INTRODUCING...

N E O D E S K
THE DESKTOP ALTERNATIVE

• All icons used are editible and an icon editor is included AT NO EXTRA COST!

• All menu options have keyboard equivalents!

• The normal GEM "rubber-box" that is used to encircle a number of icons has been re-written so that the box can move in any direction, not just to the lower-right!

• Up to seven windows can be open at once, not just four.

• Each window can have a search template associated with it. If, for instance, you only wanted to see those files ending in .ACC, you would set this to "*.ACC".

• You will never see a horizontal scroll bar. Why not? Sim-ply because there are never any files off the right-hand edge! NeoDesk always draws exactly the number of files that will fit within the window and wraps to the next row only if there is not enough room for half of the next icon.

• The information line in a window not only displays the number of files and their total size, it also displays the creation time, date and read/write flag of any file that is selected by itself (by single-clicking) or the total size of any number of selected files.

• When performing a disk-copy, three options are available: copy files only (same as dragging icon to a window), copy with format (any format reproduceable with normal GEMDOS calls, and, if the source and destination formats match, copy without format. The number of disk swaps is dependent upon free RAM and is displayed for each type of copy. It is even possible to use copy with format to make a direct image of a RAM-disk.

• File copying is performed in a buffer as large as the current free memory. This means faster copying and fewer disk swaps on single-drive systems!

• Show Information for disks includes the number of sides, sectors per track, tracks per sector, etc.

• Numerous floppy-disk formats are available, rather than just one.

• All files on a disk can be deleted without re-formatting by merely dragging the appropriate icon to the trashcan.

• Up to ten environment strings can be defined. These are passed to any program executed from NeoDesk. At last! You can compile from the desktop!

• The parameter tail for TTP programs has been expanded to a maximum of 128 characters. They
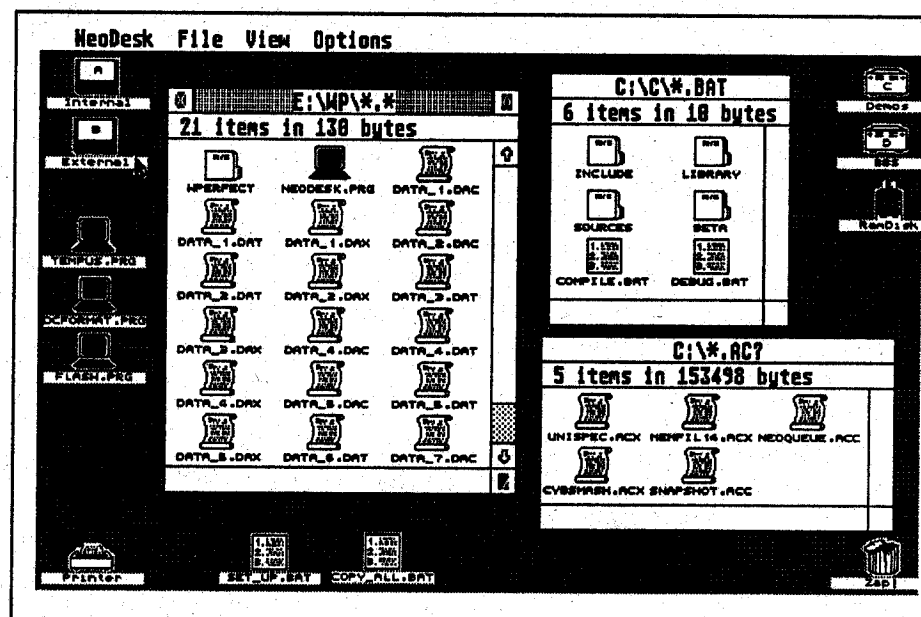
are not mapped to upper-case, as Atari's desktop does.

• Execution of TTP programs can be redirected so that input normally taken from the console is instead taken from a file or so that anything that normally goes to the output portion of the console is written to a file or the printer!

• Install Application WORKS!

• If one or more filename icons are highlighted when an application is opened, their names are automatically passed as parameters in the command tail, assuming they all fit, of course.

• Yes, Virginia, it runs batch files!

• Up to ten files of any type can be "dragged" to the desktop. Once there, they can be executed or displayed exactly as if they were in a window, so you don't have to keep going down 5 folders just to get to your favorite program.

• When an application has terminated with any status other

zero, this number is displayed before returning to the desktop.

• An option is available to pause after executing TOS and TTP pro-grams. Too often programs that were written to be used in a shell do not do this and their output is erased before the user has a chance to see a bloody thing.

• Pressing the <Control> <Alt> and <Delete> keys simultane-ously will cause the system to perform a "warm-start". <Con-trol> <Alt> <Undo>, on the other hand, performs a cold- start.

• A printer queue program is also included. You can drag files right to the printer icon, go run any GEM program while they print, and even change their order in the list!

Available from:
Joppa Computer Products
12110 Pulaski Hwy, A1
Joppa, MD 21085
(301) 679-5517 (10AM-10PM EST)
Retails at $29.95
OUR PRICE $21.00 (FREE UPS on quanities of 2+).
We accept Visa and Mastercard (NO ADDITIONAL CHARGES).

PORTLAND, OR 97229
DEC88

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-commerial 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 Everett in Portland. Exchange newsletters, article, correspondence and ads should be sent to the following address: Portland Atari Club, Attention: (appropriate board member), P.O. Box 1692, Beaverton, OR 97005.

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
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BBS Director	.Melvin Waller - 230-0248
Newsletter Editor	Teri Williams - 771-7337
Advisor	.Dave Holliday - 642-4717

CLUB BULLETIN BOARDS

PAC #1 ... 245-9405. . . . . Steve and Debbie Billings, Sysops
PAC #2 ... 238-7130 . . . . .Mel Waller, Sysop

The Pres's Column
Bill Pike

We have just returned from Atari-Trek in Seattle. ATARI Corp. was noted by their absence. There wasn't much new there, about the only thing that I saw was a X-Y plotter hooked up to the ST which would be real good for CAD programs. There were also several new utility programs for the ST from IB Computers. IDC is coming out with X-DOS which is a cartridge DOS similar to Sparta-Dos.

There were Midi demos and a computer/drive clinic for the 8-bit. PAC was only present, with a booth, on Saturday due to lack of bodies to man the booth. We did sell a few ST & 8-bit disks. I was also able to make arrangements to exchange newsletter articles, via disk, between SPACE and PAC newsletter editors. This should allow the wider publication of various articles.

The SWAP MEET appears to have been a success. There were 5 stores represented and they were giving some very good buys. At a rough count it appears that there were about 300-400 people at the meet. Since that is more then the membership there must have been a few new club members there. How do you like the idea of a SWAP MEET every third month? Let a board member know.

Steve Billings has told me that the new modem is definitely causing problems and he is contacting the manufacturer for a replacement so we should be back up, on BBS#1, to 2400 baud soon.

Margaret Manning, your Treasurer, has told me that we are in fairly good shape financially. What do you think about starting up the door prizes again? Let me know. We are also thinking about the purchase of a 20meg hard-drive for BBS#1. I would like your input on that also.

According to our Membership Secretary we are now gaining more members than those who are not renewing.

I have had no report from the ST sig groups but Paul Gittins has kept the 8-bit Explorer group going strong. The 8-bit group is planning for the summer and fall schedules of events. This is due to the efforts of all those 8-bit Explorer members.

The ST library will have several new disks for the meeting thanks to Stephanie, with the help of David. The 8-bit library will have 3 Education disks for the next meeting also, according to Perry.

Both BBS's are alive and well and as usual the usage of BBS#1 is greater than BBS#2. There is some talk about converting BBS#2 to run on a ST but so far it is just talk.

Teri Williams is working like a beaver with a broken tail to produce your newsletter.

She could probably use some help. If you want to learn how to put together a newsletter she would probably be very happy to give you OJT (on the job training).

I haven't had a chance to discuss the 8-bit and ST programs with the respective program directors (Paul Gittins & David Roberts) but I have a feeling that they have something up their sleeves for the meeting.

Like I said this is YOUR CLUB. The board needs input from YOU. What would you like???

See YOU at the meeting, Bill.

MEMBERSHIP REPORT
Lee Bole, Membership Secretary

The club membership since January has declined dramaticly. It is time we made some effort to attract Portland Atari users to our club. We must show them some good reasons why they should put up the membership money. Will you, the members, come to the meetings, both the main meeting and the SIG meetings and help boost the interest? Get involved and share what you know and tell us what kind of things you would like to see happen at the meetings. I would like to see much more participation in our club's activities by more members. You all have something to share with others. Even your questions are a help.

We are happy to welcome the following new members who joined us since I last reported in the April issue:

Gwen & John Johnston	Jim Bell
Michael L. Sherwood	Steve Voss
Ernest Klostermann	Ken Clark
David Moore	Steve Whitford
C.E. Leonard	Paul Madden
David W. Bartles	Chris Hudetz
David R. Doty	Robert L. Greene

MONTHLY TREASURER'S REPORT
Margaret Manning, Secretary/ Treasurer
BEGINNING BANK BALANCE $2277.58

REVENUES		EXPENSES	
Membership	270.00	Library Supplies	50.34
Disk Sales	86.00	Rent	50.00
Newsletter	30.00	Newsletter	233.99
Projector Sales	600.00	B.B.S.'s	20.61
Total	$986.00	Or. State Corp. Tax	5.00
		B.B.S.'s	20.61
		Modem Repair	70.00
		Board Meeting Pizza	37.75
		Total	467.69

ENDING BALANCE $2795.89

PAC HELP HOTLINES:

BBS USAGE		dBASE III	
Steve Billings	246-1751	Calvin Partridge	297-3641
Melvin Waller	230-0248		

ST LOGO & C		PASCAL	
Randal Schwartz	626-6907	R. Deloy Graham 649-6993	

DOS Operation		ST Graphics Adv. games	
Wayne Winterbottom 667-6073		Jim Miller	641-6356

dBMAN		ST GENERAL	
David Addison	645-6985	Chuck Hall	626-3717
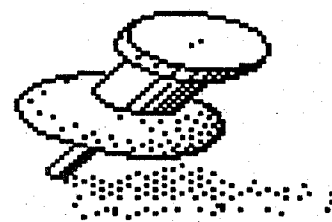
ST PORTION OF THE GENERAL MEETING
David Roberts

This month we will be showing one new application program and two new game programs. There hasn't been a lot of software out lately that I found to be easily demonstratable so hopefully something interesting will come out that I can show. There are a lot of releases on the horizon that look very interesting, but none of them are out as yet.

The application at this momement I am not sure of, but there are several items out that I will have to pick from, so I'm sure there will be something interesting to show. There is a new desktop publisher out and some interesting utilities that I may look at and something will turn up by next meeting.

As for the first game, I know we will look at a new game called Wizball from Ocean software. It is a fair priced game that has unique game play that makes it very addictive. It is pretty fun to play so hopefully it will make a good demo.

The second game I have not yet decided on, but it looks like Carrier Command has just come out so that might be an option. I could change my mind however, since that is my perogative. You will just have to come and find out what is new and exciting for the ST. We will also be having a question and answer session during the ST portion of the meeting so come prepared with those questions.

See you at the next meeting. Hopefully there's some-

ST LIBRARIAN REPORT
Stephanie Lynn

One of my favorite things to do with my computer is turn on a demo and just sit and watch it go. So, since I haven't heard many better suggestions from our members, this month I officially bring to you two disks just brimming with wonderful demo programs. Here you will find my favorites, the Drum Demo, which is a cartoon of a rock band starring a trio of muppet-like characters, and the Juggler, a fascinating animated figure juggling three reflective balls. There are many other programs on these two disks, including Monarch, Ball-it, and a 3-D CAD-type demo featuring rotating 3-D images. These disks contain a variety of what I believe to be the best graphics animations available for our machine, so I recommend that if you like just turning on the computer and watching it show off for you, you should definitly add these disks to you collection. Just ask for Demos 1 or Demos 2 at the next general meeting. Now that I have two disks of what I wanted to see in the library, I must also admit that our third disk this month, Accesories 1, has been complied with great thanks to Marv Woods, who donated a whole disk of programs and accesories. The accesories disk has 22 desktop accesory files. Just to name a few there is Fortune Cookie, Word Count, Reversi, Minos, Intra-Ramdisk, 202k Ramdisk (perfect for 520STs),a Clock, a Calendar, a Notepad, and many others.

thing for everyone in here, be it something as frivolous as Breakout or as usefull as some of the Calendars or Clocks.

So that's the offering for June. I hope to see you all at the next General Meeting, buying club disks.

8-Bit Explorer SIG
Mel Waller Jr.

The following is a list of the planned topics for the next three months of our meetings. We encourage your presence and questions. Perhaps we can help you with things you may not have known about. If you have been to any of our other meetings and felt we wouldn't be of any help, give us another try.

Visit when we will be discussing a topic that interests you, and we may be able to help each other.

JUNE 14
Word Processors
Types, Features, Uses
We will compare many programs available and what they can do. Plus we will discuss how you can best submit newsletter articles.

JUNE 28
Daisy Dot and Dot Magic 1 & 2
What they do, how they're used, and special features you may not be aware of. We will also demonstrate other utilities available for these programs.

JULY 12
Spread Sheets
Types, Features, Uses
What they're good for and how to best apply them. There are many versions and you might like to know the differences.

JULY 26
BBS'ing & Telecommunicating
Their purpose and use. What to expect and gain from them. How communication can get results.

AUGUST 9
Print Shop & The Companion
We will show tricks not commonly thought of and how to use and apply the programs more creatively. There will also be demonstrations and discussions on the various utilities available.

AUGUST 23

Graphics - Drawing Programs
What each program does and how to utilize all of these features to get a final product. If time permits we may also discuss how to convert picture files to other formats.

BOARD MEETING NOTES
Margaret Manning, Secretary/ Treasurer

The board meeting of May 17, 1988 was held at the home of Lee Bole and in attendance were: Bill Pike, Brian Hunt, David Roberts, Stephanie Lynn, Paul Gittins, Margaret Manning, Dave Holliday, Chuck Hall, Jean Hall, Randall Leong, Perry Bailey, Lee Bole, and Teri Williams.

Bill Pike brought the premier issue of the "reborn Atari User Group News" which will be sent to each user group at the start of each month. This, and other mail received at the club's P.O. Box will be available for all members to look over at the monthly main meeting.

Paul Gittins reported the good news that the MultiTech people repaired and upgraded the club's MultiTech modem and RETURNED OUR CHECK, so we did not have to pay for this service, even though the modem was out of warranty. Paul said the Supra modem used by PAC #1 is defective, so the MultiTech is now in service on that board while something is done about the Supra modem.

Stephanie Lynn says that the ST disk library needs some more disks and Perry Baily offered to look into getting a good price for Sony or Fuji disks. Stephanie says there are two new club disks for this month. The board voted to purchase an ST head cleaning kit.

Lee Bole asked for a volunteer to lead the Eastside ST SIG. The SIG has been meeting at a public building and this means bringing the computer, drive, and monitor each meeting. Dave Holliday suggested we ask for volunteers at the next SIG meeting to offer their homes. That way no one has to bring any equipment to the meeting.

A discussion of whether or not to offer newsletter subscription to out-of-town users was tabled.

The board voted on having raffles at the meetings. There will be two regular meeting (one for 8-bit, and one for ST) and one large item at the August meeting. Members attending the general meetings will receive one free raffle ticket at the door and the price of raffle tickets will be 2 for $1.00. If a person does not win one of the regular items, his ticket remains in the pot for the large item to be drawn at the August meeting. You do not have to be a member to purchase raffle tickets.

The board voted to waive the normal club rules regarding membership to allow one young lad to be given access to PAC #2 in exchange for his writing articles for the newsletter. This action is a one-time only special case.

ATARI SLM804 BUGGY?
T."Rex" Reade
ST Report #34

Not trying to be negative toward Atari all the time is rather difficult when we find information arriving in "Brown manilla envelopes" with a letter explaining why it was sent to us and a few other publications. Below is a list presented for your examination, please look it over carefully and if you have any questions or solutions please send them in and we will be happy to forward them to the proper parties.

[A] Loading any desk accessory or tsr that picks up trap #13 vector will cause the Diablo Emulator to be lost. It must then be reloaded (along with its fonts). This can be duplicated with ST Informer's RAM disk/spooler, DeskCart! Spooler, Turbo ST, and WP_spool, it looks like every spooler would have the same problem.

[B] The SLM804 laser uses microspacing to set proportional spacing character widths and space. In microspacing the printer controls the width of the character and its position. The only thing the software needs to know is how far the print head actually moves. This is the preferred method because it is faster, cleaner and less likely to have unevenly or incorrectly positioned characters. The problem that arises is in the fact that a Diablo is an HMI controlled printer where the width of each character is set before the character is sent and has no provisions for controlling the printeron its level. Therefore, it is difficult to get properly spaced text.

[C] The SLM804 prints in 1/300 inch increments but, the Diablo uses 1/120 inch increments. This causes frequent round off errors. In cases like WordPerfect and other high quality programs, where the program is capable of printing in 1/300 inch, you must measure characters to 1/300 inch, convert them to 1/120 for the Diablo, (which causes round off errors), send them to the Diablo, which takes the 1/120 inch character width, converts it to 1/300 inch (which causes round off errors) then prints. On a multi column document with few characters per column this can look completely unacceptable. WHY?

[D] The buffer in the SLM804 DRIVER is only 38K bytes.!! This was done to make it fit on a 520 ST. A laser printer however needs more RAM because it must image an entire page at a time. Most Laser printers shave 512K RAM minimum and occasionally, that is insufficient. Although you can access the additional RAM of the 1040 or Mega by sending a pointer to a graphic image in RAM, (completely non standard), this is not the method used by most applications that were written to use the 500 or so other printers in already in existence. AGAIN, WHY?

[E] If more than 38K is sent to the Diablo emulator before a form feed is encountered the incoming data will begin to CORRUPT the Diablo emulator code. If it doesn't get confused and quit taking characters it will eventually bomb...... In any case,

you are WIPED out!.

[F] HP, Quadram, Cannon, Texas Instruments, Apple Laser writer and many other laser printers will print the page as it is imaged, (progressively), as their buffers fill rather than overwrite there own control code. The lack of error checking in the diablo emulator makes it easy to send enough data to trash the emulator itself and ultimately cause a system crash ...... GOOD THINKING!

[G] There is no provision to move the print head by x/300 inch in microspaced units (the actual amount used by the printer). Being able to move in these small increments with out actually printing would enable very fine micro justification. Instead, it is necessary to set the HMI value to 1/120 inch, send a space, then reset the width to that of the next character, then send the character. Unfortunately this can make up to 65K per printed page and would then overflow the SLM804 buffer which would definitely crash the computer thus rendering the entire effort as useless. ..... AH YES, PROGRESS!

.......and the SAGA continues

There comes a time when the observations of this reporter become so varied on a particular subject matter that the issue suddenly becomes ISSUES, a multitude of situations, a virtual comedy of errors! Such is the case of the "new" Atari Laser Printer..... You say, what do I mean? Well, Let's take a look and see, Right off the bat I see a file provided with the machine that is a desk accessory, Diablo .??? ,seems it trashes any other accessory files loaded. Atari's answer to the programmer's question of WHY?... "Your accessory spooler or ram disk or whatever is not done correctly and therefore clashes with ours."

Now that's sad, you mean to tell me, that all the programmers out there are idiots and Atari's are the only ones who know what is happening? NOT LIKELY! Probably more like the Atari programmers are too pompous and self congratulatory to recognize a problem in it's early stages and correct it to everyone's professional satisfaction. I am trying to avoid getting technical with the problem descriptions however, in some areas detail is needed to convince those who would deny that these things are happening because they haven't experienced it themselves. How about some home work for the readers? Do a little research and find out what really comprises a GOOD laser printer....ie

[1] On Board Memory 1mb+
[2] Quality Interfacing
[3] Built in fonts
[4] Ultra Compatibility

These factors certainly would establish a laser as quality. Where is Atari coming from saying, the laser THEY sell is the very latest in technology and refinements......THAT is a JOKE and it's mostly on the Atari Userbase! For example, ALL the owners of regular 520 machines are out in the cold completely unless of course they add memory and lots of it to their ma-

chines (planned obsolescence?) .....same goes for 1040STowners. Those same owners can use "other" brand name laser printers and not face the same nonsense. Now we ask, Who designed this? Who approved this notion? Why wasn't the design made compatible with ALL Atari ST machines? Something is definitely lacking at Atari, perhaps it's the foresight needed by the "think tank" (if such a thing exists) to consider all the options and not discount the full userbase. My guess is that the character who planned this "beast" said "the 520/1040ST owners would never spend the money for a laser".

Here's another thought, "Perhaps if we make it for the MEGA only, then the sheep will HAVE to get one to be able to use a Laser printer. This may help our overall sales". Folks, this type of thinking is totally offensive to this Reporter and I am sure to you too... Letter campaigns you say? File thirteen dept.,...Studies have shown that this type of action, except for Govt. and Political Races, are for the most part, ineffective in trying to reach some large corporation. It is like trying to pull hen's teeth. Please, if you are so inclined, do go ahead and flood Atari with letters offering your advice and help. Let all of us know about how well your letter was received and what type of a response you received. It has been stated that those who are so vociferous about Atari are really very much concerned about the future of the ST and Atari... count ME among those who ARE. These folks do not sell off their Atari Equipment and purchase "the other" brand, instead, they raise a fuss with Atari and hang tough. We all know how many in users have gone to "other" computers out of sheer exasperation and dire frustration. I blame Atari for that and will find it hard to forgive them for not keeping the userbase humming along with refinements and support that is in tune with the needs of all parties concerned, ESPECIALLY the third party Programmers and Developers who are making things happen. I see all kinds of excuses, ie.. "We have agreements signed", Who signed it? and WHY? Sure, you need to make agreements with other Developers and such but where in heaven's name is your legal department?? They should have had enough experience to make sure you didn't sign yourselves into a DEAD END! If a developer wants an IRON CLAD contract that will hamper the progress in a given area, LET THE USERBASE KNOW!....I don't care who it is, this reporter believes that any entity in the public eye cringes at adversity and bad press. This reporter realizes that the bottom line is profit, make no mistake about that!

However, if needed, increase the retail prices to justify the fair compensation of developers and programmers OUTSIDE of Atari. They are willing and very able to produce the correct software for the ST line. At least they will not be in the sorry position of worrying about internal corporate politics.

GDOS (GDOZE) is a perfect example, the current version in use is a constant source of grief

to not only you, but also, the Developers and Users. We are HEARING about a new version, (FROM GERMANY) <what's wrong with our own programmers in the GOOD OLE' U.S.A.???>. Can we expect the same joyride or, is it really on the way for the entire Atari Userbase......or are we looking at a POSSIBLE improvement some 6 months down the road? It has been duly noted that a spokesperson for Atari found it necessary to pass judgement on a recent software release, so recent it has been out only a matter of weeks. To me, this adds fuel to the fire already raging! A bit of good advice, (clean up your own house first!)

Reader comments welcome.... this article may be reprinted in it's original form and content only ...(c)TRR APE Inc.

EDS NOTE: Mr. Reade is the assistant Editor of ST REPORT. I download the weekly Mag from GEnie.

kids stuff

The Sesame Street Print Kit

Bill Pike
review copy loaned
by IB Computers

Here is a great program for Adults who work with Kids and Kids. The cost is $14.95 and you have to have a 1050 or enhanced density drive to use this program. Those who have Print Power from Hi-Tech Expressions will be more than familiar with the operations of this program. It is PrintPower with new graphics and borders.

If you didn't know, Hi-Tech Expressions purchased the rights to the Sesame Street educational programs from CBS Software. They are currently distributing them. Well, they also purchased the rights to the characters like Bert, Ernie, Big Bird, Grover, etc.

You are able to make 3 different shapes of cards, or 2 different shapes of posters, or a banner. You are able to use 126 different letter styles and a entire new group of borders and graphics. It looks like these graphics might be compatible with the PrintPower program but I haven't tried this yet.

This is a MUST program for any adult who is around children, as well as any child. The documentation is clear but probably a adult should help a younger person to learn the program.

Last but not least prepare your house for a lot of Ernie, Big Bird, etc. all over the place. Have fun.
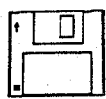
DEATH SWORD

David Roberts, PAC

This program has to win my vote for the most gruesome battle sequences that a two player combat game has ever had. It is a visual treat to see such detail put into a game and at the right price $14.95.

The program is distributed by Epyx software. They finally brought something out that people would want to pay money for.

This program was written in England and was banned in West Germany for its violent content. It is a violent program, but somehow it is kind of humorous in its appeal. The most greusome part of the game is when one player whirls around and swings his sword and wacks off the head of the opponent. The body squirts blood and falls to the ground as the head bounces to the ground. Then a frog-like creature walks over and punts the head off the edge of the screen while you hear it bounce. Quite an awesome piece of programming. The game is very unique.

As far as the rest of the game goes it is just like most sword fight games where you can kick, jump, duck, swing, head butt.. (head butt??) and other original type moves. Over a dozen different move can be performed. The sound effects are digitized and the sound of swords clanging together is really great. The animation is slightly jerky, but nothing to bother about.

Overall, the game is adequately difficult to beat since you have to fight several different types of opponents with increasing difficulty. The only thing disturbing about it is a problem with the program working on some kinds of drives. It uses one of those packed formats so everything will fit and it caused havoc with two different sets of drives so I don't know what to say except that is was found to work on machines with built in drives and I can't guarantee it working on any drive. It seemed to work just fine on double sided drives, also.

You can't beat the price so check it out.
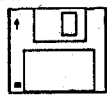
WIZBALL

David Roberts, PAC

This is an interesting program made by a company called Ocean. It is a well done program and has some real addicting qualities to it. It also has some flaws, but not in the program. Its documentation has a lot to be desired, but I'll get to that later.

You play this ball who is supposed to represent a wizard, I think (I never read stories with software). You bounce this ball around and pick up these energy-like objects that give you extended powers so you can get color droplets to color back in the wizards world. Fairly unique concept and done very well.

You control the ball with the joystick and at first it is very hard to control and it is supposed to be. The object is to get these power objects so you you can gain better control and once you do that than you go after these flying color droplets that your, cat (getting this?) picks up for you. You gain your cat by collecting those energy objects. It is a fairly tricky game to figure out so you have to read the docs very carefully. They don't tell you how hard it is to activate your various objects and figuring out the purpose of the game is a challenge. There are three levels to the game, each of which you are supposed to color in.

The game has nice animated graphics and is a fun game to play. It is a lot better as a two player game, but it is still fun for one player.

The game is fairly enjoyable and is a unique addition to any software library. It is also priced nicely at $19.95 so look at this one.

EASTSIDE ST SIG ON A "GET INVOLVED" CAMPAIGN

Lee Bole, PAC

All you new and exerienced ST users will want to attend the June meeting of the Eastside ST SIG. We are going to discuss Word Processing, Games, Databases, Spreadsheets, Modem use, Tricks with your computer, How to make money while enjoying your ST, How to get free but good software, Where to get the latest ST information and be in on updates before anyone else in the world.

There will be a MIDI demonstration using 16 keyboard synthesizers and a quad speaker sound system playing the Canon in D by Pachelbel.

Not only that, but we will have a host of well known speakers that you will not want to miss, and they may hand out free samples. There will be discussions on Scanners and Digitizers, Languages and Programming, Educational software and the surefire method of picking a winning Lottery number (or breaking the bank at Las Vegas) with your ST computer.

You won't be sorry you came, for it will be a meeting that anyone who misses will regret their loss for all the rest of their lives. You'll brag about coming to your grand-children and they to theirs. In planning this June meeting, some mention was made of provocative dancing, or harem girls, one or the other. For us women ST users there were hints of stuff that would be of special interest us, like keen software for free, classes in whatever programs we have wanted to know fully, and what to do to get the use of your computer while hubby is hogging the keyboard with DUNGEON MASTER while you want to crank out the Garden Club newsletter using PUBLISHING PARTNER.

Now seriously, Teri Williams has volunteered to head this SIG for a couple of months, but it is imperative that someone else volunteer. It should be very little inconvenience to anyone if several people volunteer their homes for the meetings so that no one person has to bring all the computer stuff. We want this SIG to continue, but we need help badly!

The meeting begins at 7:00 pm at 4400 NE Broadway, around the East side of the building. There's plenty of free parking. Bring some questions and disks for pd software. Guests are welcome, but we hope they'll join.

INTRAVENIOUS COMPUTING

Melvin Waller JR, PAC SysOp, PAC BBS II

I am one of those who collect all sorts of tools and gadgets. In my days I have collected many boxes of those items commonly called JUNK by others. With my collection having always been limited by space, one could only imagine the pleasure felt when computers became available to the likes of me. To consider a tool, commonly called a computer, that could create, develop, and improve its own gadgets (programs to those less familiar) is mind bogling. Plus, these gadgets take almost no space. Now one can collect more gadgets than one can even remember existed, into an area the size of a closet. I hope to share some of those gadgets with you. Perhaps by this simple act, there might be hope yet for the ailing and publicly ignored Atari 8-bit computer. Hence, we will try to establish a life line for our computers with INTRAVENIOUS COMPUTING.

First of all we will need to play doctor and breath new life into our Disk Operating System. Let us start with some BASIC functions of DOS via the XIO command. The structure of this command is:

XIO cmd,#chan,aux1,aux2,"dev"

The following parts and their purpose are described as follows:
cmd - the particular operation desired
chan - the channeling device, IOCB, being used for this operation (though channels 0-7 are available, only channels 1-5 are commonly used because the computer itself will often address the others for its own operations)
aux1,aux2 - control variations on each function and will remain unchanged and set to 0 for our purposes
"dev" - the all familiar 'what device to use' (this can be Screen, Disk, Printer, etc.), we will use the Disk drive which also requires a file name

Here are some DOS functions you can use from BASIC with the XIO.
To rename a file:
XIO32,#1,0,0,"D:OLDNAME.EXT, D:NEWNAME.EXT"
To delete a file:
XIO33,#1,0,0,"D:FILENAME.EXT"
To lock a file:
XIO35,#1,0,0,"D:FILEMANE.EXT"
To unlock a file:
XIO36,#1,0,0,"D:FILENAME.EXT"
To FORMAT a disk:
XIO 254,#1,0,0,"D:"

Gotten more than one file on a disk with the same name? To fix this enter:
POKE 3118,0(RETURN).

Then XIO a new name or go to DOS and rename the files.

Does your screen scroll by too fast when you list a program or print information to the screen? Besides using the old (CONTROL)1 to start and stop the scrolling, try slowing it with this:
POKE 622,255(RETURN).

And restore it with:
POKE 622,0(RETURN).

Does it seem to take forever to save programs? Well you can double this speed by turning off the error checking routine in DOS with:

POKE 1913,80(RETURN).

Would you like to be able to load a program that seems to have developed an error on the disk? If you use:
POKE 4148, 234: POKE4149, 234 (RETURN) you can load that damaged program and make repairs.

What disk drives can your DOS access? Well by using a number n to indicate the drives to use, you could use: POKE 1802, n (RETURN) to enable only the drives you want. Define n with the sum of the drive values you want. These values are: drive 1 = 1, drive 2 = 2, drive 3 = 4, drive 4 = 8. Hence, to use drives 1, 2, and 4 exclusively, you would add 1+2+8=11 and enter: POKE 1802,11(RETURN).

How about lowercase characters in your filenames? Try:
POKE 3818, 48: POKE 3822, 123 (RETURN)

As an added treat to these POKE tips, here is an extra tip. ALL of these POKEed changes can be permanently added to DOS. After you make the desired POKEs, simply go to DOS and write your NEW DOS to your disk. Be sure to label it as such so you won't loose track of it. These POKE tips may also be limited to use with Atari's DOS 2.0 and care should be taken when modifying any program.

These tricks and tips are brought to you from the Michigan Atari Computer Enthusiasts and the Alamo Area Atari Users Group newsletters.

Special Hint When playing DONKEY KONG JUNIOR, hold SHIFT and type BOOGABOOGA. Then hit K and you cannot die unless you fall. Hit S and you will go immediatly to the next screen.

Until next time, have fun, and leave me a message sometime on the BBS's. -SysOp-

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FROM THE WONDROUS WORLD OF YOUR 8-bit PROGRAM DIRECTOR:

Paul Gittens. PAC

The past month has been one of the more crazy ones for me. I have come down with what seems to be a nearly terminal case of spring fever. This means I must get out of the house and away from the computer for a while. (Curse the season). In order to help insure my survival I picked up a couple of software packages for review and will discuss them below.

I have also been busy working with my computer systems. The 800XL got a new operating system. The ST got a new memory upgrade and the 130XE got sent in for repair. (It wouldn't work right with the MIO.) The MIO got back from repair also and is now being used to keep the GREAT 8 BBS on line while his MIO is being repaired. I should mention that trying to learn and become proficient on two different computer systems is a very time consuming challenge.

I cannot help but be excited about some of the new software coming out for the 8-bit these days. You have probably read about Print Power and some of the others. Some of them have been reviewed in this column as well. The most recent set of

programs I looked at do not fall into this category however.

Minature Golf is written by David Plotkin and released by Xlent Software. This game is based on the successful game done in the magazine by the same author. This commercial version gives you the option of either playing from the disk as it is written or creating and saving your own individual holes or entire games. The basic game play is very much like what you might expect. My only real complaint is the putting mallet. I just didn't like it at all.
It is very hard to use and hard to line up your shots. Normally I would call this club a putter but on the screen it looks much more like a square croquet mallet with one corner taken off. It is from this corner that you are supposed to hit the ball.

The game screens are challenging enough for my tastes and at times I found myself taking more than 10 strokes per hole. Some of this isof course due to the crummy mallet, but some is just because the holes are hard. I should mention that up to 8 players can join in at one time. I won't mention my scores much except to say that for the first game of about 20 holes I exceed 100 strokes.

I also tried to create some of my own holes and did succeed a couple of times. When I tried to get elaborate the program crashed with dimension errors and not only did I lose the screen I was working on but I had to reboot the whole thing. I was not pleased with this aspect. Over all I did not think this game was very good. I asked my ten year old to boot it for me and she agreed to do so only if I promised not to make her play it. The price for this package is $26.95. It is my opinion but this is just not worth it. Maybe at $6.95 I could be more forgiving. On the bright side however, it does come in a nice package.

I also took a look at Lurking Horrer by Infocom. This is a text adventure game which has a very promising look. I tried this one out and relearned something I had temporarily forgotten. I don't like text adventures. To be fair I will only say that the package is nice and even comes with a plastic creepy for your tactile pleasure while working out the game. The game is priced at $34.95.

If you are into text adventures this one is probably as good as any. Since I am prejudiced I will say no more. You can find both of these programs and many more at the IB Computers II Store where they were kind enough to allow me to borrow them for review. I really enjoy the time I am able to spend there and look forward to going in again.

One final note: Since there will be a swap meet at the May meeting I will not be demonstrating anything. I hope to unload a few turkeys on some poor unfortunate or is that a few gems on some lucky soul. As they say "One mans trash is another mans treasure." The same goes for this article.

FOR V.C.R. OWNERS VIDEO TITLE SHOP from DATASOFT

Bill Pike (PAC) review copy loaned by IB Computers

Here's what we who own VCRs have been waiting for. Have you ever wished to be able to put professional titles on your tapes? Well here is the best way for you to do it. The Video Title Shop sells for $24.95 and is available at IB Computers. The program uses Micropainter format background screens ie:62 sector pictures. Did I tell you that the digitized pictures from Computer Eyes are 62 sector Micropainter type screens? What does this suggest to you?

DataSoft has published a program called **Video Title Shop**. This program allows you to place titles at the beginning of your video tapes, over Micropainter type pictures or over colored backgrounds. You are able to wipe individual lines or over the entire title at one time. You can scroll text or graphics constructed from text characters across the screen. Pictures and text can be digitally dissolved (fizzed) between two pictures and/or text. If you have a computer with extended ram (ramdisk) you can load all the pictures, text, and command files onto the ramdisk and save your diskdrive.

Video Title Shop has the newest version of Micropainter on the disk to construct backgrounds. Included is documentation for Micropainter and a Quick Reference card for both programs. You have two fonts on the disk, plain and fancy. There are two double sided disks of Micropainter screens provided for you or you can construct your own. The screen disks also have 5 different borders to chose from as well as many different screens.

You have the option of either a RF connection from the computer to the VCR or monitor output (direct video). There is even a section on how to setup your VCR and what cables to use and how to use them. However the program doesn't support sound or music.

There is a command line at the top of the screen, this means that the program isn't fully menu driven. However you are prompted for your selection and the commands are relatively easily remembered. Just about everything except text entry is by joystick control. You are able to place text around the screen and change fonts. The text and background can have the color and brightness changed independently during display for greater effect.

As you can see there isn't much that you can't do with Video Title Shop. This is the first commercial program of its type available. There have been several public domain programs of this type around but they won't do one-tenth of what this program will do.

I would rate Video Title Shop a excellent buy at $24.95. It is fairly easy to operate and the documentation won't snow you.

A FEW MINUTES WITH RANDY MOONEY

Frank Walters, T.A.C.O. BELL BBS

Reprinted from Mich. Atari Mag.

Did'ja ever notice---those bulletin boards that go wee-wah.. wee-wah.. wee-wah.. when you connect? That really annoys me. I wish all modems went weeeee like mine. Half the time they don't even connect anyway.

Did'ja ever notice---those bulletin boards that don't do anything when you connect? They make you hit RETURN a bunch of times before anything happens. That's a pain in the neck. Nobody answers a telephone that way, they always say "hello?" or something like that. Why don't all bulletin boards say something like "hello" when they connect, and not make you hit a bunch of keys before they say anything? It doesn't seem polite to me.

...Ya know what really bothers me? Did'ja ever see those messages that you try to read and at the end of the message there are about 33 carriage returns and the whole thing scrolls off the screen before you can read it? I think there ought to be some kind of law or something that everybody who writes messages would have to read their own message and if they don't understand it then they would have to delete it.

...Did'ja ever see---those silly twirling cursors on some bulletin boards?

Did'ja ever capture for a long time and see how much extra garbage goes into the buffer just from those silly cursors? Even worse, did'ja ever try printing them?

Twirling cursors really bug me.

Did'ja ever notice---those cutesy menus that give you no idea what anything is? I mean, why can't all bulletin boards use "G" for Goodbye? I've seen Off Quit, Land, Terminate, and even Bye. Why does every sysop complain about dropped carrier and then make it so hard to log off? There ought to be a law that certain commands are sacred and can't be touched: Download, Upload, Time, Messages, and Goodbye!

Did'ja ever notice---those people who write long messages that are continued on the next message? Did'ja ever notice after reading all those words that you have no idea what they were talking about? I never read any messages that are continued anymore. People who write those messages don't have anything important to say, they just like to see their words on the screen or maybe just like the typing practice.

...Did'ja ever download---a big long file from a long-distance board and the file didn't run? I like to have my friends call the long-distance board and download the long files and then give them to me only if they work. I wish I had more friends. I wish I could be allowed to erase those bad files from the sysop's disk so other people wouldn't have the same problem.

...Doesn't it bother you---that some bulletin boards change the filenames so you don't recognize the download list and you download all the same files as last week but with different names? Maybe the sysop does that 'cause nobody uploads and it makes everyone think he has a lot of different files. I always wondered about that. Maybe somebody uploads them that way so the sysop will think he is getting something new and lets the caller have "blackbeard privileges" or something.

...."Handles" are a pain in the neck. I never could think of a good handle and am embarassed whenever I log-on a new bulletin board and the last question is "What is your REAL NAME?". I never knew what to say because I already used my real name. Should I make up a real name different from the one I used at the beginning? One board I logged on asked for my real name first. I thought that would be easy so when it asked for my "Handle" I answered: NONE. It kept asking: "NONE, what is your command?" Then when I logged off, it said, "Thank you for calling, NONE". I felt real foolish. I don't like bulletin boards that make me feel foolish. I usually don't call back. I never could leave E-mail on those boards because I never could figure out who to send the mail to. Maybe I could find some people more like me by leaving E-mail for "NONE".

...Did'ja ever notice---the sysops that complain the most about callers disconnecting are the ones that have boards that disconnect from YOU? I fill out a long questionnaire and then while I am trying to find out where everything is located, I see a message that says "Time expired, disconnecting" and it hangs up. Then the next time I call back I have a nasty note from the sysop that says I let my time run out. That really bugs me. I didn't set the time limit, he did.

Why is he mad at me?

That's all the time I have for now. Did'ja ever notice that you never have enough time for/

TIME EXPIRED, DISCONNECTING.

THE JULY MEETING WILL BE THE FIRST TUESDAY OF THE MONTH INSTEAD OF MONDAY
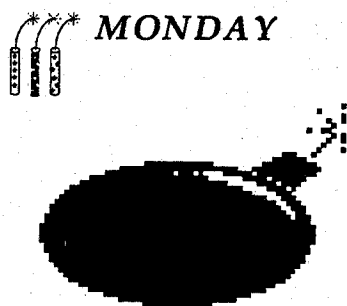
Screen Shots from Neodesk
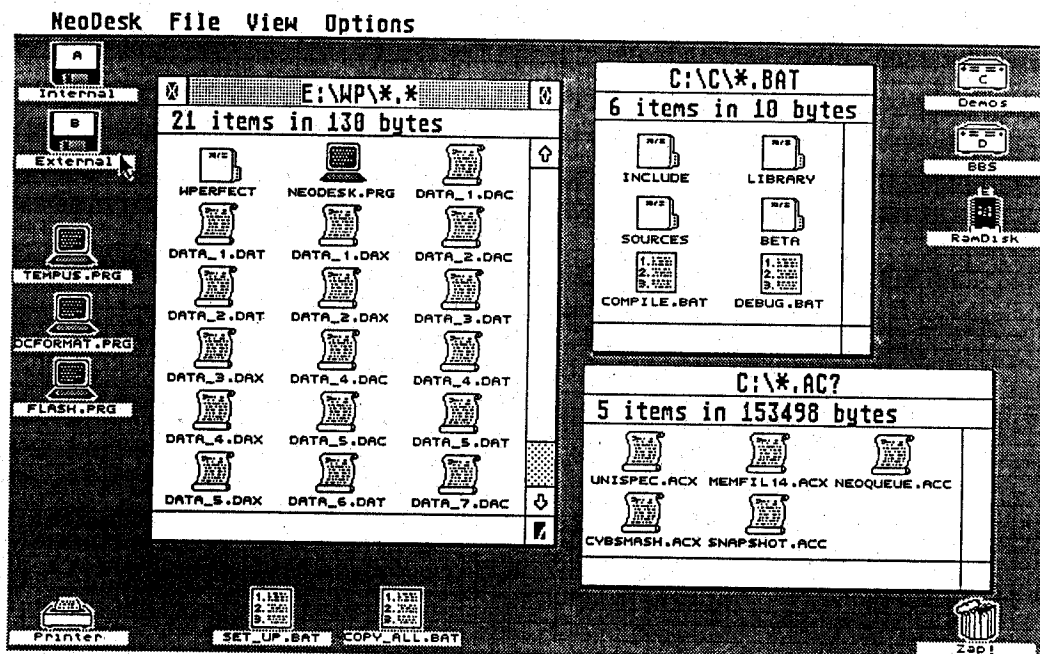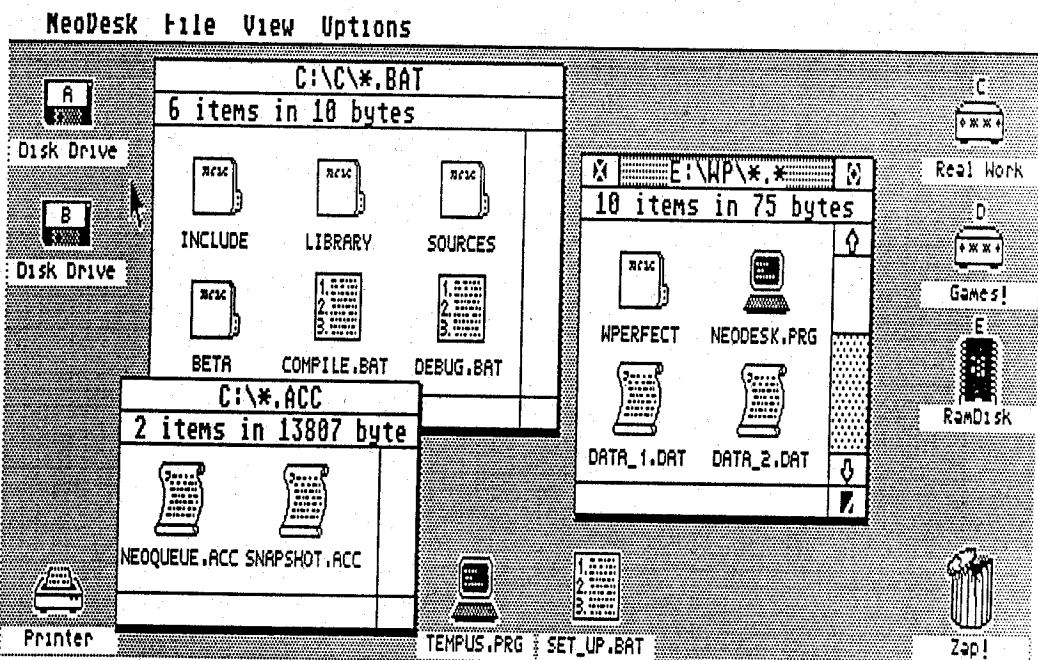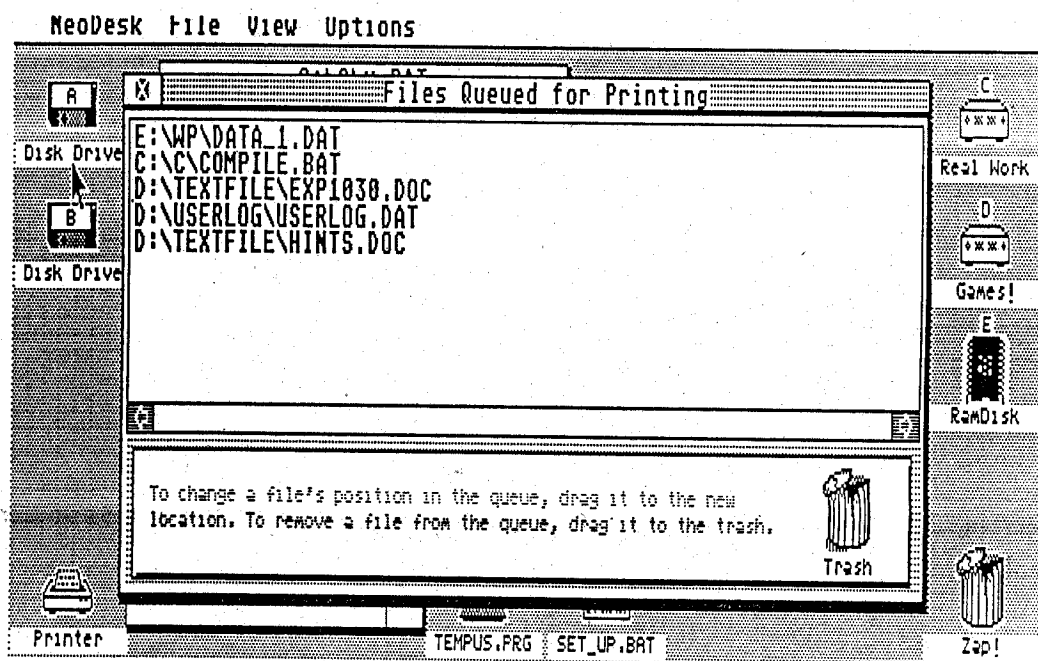
VDOS

PD SHAREWARE
Software System Information

The VDOS Software System is designed to be a significant addition to any ST user's software library that has the following MINIMUM hardware configurations:

520 ST with dual drives
<or>
520 ST with hard disk
<or>
520 ST with a 1/2 Megabyte or more memory upgrade

1040 ST
<or>
1040 ST with hard disk Mega ST
<or>
Mega ST with hard disk

(All above combinations serve a successful VDOS installation)

The absolute optimal system setup is a 1MB machine with a hard disk and VDOS installed in RAM and autobooted with the provided GEMSTART.PRG. Lesser hardware configurations are still extremely effective and equally as useful.

Product Description

VDOS is a Virtual to Disk Operating System Shell with a graphical interface. Up to 53 Autoexecute Programs may be defined in the VDOS.INF file (Library), for later execution with a single mouse click or key combo press. The beauty of this feature is that no matter what the nesting of your program is, it only takes a single mouse click once the appropriate pop-up menu is easily displayed. Another bonus is that when you execute a program from the VDOS main screen, only about 10K of memory is retained by the VDOS system thereby allowing nearly all memory to be released for the called application. This is an innovative and significant software engineering feat that is compatible with all but a few existing ST programs. VDOS is even compatible with Beckemeyer's MTC Shell & Micro-RTX when they are executed under VDOS control.

Imagine a software development session where you press two keys to execute your Editor, work on the source, then exit. Next to Compile the source, press two more keys. When you are done two more key presses call your Linker into action. What a savings in the amount of time expended. No CHDIR commands to fool with! Just simple key presses to call up the desired programs for you.

VDOS doesn't stop there.... You can also define a default Graphics, Financial, Database, Terminal, and alternate CLI in addition to the Editor (or Word Processor), Compiler, and Linker that are executed with two key presses or by a single mouse click. And for those power users out there... You can define ANOTHER FORTY FIVE applications in your library for single mouse click execution!

Keep in mind that VDOS has many facets for every ST user (That has the minimum hardware requirements), for example most of the functions offered by VDOS have both Keyboard and Mouse selections supported. The Beginner can quickly learn to use the VDOS software system with the aid of the GEM Mouse Pointer, and the unique ' Bottoms Up ' Menuing system, while the Power User can utilize nearly all of the power presented by VDOS with only the use of the keyboard.

Now if that wasn't enough .... We have added over 45 DOS utilities of which most can be called into action with a single mouse click, or key press. All of the most commonly used DOS utilities are in the software such as:

MEMFREE	MORE
PRINT	FORMAT
DIR-X	CHECK
PRINT	DEL
COPY	VERIFY
CHDIR	MKDIR
RMDIR	CHMOD
WHERE?	FIND
TOUCH	CALENDAR
SCREENSAVER	ACCESSORY
FDATIME	DATE
TIME	DEFINE SLOT
CLEAR SLOT	
REBOOT AND MORE........	

Not to be confused with a standard CLI (Command Line Interpreter), VDOS gives you a graphical interface to work with, or if you chose a single keypress to execute a DOS function (in most cases). We are confident that most, if not all of you will be very impressed with the facility that VDOS offers. And you can't beat the cost.... It's FREE! You may freely distribute the VDOS Software System as you please so long as it is distributed in it's ENTIRETY! Please read full details contained in the online VDOS Help function.

Some of you may now be wondering why a small Software Development Company is offering a commercial quality product to the public at no charge. The answer is that software piracy has slowly begun to destroy the ST commercial market, and we felt that this would be an excellent way of testing the waters for the introduction of powerful Shareware to the public. IF the user decides that VDOS is indispensable to his or her ST installation, they may send $25 plus $2 shipping and handling to us in payment (Check or Money Order only please). In return the registered VDOS owner will receive a beautifully printed 100+ page manual in it's own binder and chocked full of information, command descriptions, limitations, a myriad of installation options, a large glossary, bibliography, and a helpful set of appendices. But remember that the Shareware Software System as posted is FULLY FUNCTIONAL and has not been crippled in any way! If you become an avid VDOS user you will DEFINATELY want to purchase the manual at the reasonable price mentioned above. Also with your registration of VDOS, you will be placed on our mailing list so you may be notified of any updates or changes to the software or manual.

We are gambling a bit on presenting our work in this manner, but feel that there are enough honest ATARI ST users out there to make our work worth while. If enough interest is generated, we will have the incentive to continue supporting the software & perhaps offer other products to the public at minimal cost in the future. Although we are a small company we have some impressive qualifications under our belt. We have produced the following ST software works.
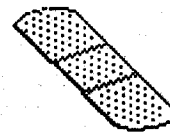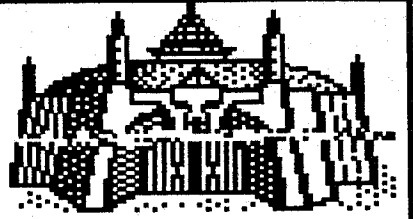
The GFA Basic Companion 1.0 & 2.0 (MichTron, Inc.)
The Vocabularian (STart Magazine)
The Popular Public Domain GFATIP series (BBS's Everywhere)

You will be getting a software product that has been beta tested and improved upon since December 1987, and we feel it is very sound. Many of the popular ST hardware combinations have been tested and all passed the critical beta testing schedule.

John B. Holder
Senior Software Engineer
Marathon Computer Press
CompuServe = 75766,505
GEnie = MCP.TECH01

BLUE MAX XE
VIDEO GAME CARTRIDGE
Michael D. Bjorkman, S*P*A*C*E.

Among the new software releases from Atari are some re-issues of games in the new bank-select cartridge format. When I saw that "Blue Max" had been re-released (originally published by Synapse in 1983) I had to buy it and find out whether it played as well as the original disk version. Fortunately few changes have been made and it remains what I consider a nearly perfect game.The Scenario World War I is the backdrop for "Blue Max", with the game player cast as a pilot in the RAF. The scenario in the rule book explains how you the player are rather ticked off at the Huns (mistakenly called the Axis powers in the Synapse rule book, a mistake Atari repeated in their's) since they've shot down all your flying buddies. At this point the Synapse and Atari stories diverge. Synapse claims that you're on a "mission to pulverize the enemy", while Atari claims you're out for "revenge". Actually no seasoned arcade gamer is going to play a game because someone told him he's on a mission or because he's become maddened with revenge. Mayhem is the real reason the arcade gamer plays "Blue Max". More AA guns, tanks, cars, buildings, bridges, ships, airplanes, airplane hangers and bunkers per minute in "Blue Max" than in any other game. After a frustrating day getting nowhere at work, it's hard to beat the pleasure of blowing away everything in sight. The catharsis is greatly enhanced by hooking the audio from the Atari up to the stereo and then cranking the bass and volume all the way up so that you can feel the staccato blasts from the explosions during your strafing runs. At $20 "Blue Max" is very cheap therapy.

The Play

The game starts with you in your biplane on the runway of an RAF airfield. The bottom of the screen contains 4 numbers: fuel level, bombs left, altitude, and speed. The plane starts taxiing down the runway automatically. When your speed reaches 100 mph you may take off. If you fail to exceed 19 feet of altitude before you reach the end of the runway you crash into the trees and receive the gag ranking of "Kamakzie Trainee".

The screen display is a psuedo 3-D diagonally scrolling map, similar to that used in the ZAXXON arcade game. The "psuedo" indicates that the player's control of the aircraft is limited to up and down and left and right motions, and not the forward and reverse motions. All forward motion is provided by the constant scrolling of the scenery (provided you are flying).

The game requires a single joystick and a color monitor. "Blue Max" should be played on a color TV or monitor since the

luminance values have not been chosen to make it easy to distinguish the various features of the scenery using a monochrome monitor.

Control of the aircraft is with the joystick. Pressing left on the joystick moves the plane left and pressing right on the joystick moves the plane right. Whether pressing up on the joystick moves the plane up, (as in most arcade games), or moves the plane down, (as on a real aircraft) is selectible from the options menu. The default condition in the original Synapse version was pressing up on the joystick moved the plane up, while the default in the new Atari cartridge version is pressing down on the joystick moves the plane up.

Once in the air and at an altitude between 19 and 25 feet you can strafe the ground and destroy tanks, AA batteries, ships and cars. The ships and AA batteries are shooting back at you. If you gain a little more altitude you can drop bombs on buildings and bridges, (and the tanks, AA batteries, ships and cars if you can hit them). There are also enemy aircraft buzzing by you for you to shoot at, however they are also shooting back.

It takes 5 shots to bring you down, or one collision with an aircraft or the ground. Each time you are shot one of four events occurs. Your fuel tank can be hit resulting in rapid consumption of fuel, your machine gun can be hit resulting in intermittent firing, your bomb rack can be hit resulting in intermittent dropping of bombs, and your maneuverability an be affected making it difficult to land.

The scrolling screen display contains three regions. The first is a rural area composed of a river with ships on it, bridges and dispersed buildings with lots of tanks and AA batteries around them. The second region is the outskirts of the city. It is composed of a road with buildings and airfields around the road. The final region is the city itself with skyscrapers and three bunkers which you must bomb to complete the game.

Friendly airfields are sprinkled along the way at which you may land, repair, refuel and rearm your aircraft. Each of the three regions are completed in sequence once you accumulate enough points and destroy enough of the marked critical targets. It usually takes about 15 to 20 minutes to sucessfully complete a game, which doesn't occur as often as it used to since the new cartridge version of the game is noticably more difficult.

The Cartridge Almost as interesting as the game itself is the medium in which it is contained. The old Atari cartridge with the metal side which could be removed by loosening a screw is gone. The new cartridge is glued together and has no door covering the card edge conector. The cartridge is XE/ST grey and has a plastic coated label on which is printed the illustration from the side of the box. No more of the old plain Atari labels with just lettering and no illustrations. The game ROM covers the whole 16K address space allocated to the

cartridges. The upper 8K of the ROM (left cartridge address space) contains the bank selection code, and the lower 8K (right cartridge address space) is composed of 4 banks of 8K. The 4 banks are selected by placing the bank number (BANKNUM=0-3) on the data buss with a LDA #BANKNUM instruction and then writing to $D500 with a STA $D500. (I haven't opened up the cartridge to determine what sort of circuit was used to perform the bank selection. However, David Small in an article on page 83 of the February 1984 issue of Antic described the following method which uses two ROMs and a latch to produce bank selection which would require the same instructions as those listed above which were found by dissasembly of the Atari cartridge.

(The $D5xx select is made avaliable to cartridges as the cartridge control line (CCTL). This line can be connected to the clock input on a latch and the lower two lines on the data buss, D0 and D1, connected to the inputs on the latch. The output of the latch would be connected to the appropriate address lines on the ROM, for 8K bank select you'd use address pins A13 and A14. Once wired up this way writing to any location between $D500 and $D5FF will result in selection of the appropriate bank of the ROM.) The box says that the game will play on the XE Video Game System and on all XE and XL computers. However, I also found that it will play on my Atari 400 with 32K of memory. Though I don't know it for a fact, I strongly suspect that it

will not play on 16K Atari 400s and 16K 600 XLs. If you are planning on using "Blue Max" on a 16K machine, then I'd be sure to buy it from a store which will let you return the game if it won't work on the small memory machines.

The Humorous Hacker
<<< COMPUTER TRIVIA >>>

* THE ANALYTICAL ENGINE
(1835-1869)

Because of lack of government support English mathematician Charles Babbage (1792-1871) never got to build his invention, whose design presaged the modern computer. Had it seen the light of day, the engine would have used data fed by punched cards, performed arithmetical calculations, and stored information in a memory bank.

Lady Lovelace, the mathematically brilliant daughter of Lord Byron, developed some potential problems for the future machine, in effect acting as the first programmer.

* MARK 1 (1944)

Conceived by Howard H. Aiken of Harvard University in 1937, the first automatic digital computer was built by international business machines in 1944. An automatic sequence controlled calculator, it was first used for computing ballistic data. The computer could do three additions per second, working as fast as 20 people on calculators. the mark 1 took up a lot of space; it was 51 ft. long and 8 ft.

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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 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 771-7337.

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

10-GALLON ACQUARIUM, for use as a fish tank or as a guinea pig set-up. $25. includes food, hay, many extras. Call Jason, 239-5519.

ATARI 600XL, with Memory Board, 1050 Disk Drive, some Software and Control Paddles. $500 Call James (503) 235-3819 Weekdays: 3:00 pm - 9:00 pm Weekends: 9:00 am - 10.00 pm

WANTED

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

NOTHING HERE

EMPTY

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 $110. Call Richard at 649-7310.

...Continued Computer Triva

high, with 750,000 parts.

* ENIAC (1945-1946)

Built only a year or two after Mark 1 the first electronic computer was thousands of times faster; it could perform 5000 additions per second. It too, was a monster, with 18,000 vacuum tubes, a weight of 30 tons, and a need for 15,000 sq. ft. of floor space. According to legend, when ENIAC was first switch on, lights all over Philadelphia dimmed.

* UNIVAC 1 (1951)

Delivered to the government in 1951 to help with the census, it cut human work hours from 200,000 to 28,000. On October 3, 1963 the computer was retired after 73,000 hours of operation and is now on display at the Smithsonian Institution.

* THE "PI" COMPUTER (1961)

One of the computers at the IBM data center calculated pi to 100,265 places in 8 hr. and 43 min. in one slightly long working day it performed 100 times (or more) the amount of work a man could do in 10 YEARS.

* THE MOON-LANDING COMPUTER FAILURE (1969)

As "EAGLE" approached its landing on the moon, the on-board computer, slated to guide the landing, set off an alarm indicating an overload. the astronauts took over, telemetering measurements to mission control

in houston. Later it was determined that interference from the radar system had scrambled the computer's circuits.

* THE STORY-WRITING COMPUTER (1973)

Programmed by Sheldon Klein, the computer writes detective stories 2,100 words long. Humans can still do much better ....but....

* THE COMPUTER THAT HELPED STEAL $10.2 MILLION (1978)

In one of the biggest bank thefts in history, computer analyst Mark Rifkin used the services of a computer to transfer $10.2 million from the Security Pacific bank in Los Angeles to an account in Switzerland. Unable to keep the amazing feat to himself, Rifkin made several remarks to a businessman, who called the FBI. He was arrested on Nov. 5, 1978. While out on bail, Rifkin attempted a 2nd illegal wire-transfer of $50 million and was re-arrested in March, 1979, he was convicted and sentenced to eight years in prision. The computer was not prosecuted.

ST ART CONTEST
ST-Report Official Contest Rules

THE JUDGES LIST

Service	Name
CIS	Ron Luks
CIS	Dan Rhea
CIS	Mike Schoenbach
Delphi	Clayton Walnum
Delphi	Charles Bachand
Delphi	Maurice Molineux
GEnie	(3)to be announced

We are waiting for confirmation from Darlah, Sysop GEnie, and whomeverelse she cares to appoint from the Sysop list of GEnie's Atari area.

No purchase necessary.

Deadline for consideration in this contest is midnight August 31, 1988.

Winners will be annouced in ST-Report on September 12, 1988.

We guarantee to award all prizes.

All readers are eligible to enter except employees of APE Inc., CompuServe, GEnie, Delphi and their immediate families.

This contest void where prohibited or restricted by law. We are not responsible for lost, delayed or undelivered artwork.

All submissions must be drawn with any Atari ST drawing program.

All submissions must be drawn by the original artist.

Copyrighted artwork will not be accepted.

All submissions become the property of APEInc.

All submissions must be uploaded to specified BBS systems by the deadline date.

All systems have time and

date stamping capability. Any entry dated after 8/31/88 will be void from the contest.

Artwork Requirements

All artwork considered for this contest must be drawn with any Atari ST drawing program.

Any person submitting artwork must leave an address and telephone number, and drawing program used.

Artwork must contain the following:

ST-REPORT The winning entry will be used at a later date for a newsletter or magazine cover.

All submissions become the property of APE Inc.

PRIZE LIST

[1] - WORD PERFECT first place prize.

[2] - TIMEWORKS DTP second place prize

[3] - NEODESK third place prize

All entries will be acknowledged.

More prizes will be announced as they are received by the participating Software Publishing Companies. We at ST Report request that you support the companies that are helping this Art Work Contest be a success.

Where to Send

All artwork may be uploaded to the following systems. More

will be added during the contest. Syndicate BBS (201) 968-8148 Bounty ST BBS (904) 786-4176

Entries by mail are also permitted. PLEASE use a S/S, 3.5 ST Disk. You may send to:

ST-Report Logo Contest Post Office Box 74 Middlesex, New Jersey 08846-0074

(Please include your name, address and telephone number)

Updates

This contest will update uploading areas every two weeks. Contest rules will not be changed, but judges may be added during the run of the contest.

This contest commences May 2, 1988 and will end Midnight August 31, 1988.

If you have any questions, Please leave email on the services at the following addresses:

CompuServe: 71777,2140 GEnie: ST-REPORT R.KOVACS DELPHI RONKOVACS The Source: BDG793

Rules and Regulations

1). Use any full color program written exclusively for the ST to draw your own personal design of an ST-Report logo.

2). Artwork ported over from any other computer is void.
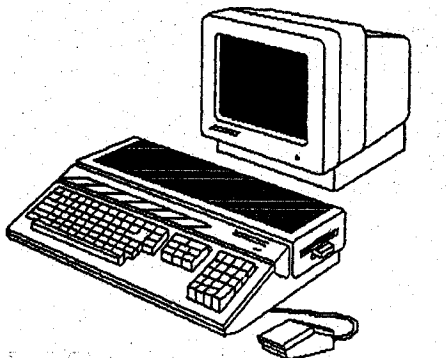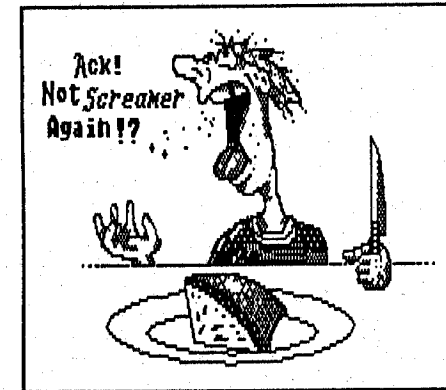
3). No X-rated artwork will be accepted.

4). Winners will be announced by mail,. email, phone call or equivalent on or before September 12, 1988

5). Judges decisions are final.

The following cartoon is from LAUGON, Lincoln, Nebraska

"Screamer screamer"

JUNE, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
(Atari logo)			1	2	3	4
5	6 PAC GENERAL MEETING	7	8	9 EASTSIDE ST SIG 7 pm BROADWAY EAST 4400 NE Broadway	10	11
12 NEWSLETTER DEADLINE Call Teri Williams 771-7337	13	14 8-BIT EXPLORERS SIG 7pm Fulton Community Center	15	16	17	18
19 Father's day	20	21 PAC BOARD MEETING 7 pm For location, call Bill Pike, 646-4471	22	23	24	25
26	27	28 EXPLORERS SIG 7pm Fulton Community Center	29	30		

DISK DRIVES
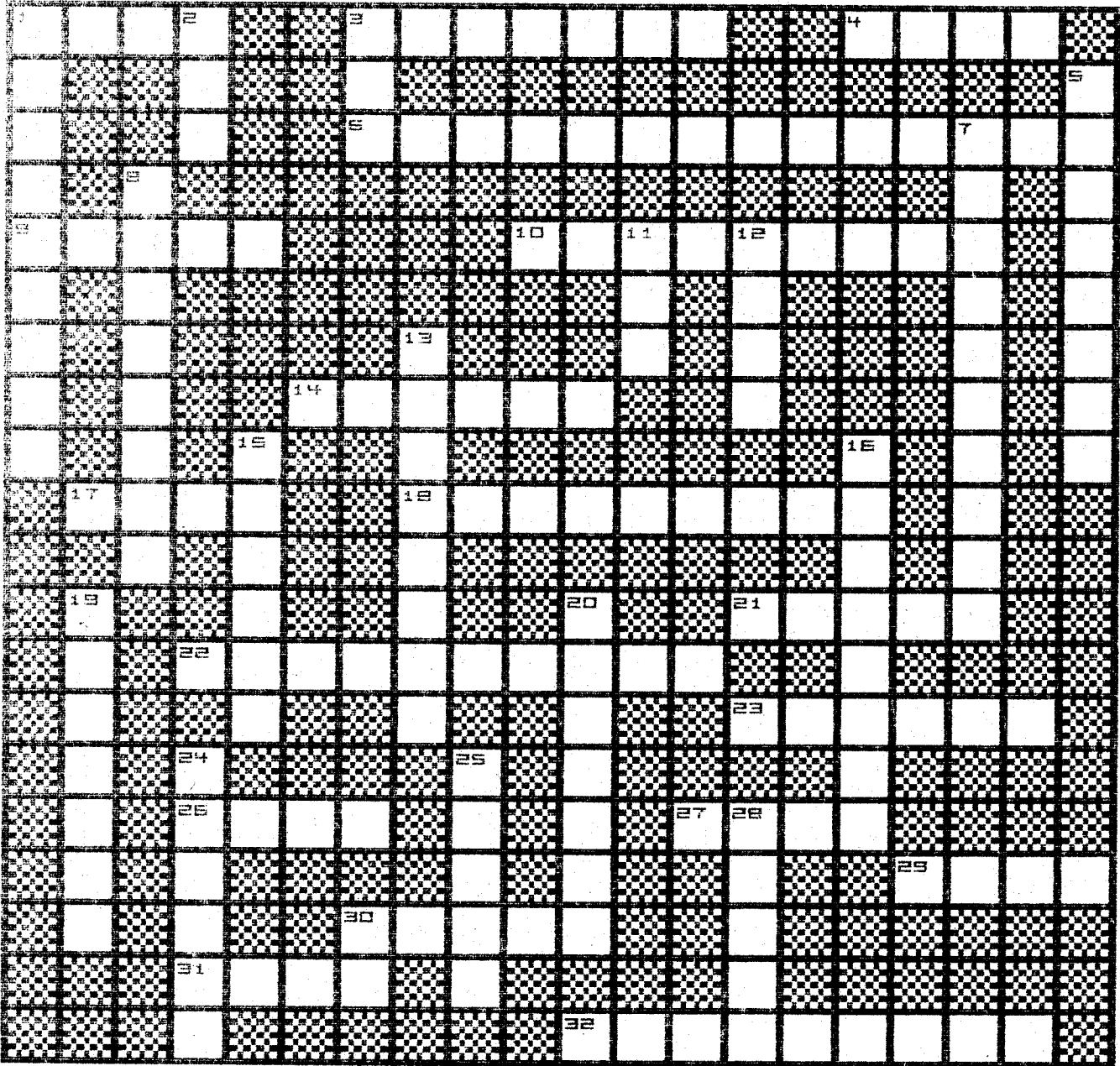
ACROSS CLUES

1. The disk goes in here.
3. .... a file.
4. Protect a file.
6. A 6502 or 68000 is a ...
9. Irrecoverable disk ...
10. A unreadable sector
14. A circle of sectors
17. A data ....
18. Data storage device.
21. Magnetic .....
22. First sectors of a disk.
23. Not a hard disk.
26. Identifys a file.
27. Reads and writes data.
29. To recover data from a disk.
30. Spins disk
31. Replicate a file/s
32. Connects incompatable devices.

DOWN CLUES

1. Listing of files
2. Cannot be written to.
3. Random Access Memory
5. Cyclic Redundency Code mistake
7. Not parallel
8. The material on a disk.
11. Disk operating system
12. Change
13. Mucho storage.
15. Basic unit of data on a disk.
16. Holds disk against head.
19. Don't write
20. Moves head
24. Unprotect file
25. Place data on disk
28. Remove data from disk.
30. Not yours