD
109	ST-Hotline	San Jose, CA
110	Mega IV	N. Olmsted, OH
129	SJComputer BBS	Santa Clara, CA
130	The Soft Asylum	Amarillo, TX
134	Skidd's Lab. ST	Chicago, IL
135	Sci-Fi ST	Philadelphia, PA
149	Coastal Area BBS	Biloxi, MS
151	WRB	Huntsville, AL
154	Capital Punishment BBS	Burke, VA
158	Coast BBS	Hayward, CA
163	Tonight Show BBS	Council Bluffs, IA
165	Stonecrest BBS	Pebble Beach, CA
166	NASA	Sacramento, CA
182	Hillside / IBBS #2	Portland, OR

I guess that is about it for this month. That was about the easiest column of space I think I ever filled in the newsletter. See you next onth. In the mean time keep the phone lines buzzing!

ABZOO
From Alligator to Zebra
Roger Abram, Current Notes

The press release that accompanied the review copy of ABZOO claimed that by using his program "Your child will be far ahead of classmates in both reading skills and computer literacy, skills which are of ever increasing value in today's world." Now, if I was taught correctly; in my younger years, I would interpret that sentence as meaning that not only is computer literacy becoming more important in today's world, but so is reading! Hmm, could have sworn reading has always been on the top of the list. Anyway, I have a daughter in first grade who is learning to read, so this sounded like an ideal program for her.

There are three levels of learning in ABZOO. In the first level, the letters of the alphabet are displayed on the monitor as they appear on the computer keyboard. The child presses a key and a drawing of an animal whose name begins with that letter appears on the screen.

In the second level, the name of the animal stays at the top of the screen and an arrow points at each letter as the child

types in the name. After each letter is typed, a different portion of the pictures appears. When the word is completed, the full picture is displayed.

The third level is similar to the second except that blocks are shown representing letter positions and the name of the animal has to be typed in from memory.

Now this may all sound pretty boring to you, but we already know how to read and spell (or at least load THUNDER). The pictures and the music playing in the background are enjoyable to a six year old who can now brag that she gets to use "Daddy's computer" and know how to spell elephant and xiphosuran.

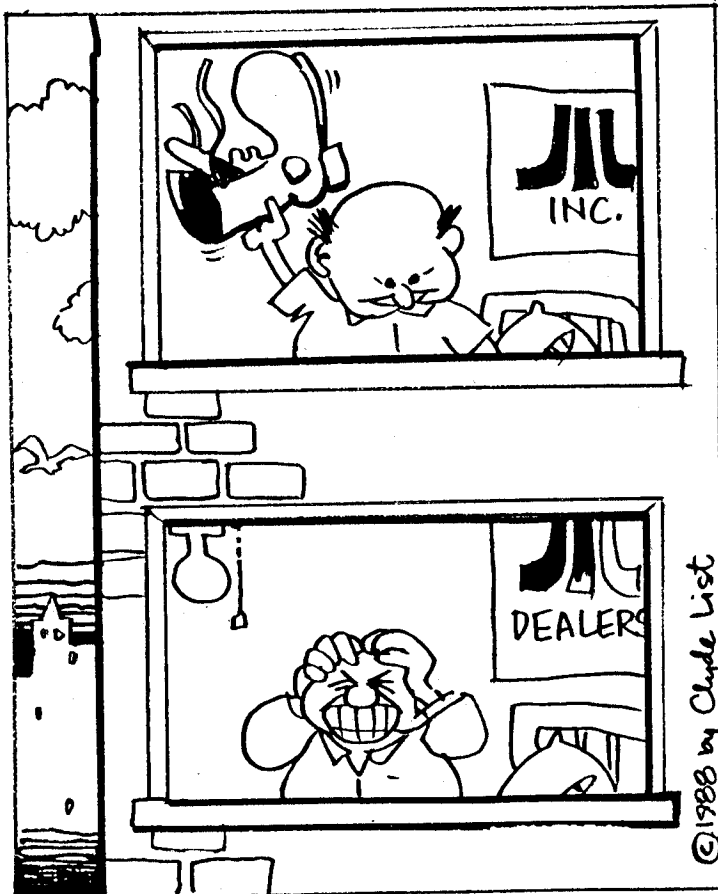
ABZOO by Michtron, comes on two disks; one with realistic drawings of animals, the other with more whimsical and cartoonlike images. The animals used on both disks are the same except for a few, so your child will only really learn how to spell 35 words.

The disks are not copy protected and the graphics were created using Degas Elite.

For ages 3 to 6.

Color monitor only.

List price: \$29.95.



TIMED RELEASE

CLASSIFIED

This column is 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. Absolute 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.

FOR SALE

ATR 8000 - 64K with one double sided, double density disk drive. \$160. Call Perry (mornings only) 287-8903.

A.B. DICK 325 OFFSET PRESS Table top. Needs adjustment. \$400. Call Mid 244-3820.

FISHER STUDIO STANDARD CASSETTE DECK \$100. O.B.O. Also AKAI REEL to REEL tape recorder for Sound on Sound. \$200. O.B.O. Call Julie 245-0461

1970 OZALID 2000 WHITE PRINTER, Cabinet & Drawers. Works well \$750. Mid, 244-3820.

WANTED

WANTED!! Used 1040 ST Color System. Sell me your 1040 so you can buy a MEGA. Also want: Monochrome monitor. (Have CASH \$\$\$, will travel!) Contact: Gary, (206) 573-8628 (Vancouver).

WANTED!! Someone kind person knowledgeable in dBMAN to do a series of lessons for the Eastside ST SIG. We have lots of interested members eager for a class. Please call Lee at 284-2945

WANTED: 520 ST. Please call Kathy at 653-7924.

WANTED!! 8-bit programs written by a PAC member, regardless of type. Bring it on disk to meeting, and I'll exchange blank disk. These are for inclusion in the 8-bit library. - P. Bailey, 8-bit Librarian.

MISCELLANY

TRANSFER ST and 8-BIT FILES!! Transfer 8-bit files to your ST and vice-versa. \$5. per each 8-bit disk side. For details, call 289-3954 between 10 am and 10 pm. Ask for Brian Hunt or leave a message on my machine. Please, no copyrighted files!

1 MEG UPGRADES for 520 ST's \$70. Call Richard at 649-7310.

NEW EXCHANGE PROGRAM PROVIDES EA CUSTOMERS WITH "SOFTWARE FOR LIFE"

SAN MATEO, CA, January 25, 1988 - Electronic Arts today announced a new software exchange program which will allow consumers who upgrade their hardware from an 8-bit computer to a 16-bit computer to upgrade their software as well. If a consumer owns an Electronic Arts title on any 8-bit computer, the new "Software For Life Program" allows him to purchase the same title for any 16-bit computer at half price. The program is effective today and will be a permanent addition to the company's customer support function. Products published and distributed by Electronic Arts, including all of its Affiliated Labels, are included in the program.

"One of the biggest fears consumers have when purchasing software is that it will become obsolete should they decide to upgrade to a more sophisticated computer," noted Trip Hawkins, president of Electronic Arts. "We want to help alleviate that frustration by letting customers know that when they upgrade to a new computer system, Electronic Arts software goes with them." He added that several titles from Electronic Arts are created to give consumers years of enjoyment. If a consumer owns Marble Madness (tm) for an Apple II, for instance, and upgrades to an Amiga, this new policy will provide him continued use of the program without having to purchase the 16-bit version at full retail price. "Hence the title 'Software For Life,'" said Hawkins.

Under the terms of the new program, consumers can upgrade their 8-bit software for 16-bit software of the same title. To qualify for the program, consumers must upgrade an 8-bit computer (Atari 400/800, Apple II Series, Commodore 64/128) to a 16-bit computer (Atari ST, Apple IIGS, Amiga, IBM/Tandy). Electronic Arts will request the manual cover from the original 8-bit software and a check or money order for half the price of the 16-bit version. For information on how to order software for new computer systems customers in the U.S. should dial (800) 245-4525 (in California dial 800-562-1112), Monday through Friday between 8:00 a.m. and 5:00 p.m. Pacific Time. Customers outside of the United States should dial (415) 571-7171 x 555.

"The 'Software For Life' program not only allows customers to keep their original software but gives them a head start on establishing a quality software library for their new 16-bit computer," concluded Hawkins. "And with the inclusion of all our Affiliated Labels in the program, customers will essentially be reaping the benefits of not one software publisher - but fifteen!" Affiliated Labels participating in this program include:

Alturas	Design Software, Inc.	The Software Toolworks
Arcadia	Interstel Corporation	Strategic Studies Group
Datasoft	Paragon Software Corp.	Reality Technologies
First Byte	Game Designers' Workshop	Leisure Genius

Electronic Arts • 1820 Gateway Drive • San Mateo, CA 94404

1040 ST with Color monitor and lots of software. \$850. Call Mark at 246-3756.



SMOKBLESS ELECTRIC ROTISSERIE, complete. Used twice. \$50. Call Edith 282-0020.

CANON COPIER Model PC-10. \$500. Excellent condition. Owned by the same two little old non-smoking ladies who last month sold their computer too cheaply. Call Margaret, 284-2945.

800XL, INDUS GT, COM-MODORE 141 Color Monitor, Legend 808 Printer, various software, incl. PrintShop, PaperClip, Indus Software Package & lots of games. Books & dust covers included. Everything must go! \$500. takes all! Barbara or Rob 1-595-6663, or Hwy 20, Box 13400, Sisters, OR 97759.

TWO STUDDER TIRES for VW bus. Used only 2 months. Mounted on good wheels. Both for \$70. Call Henry, 282-7171.

INDUS GT DISK DRIVE POWER SUPPLY (Not the drive) for only \$5.00. Call Margaret 284-2945.

GOOD NEWS FOR ATARI OWNERS!

Submitted by Paul Gittins, PAC

DATELINE: 1-27-88 ICD, Inc. and OSS, Inc. (Optimized Systems Software) have just signed an agreement which will "add new life to all Atari computers".

Under this agreement, ICD will add the manufacture, marketing, and support of all current OSS software titles for Atari computers to ICD's already powerful Atari product line.

ICD's friendly, helpful staff is now trained in all aspects of support for the complete OSS product line including:

MAC/65 MAC/65 Toolkit
ACTION! ACTION! Toolkit
BASIC XL BASIC XL Toolkit
BASIC XE Writer's Tool
DOS XL
Personal PASCAL for Atari ST

Ordering and support for ICD/OSS products are available by calling 15/968-2228 from 8 am to 5 pm CST Monday through Friday. Support is also available 24 hours a day 7 days a week on the following Electronic Bulletin Boards:

ICD/OSS BBS 815/968-2229 300-9600 baud, CompuServe, GENIE, Delphi, and BIX. ICD's 24 hour FAX is connected to 815/968-6888.

The San Jose, CA numbers for OSS will no longer be providing support. Orders for OSS products may be placed now. All products will be shipping in quantities soon. For more information, call any of our product support lines or write to:

ICD/OSS
1220 Rock Street
Rockford, IL 61101

8-BIT NOTES

.....CONTINUED FROM PAGE 10

would be. While flying around you are supposed to rescue several little men return them to the dropzone. Sounds easy doesn't it? There are a whole bunch of nasty things just waiting to get you. All that's required is a touch and you've had it. Some of them even shoot back. In return you are able to lay out a really withering counter fire. Sometimes even that's not enough. When the action is too fast you can slap the space bar and blow up everything on the screen. Even that takes quick reactions.

The graphics in this game are excellent. Even the background is very detailed. When the player is killed, there is an explosion and his parts are blown halfway across the sky. The explosion is even good. If this happens at the bottom of the screen, the fragments are blown upward and out and the seem to fall off. It looks just like a Fourth of July firework. If the explosion is at the top of the screen, all the fragments are thrown out and downwards. Another very nice touch is the high score screen. The game requires that you achieve a score of at least 10,000 points in order to even see it. It is worth it. The display is very pretty. I worked for a long time to get there and was so impressed I had to call the kids into the room just to see it. The only way to see the high score display is to earn the privilege or watch someone else do it.

The price for this game is \$19.95 which seems reasonable. I really enjoyed this game. I have to confess I played it until my hands hurt. To anyone who likes arcade action, I highly recommend it. Also, the game is very well done. I'm sure it will rank as one of the best. I want to thank IB Computers Too for the use of these two products. The guys there are both helpful and friendly and a pleasure to deal with. I look forward to my next visit with them.

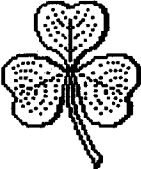
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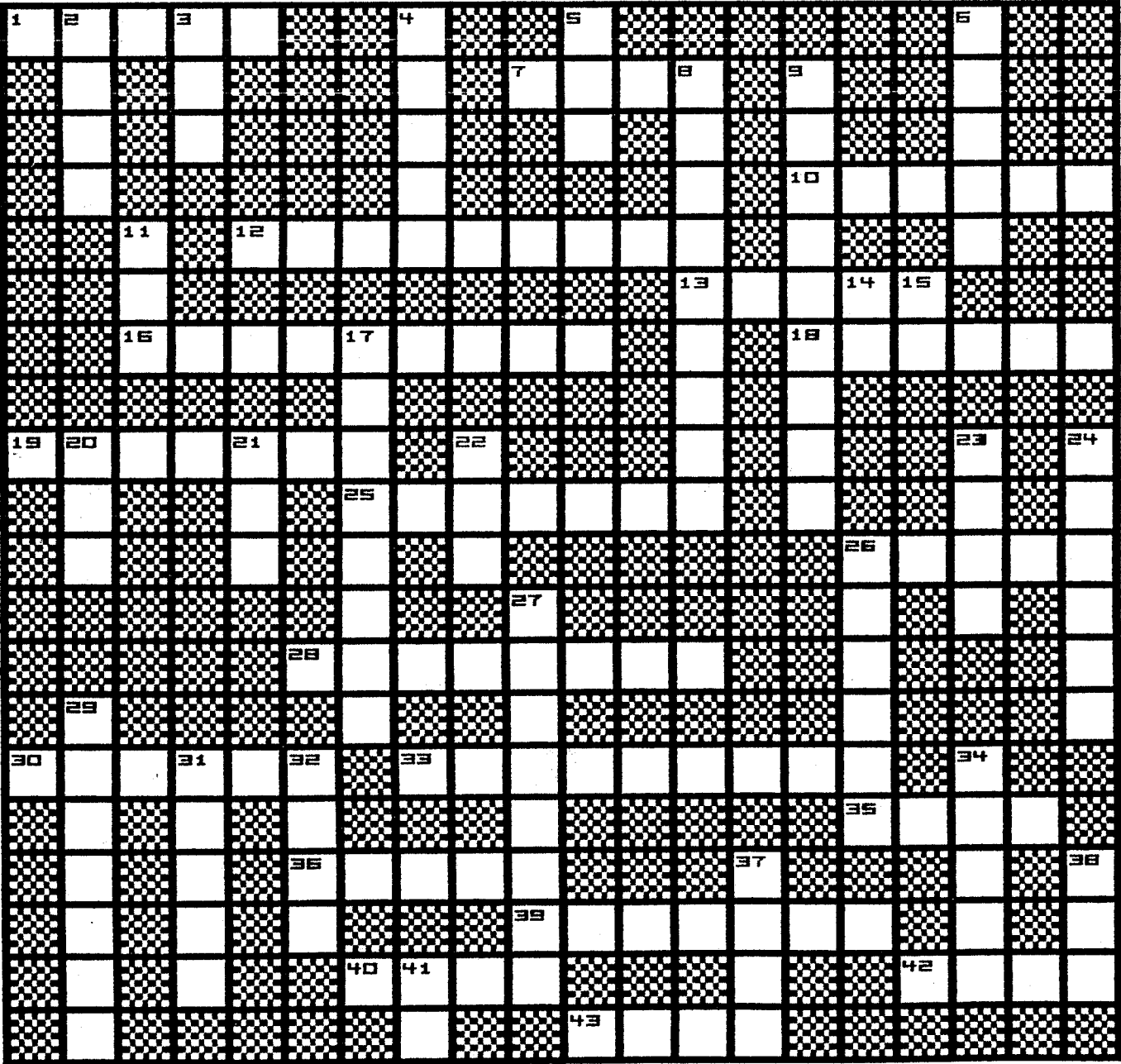
MARCH 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3 ST SIG TEKTRONIX 7 pm	4	5
6	7 PAC GENERAL MEETING	8 8-BIT EXPLORERS SIG Fulton Community Center 7 pm	9	10 EASTSIDE ST SIG 7 pm HOLLYWOOD EAST 4400 NE BROADWAY	11	12 NEWSLETTER DEADLINE Call Teri Williams 667-3306
13	14	15 BOARD MEETING Call Margaret Manning 284-2945 for location	16	17 ST SIG TEKTRONIX 7 pm	18	19
20	21	22 8-BIT EXPLORERS SIG Fulton Community Center 7 pm	23	24	25	26
27	28	29	30	31	OTHER ATARI ACTIVITIES IN THE AREA: SALEM ATARI USER GROUP Salem public library March 8 - 7 pm Call D.G. Johnson, 585-8793	

CROSSWORD PUZZLE

DESIGNED ON "CROSSWORD MAGIC" FROM MINDSCAPE

PROVIDED BY IE COMPUTERS



ACROSS CLUES

- 1. CHR\$(125) Screen
- 7. Information on a disk or tape
- 10. To critique a program
- 12. A device to connect incompatible devices
- 13. Computer telephone link
- 16. Catalog of files on a disk
- 18. To look over again
- 19. Tells the computer what to do
- 25. Makes hardcopy
- 26. Primary language of the 8-bit machines
- 28. A device to enter alpha-numeric data
- 30. Training language for computer programmers
- 33. Writes and Reads floppy disks.
- 35. Input data from a device
- 36. The best home computer
- 39. Change to machine language
- 40. Floppy ----
- 42. Objects making up a keyboard
- 43. 8 bits

DOWN CLUES

- 2. What you need to get a Mega St
- 3. Opposite of NAND
- 4. Input device for the ST
- 5. Portland Atari Club
- 6. Mr. Spock loves this
- 8. Low level language, one step above machine language
- 9. Used to store large amounts of data and programs
- 11. Some of this ---- some of that
- 14. Electrical Engineer (contraction)
- 15. Mission value (acronym)
- 17. A 130xe
- 20. You can only read this
- 21. Temporary data storage
- 22. 1/8 of a byte
- 23. Print out the program (basic)
- 24. One ---- of a disk
- 26. Holds data while it is being moved from one area to another
- 27. Enters directional data
- 29. A pseudo-disk drive within the computer
- 31. What makes the computer possible; also California Highway Patrolman
- 32. Basic command to read in a SAVED program
- 34. Connects various devices
- 37. Contains one program or the data for one program
- 38. Telephone database
- 41. Input/Output (acronym)