WORDUP

A GDOS Word Processor
Al Cummings, STARBASE

For all ST computers, 1 Megabyte of RAM recommended. $79.95 from NEOCEPT Inc.

Many people have been waiting for WordUp as is promises to be the one word processor (WP) to do all the jobs a graphic computer is able to do.
Using GDOS enables Word Up to be an excellent program when it comes to printouts. The other features are what WordUp will have to have to stand out in the crowded field of WP. This is not a desktop publishing (DTP) system, although many users could accomplish many of these needs with WordUp. Most DTP programs work on a page layout basis and have trouble when the text has to flow to other pages. WordUp does just the opposite in that it works with files and working with a page gives it fits. I mean that, if you need more than one column and several areas on one page, WordUp might not be the program you want to use.

I have looked at the program as a WP and have seen a few good points and some other things that will create headaches for some users. WordUp is a true WYSWYG (what you see is what you get) program with all font sizes and styles available to you from drop down menus and command keys. The program keeps track of the current font and if you need to edit it will switch at anytime. I tried to change the font in the middle of a word that was already typed-in and it would not switch; so I am not sure how you can re-style a word after you type it in. There must be a way to modify text and with more time and a through reading of the manual, I am sure WordUp will become much clearer.

WordUp will allow you to import graphics and using the samples on the disk it seems to work very well. Simply SET the cursor at the top left corner and click on graphics. The .IMG file on the disk seemed to be a low-res file and looked fuzzy on my MONO system, but the DEGAS .PI3 file loaded and looked fine. Text that was already loaded automatically flowed around the picture and the program seemed to accept NEO files as well. I am not the fastest typist and this program did not seem to fall behind while I was typing. Screen re-draws were fast as I have seen in this type of program.

The program is big. It takes almost a full double-sided disk to start up and load the fonts from the two system disks. There is another disk with extended fonts and all the other fonts that won't fit in a 520ST. You will want two drives, maybe double sided, or a hard drive to put the whole system together. This is a common problem with GDOS and all of its fonts. Thankfully, if you do have a hard drive most of the files are compatible. You could also save space on your personal system disks if you did not use some of the printers drivers and screen fonts. The are two or three screen fonts for each size font, along with different printer fonts for laser printers and dot-matrix printers. You also save room by not using font sizes like 36 point Times-Roman. It is one of the biggest and can run 3-4K each.

WordUp has a lot of nice WP features such as footnotes and a glossary file. It has standard things like justification and line spacing. WordUp also allows you to work on four windows at one time, and has mail merge with instuctions for almost every database program for the ST. There is also a way to make master pages, headers, footers, and variable subscripts and superscripts. More features would usually make a program hard to learn, but WordUp seems like the exception - I have not looked at most of the manual and was able to use a lot of features just from the drop down help and menus. This is why the ST is so easy to learn and why the other computers are going to window type systems.

So far WordUp seems perfect. So why should I have second thoughts about buying it?

The program does not have a spell checker and programs that use GDOS and GEM will not work with most second party programs. WordUp will save your file as ASCII so you could do your checking and them modify the fonts if possible. This is not a handy way to go about spell checking, but if you prefer the fancy printouts, keep the dictionary close by. Otherwise this program is a very good WP and does not seem to have any bugs (although loading graphics has given some people trouble).

NEOCEPT has done their homework and has put out a good product at a fair price.

Happy 4th of July

Door prizes at the next general meeting on TUES. JULY 5th

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.

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

The Pres's Column
Bill Pike

"It's Summertime, Summertime, Sum-Sum Summertime". Now is the time to put away the computer, put on the swimsuit and head for the beach. Put the sign on the door "Gone Fishing" etc. Get out the old barbecue, "...Roll out those lazy, crazy, hazy, days of summer those days of soda and pretzels and beer."

If you haven't guessed it, it is July. We were told to go 4th with our general meeting but we slipped and will come in 5th.

Anyhow just another reminder that the **general meeting will be on TUESDAY not MONDAY**. Ha,Ha.

Contrary to some opinions, the Portland Atari Club is a strong and growing club. No, we are not growing as fast, nor do we have the numbers of members that we had several years ago. But we have more active members than last year at this time and the club funds are in MUCH better shape. We have reinstated the raffles at the general meetings with a BIG prize for your losing tickets from the previous raffles at the August meeting.

The Explorers SIG is growing and is very alive and well. They have planned out the meetings for the rest of the summer. The next meeting will be covering WORDPROCESSORS including but not limited to ATARI-WRITER+ & PAPERCLIP.

The Eastside ST SIG is alive and well, I can't speak from experience however as I have neglected to be at a meeting I'll try to do this in the near future. They have changed the meetings to members home's as there was some difficulty in transporting of equipment etc. to a central meeting place.

Both BBS's are working well after some problems with the modem on BBS#1 which were corrected when SUPRA exchanged our sick modem for a well one. We have a spare 300/1200 baud modem now to cover a modem crash on either board. BBS#1 is still enjoying about a 10-1 number of calls over BBS#2. It appears that there might be a problem with the ST's

downloading from it, however it does have less file space than #1. What would you think about upgradeing the storage on BBS#1 and then transferring the 10 meg hard drive to BBS#2?

There were 3 new ST games library disks out for the last meeting and the disk sales at our commercial outlets remains good. We will be using name brand rather than generic disks from now on so the club profit will be less but the quality should be higher.

There were 7 new 8-bit library disks out for the last meeting including Educational disks, disk label makers, file & disk compaction programs, & a disk of 60+ NLQ fonts for DaisyDot & DotMagic. IB says that they will be putting the library disks in the Eastside store.

We have had suggestions of a separate subscription for the newsletter and BBS usage, by non-clubmembers. What do you think? We have had feelers out from several other ATARI clubs to combine newsletters. This would give the club more access to local articles and increase the circulation. What do you think? These questions and others at the next general meeting.

We are looking at updating the newsletter by purchasing Publishing Partner Professional. This would allow much more flexibility in typefaces and type sizes as well as allowing hi-speed typesetting on the Atari Lazer Printer among other things.

There has been a decline in the number of new 8-bit programs from the major distributors but there are many new titles from small publishers as well as share-ware. Check with your disk librarian. There is a new modem terminal program coming out called D-Term or something like that.

I have just got the word that the hardware speed-up kit that will fit ANY ST or MEGA should be out this summer. This board will cost about $250 and increase the processor speed from 8 mhz to 16mhz for a 80% speed increase. This should result in IBM programs running on the ST with all the speed to a IBM XT,

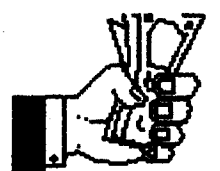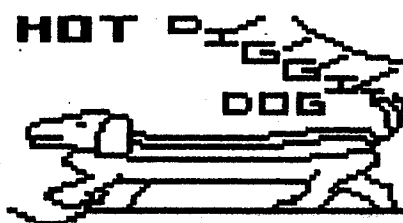Well the charcoal is just about out and I will get in to trouble if I don't get the burgers and weenies on the old grill. See you at the next meeting.

HOT DOG

Sec/Tres.

Yeah! On Vacation

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

8-BIT & ST DOOR PRIZES
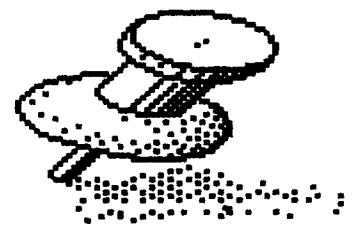
PAC GENERAL MEETING

TUESDAY, JULY 5

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)

FOR INFORMATION CALL BILL PIKE 646-4471

St Portion of July Meeting
David Roberts, PAC

This month we will be emphasizing the applications that are newly out for the ST, but there will be a fascinating game to look at as well.

This month there will be three applications shown. This information is pretty certain, but one person may drop out so I can't be sure. The first thing we will be looking at is a new desktop publishing program called Publisher ST, I believe. It is by Timeworks and is supposed to be pretty good. Another title by Timeworks we will be showing is called Partner ST. It is a program that helps with spelling and numerous other sideline tasks that you might want at your side. The final program will be Word Up. It is a new word processor that has some interesting features and Steve Billings will be talking to us about it.

The game we will look at will either be Dive Bomber by Epyx, or Predator by Activision(Europe). I have yet to see Predator so I'm not sure how good it is, but I will decide which one is best and hold the other over for later. That's the meeting for July and we will also be giving away Partner ST. So come to the meeting and get your free ticket.

See you there.
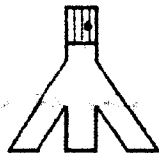
BOARD MEETING NOTES
Randall Leong

The June Board meeting was held at Bill Pike's home. In attendance were Bill Pike, Perry Bailey, Randall Leong, Teri Williams, Dave Holliday and Chuck Hall.

Teri, our newsletter editor received a proposal from Eugene-ACE to merge our two newsletters. We all liked the idea in general, but we could not agree on specifics other than we needed to know more about the costs. Since we did not have enough board members for a quorum we could not vote on anything so we tabled it.

Other topics discussed and tabled were... BBS subscriptions, should we offer longer access time and upload/download privileges to non members for a price or would this make it too difficult for members to get on the board?

This lead to the need to get a new hard-disk in the 20-40mb range to replace board one's 10mb drive when we can afford it. Upgrading the club's 800xl to 256k. If it can be done for under $50 the president can approve this without the full board.

Dave Holliday wanted to start a MIDI sig. This also does not require the approval of the full board.

Reminder

The AUGUST meeting is a BIG Swap-Meet and Raffle!

8-Bit & ST Door Prizes the Grand Prize is a Citizen daisy wheel PRINTER!

Monday August 1st 7:00 pm

MODEM USE TOPIC OF NEXT ST SIG

For the next ST SIG meeting, which will be on July 14, we'll get together at the home of Teri Williams' at 7:00 pm (call her at 771-7337 for the location). We are going to meet there so as to have a MODEM night.

There will be a demonstration of using FLASH, INTERLINK, and perhaps we'll log onto GENIE.

If you want to learn how to use your modem, or if you're thinking of getting one but want to have a demonstration of how one is used, this is time to come to the Eastside ST SIG meeting.

If you are a new ST owner and have any questions about your system or any program, bring the program disk and you'll get some friendly help from other users who have some experience.

There were 17 ST users at the June 9th meeting of the ST SIG. A few were new ST users and had a few questions about using their computers and about specific problems.

There was a short demonstration on the use of macros with PUBLISHING PARTNER and another demonstration of using graphics utility programs such as SPECDEC, which converts SPECTRUM pictures into DEGAS format; PICSWITCH, which converts NEO, DEGAS, MAC, IFF, and 8-bit PIC files all the ways; TINY STUFF, which compresses pictures into TNY files that take much less space on a disk; various slideshow programs; a nifty little jigsaw game called appropriately, JIGSAW. (Most of these programs, by the way, are available on a PAC disk.)

We had some discussions about using GFA BASIC, about using databases, and general questions and answers were fielded.

All ST users are cordially welcome to come to these informative meetings. We urge you to bring disks! See you there.

A BBS Message to Bill Pike
from Jim Bell

Msg# : 1102 Re: <1101>

Good Show! I agree with you entirely. The P.A.C. is one of the few users groups that I have heard of that have made it through hard times. I recently posted a message, suggesting a way for the 8-Bit users(or friends of the 8-Bit) to get a voice out to SSI, to get some good software for the 8-Bit. If the entire P.A.C. responded, I think it would show that we are a force to be reckoned with, and that the 8-Bit is NOT DEAD. I urge all persons reading this to go back and read that message. Keep up the good work!

Newsletter Deadline July 10th

EVALUATION OF ARC, DISK COMM, AND ALFCRUNCH
Marty Albert, June 9, 1988

Well, here we go again. Another comparison of file compression systems for the Atari 8-Bit Computers. Frankly, the way things look from here, this may very well be the last such comparison done by me. (what's that? cheering?!?)

This time, I've taken a look at ARC/ARCX 1.2, Disk Comm 3.2, and the new AlfCrunch 1.2 that has just started showing up. I've taken a very close look at them in fact, and I had more than a few surprises!

First, let's see the test data, them my own editorial comments.

Test Setup

All tests were done on the following system:

```
256K 800XL
1-1050 with US Doubler
1-meg MIO
SpartaDOS 3.2d
```

All of the source files were on the 1050 and the compacted files were written to the MIO RAM-Disk during creation. For recovery, the compacted files were on the MIO and the recovered files were written to the 1050. In all cases, the high speed option was enabled.

In all cases, the computer was re-booted to get rid of all excess memory use between each creation and recovery. Recovery was always to a freshly formatted disk.

The files use as source files were:

SAVEd BASIC	12078 bytes
Binary Load	13054 bytes
Compiled T-BASIC	11877 bytes
ASCII Text	8740 bytes
Atari Font	1024 bytes
Virtuoso Show	6528 bytes
MI Picture	7684 bytes
Daisy-Dot Font	2307 bytes
KOALA Picture	1881 bytes
RLE Picture	6550 bytes
TOTAL	71723 bytes

All byte counts were based on the numbers provided by the SpartaDOS 3.2d directory listing.

Times were kept with a stop-watch and are as accurate as possible.

Allow a +/- 3 seconds to the times.

On ARC/ARCX and on AlfCrunch, the screen was OFF to speed up the processing. They were also run from a SpartaDOS BATch file and/or the command line input feature.

On Disk Comm, the entire 256K of the 800XL was used.

Test Results

The following chart is the results that I got with the test:

PROGRAM	TTM	TTR	SIZE	% CHANGE	ERRORS
ARC	7:01	6:07	55630	-22.44%	none
AlfCrunch	1:37	0:57	50541	-29.53%	none
Disk Comm	3:53	1:36	66416	- 7.40%	none

Evaluation of Tests

ARC/ARCX

Well, no big surprise here. ARC is slow, but does a wonderful job of compression. The compression of the files is not really all that big a deal for the local BBS, but for an on-line pay service like GEnie or CompuServe, that can be *very* important!

Again, I failed to get the damage to the recovered files that has been so often reported. But, this is all old news.

Disk Comm

Again, nothing much different here,

either. Disk Comm is much faster than ARC, but doesn't do much in the way of compaction. For the occasional boot disk, Disk Comm is probably the best way to go, but more on that later in my editorial comments.

AlfCrunch

All I can say is WOW! I've always said to those that don't like ARC that as soon as something better comes along, I'll go for it. Well, here it is! Not only is AlfCrunch faster than ARC/ARCX, it's *faster* than Disk Comm! And, to sort of add insult to injury for Disk Comm, AlfCrunch even compresses *better* than ARC! After I saw the above results, I went back and used AlfCrunch on many more files, 40 all told, and did not not get a single damaged file. I tried all sorts of files ranging from long BASIC XE programs to tiny little data files. They all worked fine after being processed and recovered. It looks very good, but again, more on that later.

Editorial Comments

DISCLAIMER

The comments here are my own. They are NOT the official position of anyone or anything except myself, nor should they be read as anything but opinion based on the above tests.

I've always liked ARC. It may be slow, but it's good. Perhaps that's because as a SysOp on GEnie, I'm more aware of the costs in dollars for downloading big files.

I also like Disk Comm. It's easy to use, reliable, and fast. It also does at least a little compaction, which is more than can be said for the other boot disk systems. I've never been happy with the light compaction, though, and I still think that a better way can be had.

So, along comes AlfCrunch. At first, I thought it to be just another cute toy that someone had done. Was I ever wrong! When I ran the tests (by the way, AlfCrunch was the last one I tested), I was shocked by the speed. As you can see, AlfCrunch is far faster than Disk Comm. At that point, I figured that the compression would be light. When I did the directory and saw the byte count, I just knew that SpartaDOS had just shown me some hidden bug. I tried it a few more times, with the same results, and the file recovered into the right number and size of files, and they all worked!

Needless to say, I was blown right out of the water! Then came the neat part.

My ARCVIEW program works on the AlfCrunched file! I get some garbage characters in there, but it works. I think (not sure!) that this is due to the file header used. That remains to be seen for sure, though.

The bottom line is this:

For bootdisks, keep on using Disk Comm. It's the best that we have right now. I'd like to see better, but who knows?

For the files that you've been ARC'ing, have a look at AlfCrunch. As you can see, it seems to be far superior to anything else now available. One note about AlfCrunch. The DOCs are *very* complete, except that the author's name/address info is skimpy. What shows up in the DOCs is:

```
Alfred
Programmer's Aid BBS
(416) 465-4182
```

I'd like to know just who this guy is!

So, Alfred, if you're reading this, let us know who you are!

Marty Albert GEnie Atari 8-Bit RT SysOp
GEnie Mail address — MARTY.A

```
Suite 6-216
Box 4005
Carmichael, CA
95609-4005
```

INTRAVENIOUS COMPUTING
Melvin Waller, PAC, Sysop BBS #2,

Don't doze off! It's time for more tricks and tips from the old closet. This time you will find many general topic ideas to make your life a little easier. Most tips will benifit all users, some may work only on specific models. So if one tip doesn't work just try another.

If you have a program which relies heavily on calculations, you should turn the screen off first. This can decrease the running time by 10% to 30%. Simply use the following statements in your program:

```
DMA=PEEK(559):POKE 559,0:REM Turn Off
Screen
POKE 559,DMA:REM Turn On Screen
```

As an addition to last months tip you can turn on the disk error checking routine (write verify) by using:

```
POKE 1913,87 .
```

Your computer also can be set-up like a typewriter. To set your margins use:

```
POKE 82,x:POKE 83,y(RETURN).
```

With the x for the left margin and the y for the right margin, insert any number from 0 for the far left to 40 for the far right. The tabs can be set by holding the shift and hitting the tab button. Then you can clear a tab by holding control while you hit the tab button.

If you get bored while working on a program, try playing a little music. The computers casette player can play any of your tapes through the TV for you and keep you entertained. Simply put a tape in your recorder, push play, and type:

```
POKE 54018,52(RETURN).
```
When you've heard enough just type:

```
POKE 54018,60(RETURN).
```
Make your cursor vanish with:

```
POKE 752,1(RETURN).
```

Then make it return with:

```
POKE 752,0(RETURN).
```

If you are in need of a timing routine, you already have access to a timer. Memory locations 18, 19, and 20 are already keeping computer time. You can either look there to see how long the computer has been on, or POKE them with zeros to roughly time some other operation. To obtain the a time in seconds use:

```
T=INT((PEEK(20)+256*PEEK(19)+65536*PEEK
(18))/160)
```

I said roughly time something because some minor time is lost while BASIC retrieves, calculates, and displays the seconds lapsed.

*** Special Hint*** Here's one for MINER 2049er. Type in Big Five's phone number, then hold shift and press the number of the level you wish to go to. Presto, you can now reach those fun screens without the hassle. I think next time we might try something in the way of small programs. Until then, get some sleep.

       -SysOp-

HAPPY
4th
of
JULY
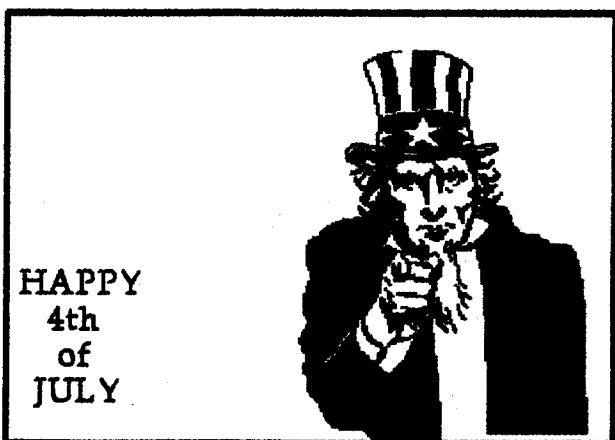
ST FILETYPES & FILENAME EXTENSIONS:

WHAT NEEDS WHAT TO RUN?
(C) 1987, Robert J. Retelle, reprinted from ABACUS

There are many different types of files available for the ST from BBSes, on-line services, and user group software libraries, some of which are ready-to-run programs, but many of which require some kind of preparation before they can be used. Generally the description in the software library or the documentation that comes with the program will tell you if the file or program needs any special treatment, or if any other files are required. The most important indicator of what the file is though, is the "Filename Extension." The Atari ST computer allows disk files to have names consisting of up to eight letters of numbers, and an Extension consisting of three more letters or numbers, The name is separated from the extension by a period:

FILENAME.EXT   MEGAROID.PRG

You can't use spaces or most other characters in the filenames. You can use the under line character to separate words if you wish:

GAME_1.PRG   HI-SCOR.DAT

Usually, the name will tell you what the file is, and the extension will tell you what type of file it is. There are three types of files which can run on the Atari ST computer directly:

.PRG   .TOS   .TTP   .PRG

Files are generally programs which use Gem (windows, menus, and the mouse). You run these programs by double clicking on their icon or filename from an open directory window.
.TOS Files are generally programs which do not use the Gem desktop. You run them the same way as PRG. files.
.TTP Files are special versions of TOS programs which need certain input from you before they can run (TTP means TOS Takes Parameters). When you run these programs by clicking on them, a dialogue box will open on the screen and you can type the needed information on a line in the box. You will need to know, either from the file description in the software library, or from reading the documentaion for the program, what to type for a particular program. Note that while these programs will run on the ST, they may need others files on the same disk with them to work properly. The file description of documemtion should tell you if other files are required. Files which might be required by a program include:

.RSC   .DAT   .PIC   .RSC

•Files are resource files used by Gem programs, and contain information needed by the program to run. The RSC file must be on the same disk as the .PRG file, and must have the same filename as the .PRG file:

MEGAROID.PRG MEGAROID.RSC

.DAT Files are data files, to be used by other programs. You might see these called .D8A files occasionally. They geneally must be on the same disk as the program which will use them..
.PIC Files are picture files which are loaded onto the screen by the program being run. Again, these generally must be on the same disk as the program. There may be other types of files required to run a program, but these are the most common ones. If you find a file with an unusual Extension, it's possible that it is one of these required files.

There is a special form of programs for the Atari ST, called ACCessories. These are programs which are loaded into the computers's memory when the computer is first turned on, and remain there, ready to be used from within other Gem based programs. ACCessories may include calculators, clocks, notepads and other useful applications. They allow you to switch to other functions without leaving the program you are running. There are even game accessories which allow you to play games while you're supposed to be working with spreadsheets or word processor...!
To load an accessory, copy it onto the disk you use when you first turn on your computer. Up to six accessories can be on this disk, allowing up to six choices of accessories in your programs, Note that accessories take up memory in your computer, which will decrease the amount of memory available to other programs. Accessories are identified by the Filename Extention:

.ACC

Another common type of file is one which contains text or documentation in a readable form:

.TXT   .DOC   .READ.ME

Generally these will be information or instructions needed to run a program. These files can usually be read directly from the desktop by clicking on their icon or filename, and selecting SHOW from the alert box whichs pops up on the screen. You can also usually print these files on your printer by selecting PRINT from the same alert box.The READ.ME file is usually included on a program disk or as part of a group of files to give you important information about new features or updates. You *should* read it before trying to use the program. Note that the files created by word processors may NOT be readable from the desktop SHOW function because of the special formats they save the text with. One example is files identified with, a STW extension. These are created with the STWriter programs, and need to loaded back into the word processor to be read or printed. Also note that files created with Publishing Partner desktop publishing program have a .Doc (documentation) extension, but are not readable from the SHOW option of Gem. At times, programs

may come with files containing the original 'source code' that was used to write the program. These files are usually not necessary to just run the program, and are only of interest if you would like to see how the programm was written, or if you would like to modify the program. These source code or programming files are generally identified:

.C .MOD .PAS .ASM .H .SCR

Programs written in certain languages, such as BASIC or LOGO cannot be run by themselves. They need to have the language itself loaded into the computer and run first, then the actual program can be loaded and run by the language. These programs are indentified:

.BAS   .LOG

Note that there are now several different BASIC languages in use on the ST, and the programs for each of them are generally not interchangeable with other kinds of BASIC. The description of the file in the software library should tell you which BASIC language you need to run the program.

MUSIC AND GRAPHICS FILES

There are several kinds of files for various music and graphics programs available in software libraries. In most cases, the filename extension will help identify the kind of program you will need to use to display the picture, or play the music.
.SNG Currently, the most popular music program seems to be the Music Stuio Studio from Activision. The great majority of music files available require the use of the Music Studio program to play. There is as yet no public domains player program for these song files. You must first load and run your Music Studio program, then load and play the .SNG files.

.NEO This identifies a file as a picture drawn using Atari's NEOchrome drawing program. These files are always in low resolution, and may contain 'color rotation' animation effects. NEOchrome files always contain 32128 bytes. NEOchrome pictures can be displayed by loading them into the NEOchrome program, or by using one of several picture display programs. One good choices is EFFETS.PRG

.PI1 This is a low resolution picture drawn using the Degas drawing program. Degas pictures are always 32034 bytes long. You can use Degas itself to display the pictures, or a display program. DEGASPIC.PRG is a good stand-alone viewer program to use.

.PI2 This is a medium resolution Degas picture.

.PI3 This is a high resolution Degas picture.

.PC1 These are drawings done with the Degas Elite drawing program, and saved .PC2 in compressed format. They correspond to the same resolu-

tions as the .PC3 Degas files with the same number in the filename extension. Because they are compressed, they will be smaller files than the normal Degas files. The actual number of bytes will depend on the complexity of the picture. Both compressed and uncompressed Degas Elite picture can be displayed by using SHOW-PIC2.PRG.

.TNY This indicates a picture which has been compressed using Dave Mumper's Tinystuff program, and is referred to as tiny format. These pictures can be either NEOchrome or Degas originally. If the original picture was a NEOchrome drawing with color rotation animation, the animation effects will be preserved in the .TNY file. To display tiny format pictures, use TINY-VIEW.TN1.

.TN2 .TN3 These are pictures files compressed with Dave Mumper's new TINY-STUF.TN2 system. Use TNY-VEIW2 to use them.

SUMMARY OF FILETYPES

.PRG Runnable GEM program.
.TOS Runnable TOS program.
.TTP Runnable program which requires input.
.RSC Resoure file required to be on the disk with it .PRG program.
.DAT Data file used by a program.
.PIC picture file used by a program.
.TXT Readable text file
.DOC Readable Documentation (instructions) file
.C .MOD .PAS .ASM .H .SRC Source codes files for programmers.
.BAS Requires a BASIC Language to be loaded first.
.LOG Requires LOGO Language to be loaded first.
.SNG Requires Activision's Music Studio program
.NEO Use EFFETS.PRG or a NEOchrome display file.

.PI1 .PI2 .PI3 Use DEGASPIC.PRG or a Degas display file.
.PC1 .PC2 .PC3 use SHOPIC2.PRG or Degas display file.
.TNY Use TINYVIEW.PRG to view.
.TN1 .TN2 .TN3 Use TNY-VIEW2. to view.
.ARC ARChived file. Use ARC TTP or ARCX.TTP to restore.
.PQ1 .TQT .PQG SQUeezed files (indicted by 'Q' in extension). Use EZSQUEEZE.PRG to restore.
.LBR LIBraried group of files. Use DELIB.TTP to restore files.
.SCR Entire disk SCRunched into one file. Use EZSQUEEZE.PRG first, then DELIB.TTP
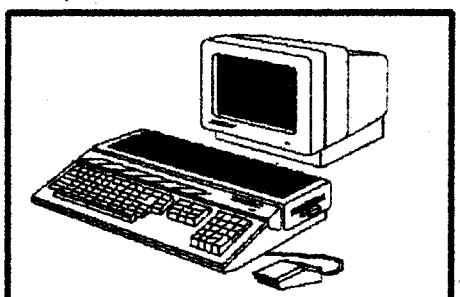
Dive Bomber
David Roberts, PAC

I have to say that this program from Epyx does have some good merits and I am happy to see that Epyx is marketing the U.S. Gold label here in America.

U.S. Gold is a European company that has done some great programs for the ST. The only thing bad about this is that they brought out this game which is good, but not that good.

The quality is fine for a day or so, but you get bored of the entire game after a day or so.

Not much value for your $34.95.

The graphics are first rate. The cockpit of you dive bombing ship is well detailed and quite extensive. So complete, that it even has a switch to turn off and on your lights. The graphics are great as I said, but graphics don't make the game. The intro title screens are about the best I have come across. They have digitized sound and leading World War II leaders talking realistically. Fabulous, but that isn't the game that you bought. I still am happy that they made the title so good however.

Shows that extra bit of effort taken.

The problem with the game is that it turns up to be a simple shoot and fire contest that does not hold most peoples attention for too long.

The main purpose is to sink the Bismark. You map your course out on the map display and then fly in that direction. All the while, shooting down enemy planes and getting shot down yourself. It is fun for awhile and the planes, U-boats, and mines are done well, but the game lacks excitement. It also lacks motivation. Sinking the Bismark is a great idea, but not the kind of thing I would base an entire game on.

I guess to sum it all up I would say that if you have that dying need to sink the Bismark than by all means buy this program, otherwise wait for some of the other better U.S. Gold games to come out.

The most interesting part of this game was the future attractions brochere in the box showing some of the other games soon to be available. They look much more interesting and innovative. Sorry Epyx, try a different title with more game play.
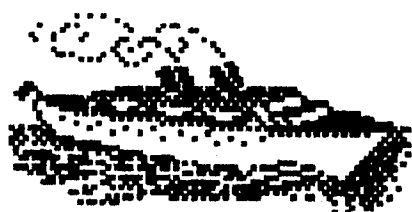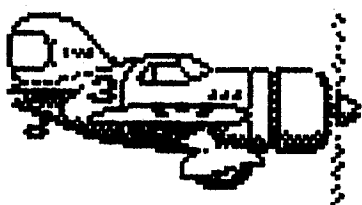
GOLDRUNNER
William Estes, STDIO

For all ST Computers

Goldrunner is a shoot-em-up game that is nonstop action and you must constantly watch out for the bad guys. The story line is that Earth is dying and Ships are ready for a mass migration, but....between the old legacy and the new, hope lie--the Ring worlds of Triton. Artificial worlds, of unknown composition and built by an unconceivable technology. The Ringworlds are inhabited by the most hostile race in the universe. They will destroy anything within range of their awesome weapons. Yet their great power may be their weakness. They never considered that small, one-manned fighters-- against which only the most rudimentary of defenses, would dare to invade their inviolable space. Only the most skillful and the most daring of space pilots have any chance of success.

You are chosen. An ex-space pirate, once the scourge of the authorities, you carry the desperate hopes of a ravaged Earth, You are--the Goldrunner.

Well, that's the scenario as laid out for us from Microdeal, an England based software company that is releasing it's wares through Michtron. While this game is not new in any way the graphics are exceptional and the fighter you are flying handles like a dream.

You start out with three lives

and must live by the motto "If it moves, blast it. If it doesn't move blast it anyway". The only way to win access to another level is to blast everything on the level and find the gateway to the next inner level where you are rewarded by a bonus round to gain extra points.

One of the only things that is a problem is that when you lose a life, you have to start over in that ring by destroying all of the targets and flying defenses again. After all, this is a game, not a life and death situation.

You will be attacked by many types of weapons, mostly of the flying type. These flying defenses won't hurt you, but their smart, disruptor type bombs will weaken your defense screens and after five hits and you lose a life.

The other problem you find is that not everything you blast will be destroyed. Watch out for buildings that cast long shadows, because if you hit them with your fighter you will also lose a life.

If you like shoot-em-up games, this one should be in your collection. While there is nothing really new to this type of game, it is an outstanding example of what an ST can do when time is taken to use the potential that this machine has. The only thing that I don't like about this game is that it is very heavily copy protected and you can,t make a backup copy to protect your original. That is my only complaint about Goldrunner.

What is to become of the Atari 8-bit?
by Mark Quigg

I have owned an Atari 800 XL for about 2 1/2 years, and my dad has a 130XE. Excellent computers! I am still amazed at the untapped potential of these machines. However, we have a problem (as if I need to say this): the market for these computers is dying...unless we do something about it. The big software publishers have abandoned us; Electronic Arts, Infocom, and others. And who can blame them? They are in the "profits" game, and if they don't forsee profits from us Atari 8-bitters, they go elsewhere. but, some of us Atarians take this personally.

The thing that gets me is that, instead of us users writing to the companies about this (or produce our own software...not as hard as it may seem), we just kind of sit back and complain. I know, because I have had that attitude myself.

There are exceptions; because of an influx of letters to Springboard, they were persuaded to translate Newsroom for the 8-bit. Why am I saying all this? Well, to be honest, I am in the profits game, too. I work for a company called "Homemade Software", and we specialize in the "cream of the crop" in public-domain software for the Atari (if you want a free catalog, see the address at the end of this text file). But, if we find the 8-bit market failing, we will go elsewhere, probably to the ST ...not by choice, but by necessity.

Personally, I think I would stay with the 8-bit for my own

use. What can the average user do? For one thing, he can share his own software creations with the Atari community in several ways: he can simply distribute it as freeware to local BBS's, and time-sharing networks. Better yet (for him, anyway) would be to distribute it as shareware. This way he can make some money for himself. The best way of all is to produce and sell the software as brand new stuff! I have begun a topic in Category 3 (#32, I think) called, "How to Write and Sell Atari Software". I am asking experienced users to contribute to this. When I think there is sufficient information (or, all I'm going to get!) I will compile it, and produce a step-by-step text file. I'll then upload it here at GEnie. Watch for it.

I predict the Atari 8-bit will last much longer than anyone thinks, because: The Atari 8-bit is a truly powerful machine, with a lot of un-tapped potential. This potential represents profits to certain companies. Many Atari enthusiasts are die-hards: we seem to have an attitude of "I'll give up my Atari 8-bit when they pry my cold, dead fingers from around thejoystick".This represents a fairly stable market.

However, these profits probably will go to the smaller companies that use Atari machines themselves. Which is fine with me!

Mark Quigg

P.S. For a free catalog, write to:

Homemade Software
6011 Hyde Park Cir.
Jacksonville, FL 32210
Demo disk, $3.00.

A MIND CANNOT LIVE BY COMPUTER ALONE
Bill Pike, PAC

I realize that the diet of a computer person consists mostly of pizza, hamburgers, twinkies, and soda pop, etc. I also realize that it is nice to be able to include other values of a gustatorial nature. A program has arrived for those who enjoy eating and entertaining, such as the better half. The program is published by Merrill Ward & Associates. The cost of this program is $39.95 and is available for the 8-bit as well as the ST machines. The 8-bit version uses the GOS system developed by the publisher. In other words you can use a ST mouse in joystick port #1 or a joystick in port #2 or the keyboard. This makes for a very user friendly program.

My wife, who finds just everything about a computer unfriendly, sat down with this program for a full hour non-stop. This is a new record for her. In-fact the only reason she left the keyboard is that she had to go to a baby shower that she was late for as it was. I feel that this is the highest recommendation for the program available, even if I didn't say anything else.

Getting to the meat or fish or fowl of the program. You are given the choice of the cookbook or filer on the first screen. The cookbook gives you access to the recipes as well as a bartenders guide, beverages, soups & sauces, etc. You also have access to a wine directory and guide. There are also main courses & desserts available. All in all there

are about 45 recipes as well as party tips and beverage recommendations. Most of the recipes have a short story about the dish from the celebrity who wrote the recipe. You can also save your own favorite recipes on the filer disk. The filer program can be configured to use two drives so that the main program can be in drive one and the data disk in drive 2. You can use as many data disks as you wish. There are also sort functions available to make selection easier.

The instructions are straight forward and easily used. The entire program is menu driven. This makes for a very user friendly program. There is also a resize feature. This allows changing the amounts of ingredients to the number of servings. The resize works very rapidly and will just as easily change a 12 portion recipe to 2 portions or 30 portions, up to 999 portions.

You can request a printout of the full recipe, the ingredients with quantities, or just a shopping list of ingredients. If you resize the recipe before requesting the printout the quantities will be increased or decreased depending on the number of portions you request. There are 5 additional volumes planned for a total of more than 300 recipes.

The cost of the additional disks are not given but I assume the price will be less than the main program. The program is copy protected by a 10X10 3 number matrix on a separate card. In fact you are told to make backup disks when you first read the instructions. These are the sheets of paper you generally put up on a shelf or

lose immediately upon opening the program. The code requested is a random combination of a row and a column on the card, which changes every time you use the program. This is a very good program and should be in the library of all computer users, even those without a spouse.

UP AND COMING FOR THE 8-BIT
Bill Pike, PAC

We have recently been given a demo copy of ST jr published by Merrill Ward & Associates. This is a new Graphics Operating System (GOS) is designed for the 8-bit computers. This system supports a ST MOUSE, that's right a ST MOUSE in a 8-BIT ATARI. The MOUSE is connected directly to joystick port #1. A joystick in port #2 is also supported as well as the cursor control keys & spacebar. A demo disk can be obtained from Merrill Ward at 255 North El Cielo Rd., Suite 222, Palm Springs Calif. 92262. The price for this disk is $5.00 and the price is applied to the purchase of the final version of the program at a projected cost of $59.99.

The demo disk received has a screen much like that of the ST GEM system, the icons are very similar. The DOS on the disk is a Version of Sparta Dos, however all the commands have been superseded by the graphics environment. In other words all commands are given graphically rather than typing in a command. The mouse action is fast and accurate. The pull-down windows are implemented and are quite fast, much faster than expected using some other grap-

hic systems as a guide. This shows what can be done. The same publisher has a program called THE CELEBRITY COOKBOOK VOL.1 ($39.95) for the ST & 8-bit where the mouse interface and pull-down windows are fully implemented, for this program. However most of the expected functions like diskcopy, file copy, etc. are not on the demonstration disk. These functions are in the menus but do not operate. The publisher hopes that this will become the operating system of the future for the Atari 8-bit systems. However it is unclear if the purchase of the final version will license the purchaser to use this system for his/hers own programs or if a additional license fee would be charged for commercial use of this operating environment. The final program is supposed to be on a cartridge and use ADOS as its base. It will have bank switched ROM and let the operator use the RAM under the cartridge so it will take up no operating room, similar to the DOSXL system.

Here is something really new for the Atari 8-bit machines that shows a lot of promise. The action is as fast as the ST, on the screen. I can see real promise for this type of program. It will be interesting what happens. If you have $5 bucks to spend, and want to see just what can be done and want to be first in line for the final version, this would probably be a good way to spend it. Did I say that you should also beg/borrow/steal a mouse from your friendly neighborhood ST user? I guess I didn't but you do.

*S*tar recipes at the touch of a button.

Put the power of a professional caterer in your personal computer.

From 1 to 999 Servings with a single key stroke

UPGRADES ARE FOR EVERY BODY

Reprinted from the Michigan Atari Magazine by way of ACORN Author unknown

If you're sitting there looking at your faithful Atari 8-bit machine, thinking about all the memory you would have if you went out and bought an ST, wondering if it's worth dumping your old "friend", put those thoughts out of your mind. If it's memory you want for your 8-bit, it's memory you shall have. A great deal of attention has been focused recently on the large number or Atari computer memory upgrades. This article in not intended to deal with the technical aspects of the various upgrades, but will try to point out the reasons why you should consider any particular memory upgrade. If you are seriously considering a memory upgrade, by all means do it soon. The price for memory chips is about $35-$60 per 256K already, and Is expected to as much as TRIPLE in the next few months due to import trade regulations. The most common usage of extended memory Is as a simulated disk drive, commonly called a ramdisk. The advantage of this usage is its incredible speed. It's main disadvantage is that the contents are lost when the machine is turned off unless first transferred to a real disk drive. Many additional uses (such as the fabulous BASIC XE from OSS Inc.) are continuing to surface as extended memory becomes commonplace.

THE "OLD 800" UPGRADES

Long before the XL series of computers hit the scene, there were several options available to Atari 800 owners for additional memory. AXLON was one of several, and many early applications programs (like SYNFILE and SYNCALC) were written to use the extended memory available from this system. The modification was very easy (replacing one of the plug-in memory boards) but usually cost several hundred dollars for each increment in memory size. Some of those original boards (or new designs based on them) are still available today, and the price still tends to be much higher, per K, than any of the other system upgrades. However thanks to the inventive spirit of Atari owners, David Byrd created the plans for the "800 plus 288K UPGRADE", with parts cost of around $30. The real cost for this upgrade is in man-hours assembling it. It should NOT be attempted by beginners in electronic work, although the plans (complete with PICTURE FILES for help) are specific enough to guide any reasonably experienced solder jockey. The mod has two stages - if you do only the first part, you can fully use the extended RAM in about 2 1/2 hours of careful work. To complete the mod and get "full" AXLON compatibility takes another hour or so. NOTE: This mod is NOT memory compatible with the XE computers. You will NOT be able to use software designed for the XL and XE upgrades nor BASIC XE, but instead must use AXLON type ramdisk drivers and software. This is a serious drawback to this mod, but the ramdisk capability is still worth the effort.

THE 400 UPGRADE

Although 48K upgrade kits for the 16K 400 computer have long been available, the supply (and demand) just about disappeared. The effort and expense of this upgrade is typically not worthwhile, considering the limitations of the 400 keyboard and the price of the NEW XL and XE machines.

THE 800XL UPGRADES

One of the first upgrades for the XL was invented by Claus Bucholz and published in BYTE Magazine. His original design was not compatible with the 130XE, but since it predated the XE, there was no standard to follow. Claus soon modified it to be XE compatible and placed the plans and source code for his ramdisk drivers in the public domain. That effort started the real avalanche of upgrades. At first, a circuit board with the necessary support chips had to be hard wired. The circuitry on the board depends on which ANTIC chip your XL has. Fortunately for the sanity of the technical members of user groups who were being asked to do upgrades, several plug-in boards became available. (I would personally pay for a board out of my own pocket before I could ever be persuaded to hardwire one again!!) If you are fortunate, all the chips will be in sockets. If so, then changing the required chips will be a snap. If not, then exercise great care in desoldering the chips and carefully inspect the double-sided board for damaged paths. Repair any damage and install sockets. This will make it far easier to change any chips which may go bad in the future.

THE RAMASTER

The Ramaster is the exact Bucholz circuit on an excellently designed plug-in board. This is the one I have used on the XL's I have upgraded. The quality of the board is good, and it has the additional circuitry on board which is required for the old ANTIC chips. You merely place a jumper for the particular chip you have. This board is available for about $30 without memory or $50 (depending on chip market) with memory. These boards may not be available for too much longer. For more info, contact ABS Consulting (313) 261-7609.

THE RAMBO XL

No, this is not a tough-guy computer that goes out and blows up Commodores at night It is an upgrade board by ICD, makers of SpartaDOS and many fine pieces of hardware for the 8-bit Ataris. I have no personal experience with the Rambo XL, but based on my experience with other ICD products as well as reports from other users, it is a good quality product. It is and XE compatible upgrade with the added benefit of being able to be used on a 1200XL! The installation is reasonably straight forward, with some significant addition of jumpers if used with the 1200XL. Base price (retail) is $39.95. For more info, contact ICD Inc. (815) 968-2228 or your local Atari dealer.

THE RAMCHARGER

This memory upgrade is a relative newcomer. It requires no modification of the computer itself, and has the advantage of being able to work with the original 800s, since it is plugged into the cartridge slot. It does cost substantially more than the other upgrades though. The 256K cartridge is $150. They have a 512K version for $200 and a 1 meg version for $300. Included with the cartridge is MyDos, and it is compatible with the AXLON upgrade to give you 288K in SynCalc and SynFile+. For more info, contact Magna Systems (718) 939-0084 or your local Atari dealer.

THE NEWELL UPGRADE

The upgrade board by Newell Industries is not fully compatible with any of the above upgrades, but is more nearly compatible to the actual 130XE in that it retains the ANTIC enhanced mode. (The 130 XE allows you to use the extra memory for the CPU or as video RAM (ANTIC). Since there is very little software which uses the ANTIC mode, this is not an important consideration, For more info, contact Newell Industries (214) 442-6612 or you local Atari dealer.

THE 600XL UPGRADE

After having done several 800XL upgrades, someone asked about upgrading the 16K 600XL to 64K. I thought, "At last! A use for all those 4164's". No such luck. Where the 800XL's use 8 64K by 1 bit chips, the 600XL used 2 64K by 4 bit chips. This means that that pile of old chips you've been saving is useless, and also that the 256k upgrades for the 800XL will not work on the 600XL's. I don't know it there are 256K by 4 bit chips available or not. If not, then 64K is the practical limit for the 600XL. It is an easy upgrade though, requiring only the new memory chips and 3 jumpers. Most clubs have these plans available, or buy a kit from COMPUTER SERVICE LAND for about $25. (703) 237-2950.

THE 320K 130XE

First, I'd like to thank Scott Peterson for sharing the upgrade instructions with Atari users. It's a very clean modification since most of the circuitry for bank selection is already built into the XE. To do the 320K 130XE upgrade is very simple if you have any experience at all with soldering. I do make one exception to his instructions, though, He recommends against solderwick and I swear by it (I hate soldersuckers!!!). His reasoning is that you may damage the circuit parts. If you us the commonly recommended 25 watt iron, you will find he's correct. This is not hot enough to desolder components (33 watts is ideal). I also highly recommend installing sockets in the spaces where you removed IC's (8 16-pin and 1 40-pin socket). They are not absolutely necessary, but this is the ideal opportunity. If you have a chip go bad in the future, it will be a lot easier to replace this way. The entire 320K can be done in less than an hour. (most of this time is spent removing the old chips). Only one chip is required in addition to the 256K memory chips which are substituted for the second 64K bank.

THE 576K 130XE

The 576K upgrade is quite a bit more involved than the 320K. I don't recommend this for the novice. You have to undo some of the 320K upgrade, add 2 additional support chips, and piggyback 8 more 256K chips on the 8 previously Installed. This involves a large number of jumper wires also. The additional time to do this mod was about 2 hours (a total of about 3 hours to do the 576K at one sitting. You also lose your internal BASIC ROM in the 576 mode. A switch Is added which returns your internal BASIC but only gives you use of 192K. To use BASIC In the 576K mode requires a cartridge such as the BASIC XE.

THE 1088K 130XE

This is the largest upgrade documented to date. It is reputed that someone actually built one, although even I wasn't that crazy. In all honesty, the only reason I could see for doing it would be one-upmanship, although it may be useful on a BBS. I built the 576K mod and have never come close to using it all in normal use (I have filled it to see how many files It would hold). Another potential problem is that if you use items such as the XM301 and P:R Connection which take their power from the computer, the power supply may not have sufficient capacity for them to work. In my opinion, the best DOS available especially for upgraded machines is SpartaDos by ICD Their RD.COM file will automatically format the ramdisk for whatever configuration you have (up to 576K) with the command RD Dn: /E (space between : and / is REQUIRED). You can also enable the ramdisk without formatting by RD DN: /N. This would make it possible to copy a program and its required data files to the ramdisk as D2 (or whatever) and then turn off the real disk drive and rename the ramdisk as D1:

Information on most of these upgrades as well as many different ramdisk handlers, can be obtained by calling the CHAOS BBS at (517) 371-1106 in Lansing MI (home of Claus Bucholz!). Upgrade text files and programs are a primary focus of the CHAOS BBS and are on line at all times.
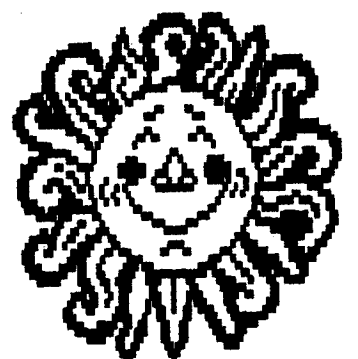
June 6, 1988

Diamond(tm) Press Release Info

Attention Atari XL and XE owners. REEVE Software, developers of the powerful News Station page layout software, will soon be releasing our powerful new graphics based operating system. It is called Diamond(tm) and when loaded into an XL/XE computer with 64K or more, gives your computer a complete graphics operating system similar to what GEOS(tm) has done for the Commodore 64. This document gives complete information on what Diamond(tm) can do from a programmers point of view, and I think you'll agree that Atari XL/XE owners are in for a real treat this year.

Diamond(tm) is our powerful new graphics based operating system. It allows your Atari computer to use the icon based point-and-click menu systems that are present on many of the more powerful systems today such as the Macintosh (tm), Amiga (tm), and Atari ST (tm), and better yet, is the fact that Diamond(tm) is not a single program that uses drop-down menus and icons, but rather an environment which mean there will be many more programs to come that are Diamond(tm) based.

Diamond's(tm) features include:

A mouse cursor which can be operated by the keyboard, a joystick, a touch tablet, or a mouse. It it definable in shape and its point of action can be changed (e.g. an arrows point of action would be its tip, and a crosshairs point of action would be its center.

Drop-Down Menus that can have menu options activated and deactivated which is indicated by highlighting active items. Menu items can also have check marks placed and removed from them. These function are all handled by Diamond(tm).

Desk Accessories which can be called up from any Diamond(tm) based program at any time.

Icons that can be activated through a point-and-click system with a mouse. Icons can be shaped and moved all as part of our environment.

Dialog Boxes that are virtually unlimited in design to allow the user to make easy selections that require anything from a simple yes/no response to anything one can think of.

Windows that can be opened, closed, moved, and sized via simple software calls.

...and many more powerful routines that make up the Diamond(tm) environment.

Most of what has been said up until now deals with Diamond (tm) as an environment, and is meant to let you know that Diamond(tm) is an environment that can easily be accessed by anyone that knows how to program, however, Diamond(tm) is intended to make computing

more fun for those that do not know how to program, or even know how to use a computer. The primary purpose of an environment such as this is to make computing easy and enjoyable, and this is a user interface allowing people to communicate more easily with their computer.

Diamond(tm) is scheduled for July release and includes our Diamond DeskTop software, which acts as a substitute for those select a letter and command oriented systems. It allows users to perform every standard DOS function via a simple user friendly command such as deleting a file br dragging the file over to the trash can, and the user doesn't have to use the keyboard unless absolutely necessary as in renaming a file. Diamond(tm) DeskTop will also be compatible with Floppy Drives, Hard Drives, and Ram Disks as well as most Disk Operating Systems such as Atari DOS 2.5 and SpartaDOS(tm).

We hope that Diamond(tm) becomes the new standard of operating environments for Atari 8-bit owners as we have designed it with excellent flexibility and power. Diamond which includes Diamond Desk-Top and some additional programs and Desk Accessories will retail for $29.95 as will our other Diamond based products.

Diamond should pump new life into your Atari 8-bit computer, and in order to put even more power into your XL/XE computer we have a complete line of Diamond(tm) based software such as:

The Diamond Programmers Kit

Explains how to program with Diamond(tm), and includes macros for Mac/65 and Basic source code to demonstrate how to use Diamond(tm). Also contains a resource builder to aid in the construction of drop-down menus, dialog boxes, and icons. It's what REEVE Software uses to develop our Diamond based programs.
(August '88) $29.95

Diamond Write

A full featured word processor that includes everything your come to expect from word processing on your Atari XL/XE and the ability to use multiple fonts and multiple text sizes in your documents.
(August '88) $29.95

Diamond Paint

A powerful paint program designed to allow you to paint fantastic art in an environment of drop-down menus and icons.
(August '88) $29.95

Diamond Publish

Finally, true desktop publishing for your XL/XE computer. Once your experienced Diamond Publish you wont give it up. Text flows from column to column, around pictures. Several fonts can be used in several different sizes. Multiple page documents in memory.
(August '88) $29.95

Diamond Draw

An object oriented drawing program so that images used in Diamond Publish will look smooth at any size. Draw squares, rectangles, circles, and use several different fill styles.
(No release date set) $29.95

Diamond Basic

A Basic language designed to take full advantage of the speed and power of Diamond(tm).
(No release date set) $29.95

Diamond Asm

A complete assembly language development system geared towards the Diamond environment. Allows for macros, conditional assembly, and more.
(No release date set) $29.95

Diamond C

A C language environment that will take complete avantage of Diamond's many powerful capabilities.
(No release date set) $29.95

For more information on Diamond(tm) or to place orders contact:

REEVE Software
29W150 Old Farm Lane
Warrenville, IL 60555
(312) 393-2317

GEnie ID is REEVESOFT
Compuserve ID is 71521,2200

RAMBLINGS
Bill Silverman, CDACE

Doom, Gloom, maybe not!

As is our particular habit, the Atari community is once again in the throws of depression. Well, as a gadfly, let me put it simply - it ain't necessarily so.'

The main point of depression is the lack of Atari activity: no sales, service, software and, therefore, hope. Compute's ST magazine, mimicking the perception of the followers, has already sounded it's trumpet - the ST is destined to become the Atari 800 of the 68000 world. I beg to differ! And differ I will!

Point #1: Perceptually, we THE U.S. ATARI COMMUNITY see ourselves as the center of the universe. If things are not fine here then it must be terrible everywhere. The fact of the matter is that the US market is a secondary market for Atari for both the ST and XE computer lines.

The ST is a hot property is Western Europe and the XE has, last I heard, been doing quite well in Europe and South American. There is a tremendous amount of home software being written on the other side of 'the pond' and it is trickling in to us.

Point #3: The American temperament disdains gradual movement. We are unique in history in being unable to see long term trends, particularly positive ones. We are a TV pitch

man's delight; get it now or else!. Atari has earned our scorn for products delays/vaporware and a good amount of misinformation but the question is are they on the right track? Examine the problems and facts.

In the United States we (the Atari 'intelligencia') have already buried the XE computer line. I don't know one ST owner who doesn't say; "the 8-bit computer is dead" (fact is a lot of XE owners say the same thing). Atari on the other hand sold out XE/GSs over Christmas, has introduced some very important and reliable peripherals (1200 baudmodem, 80 column adapter and a 360K disk drive) to update the hardware and continues to market the 65 and 130 XE computers at very attractive prices. A positive interpretation of the Federated chain purchase observes a significant improvement in the availability of product and software in two regions of the United States. I suggest, Atarians, that this is a significant commitment to a 'secondary market.'

Point #4: oughts are more important than is'ms. Atari ought to do this, Atari ought to do that. What is Atari doing with the ST computer? First, their selling them as fast as they can make them. They are selling STs in Europe based on a economic axiom: sell product for the highest price with the lowest possible cost. Product is limited here because of limited supply (no ram chips no computers) and the reduced profitability of selling goods in the United States. (Not only do ST go to Europe the best tuna goes to Japan) Don't blame Atari for currency exchange rates blame each of us who reaches for a credit card when we have to have it now (see point #2). The above is simple good business practice. When supply improves more product will be distributed to other (the US) market.

Given limited supply, Atari has chosen to allocate resources here by restricting retail outlets with a dealer qualification program that tends to improve customer service and increase retail price. The company is also focusing resources on those limited markets (desktop publishing and music) where the product enjoys a clear price/performance advantage over other computer system that do the same work.

Finally, Atari is looking to become a vertical manufacturer, eg. manufacturer of it's sub components, assembler and retailer.

Point #5: give it a rest! The panic of the hour just isn't justified from a long term perspective. Take a look at what Atari has to do to be a more viable company tomorrow. Sure they still mess stuff up, yes they are still looking for a corporate organization that will work the best, but Atari is also doing those business things that give it the best chance to prosper and grow in the future. We will all be for the better if that, indeed, becomes the case.

ST SOFTWARE
FROM THE PAC LIBRARY

All software listed is available from the Portland Atari club disk library for purchase, the price is $8/disk + shipping for non-club members and $4/disk + shipping for club members.

PAC BASIC 1

BCKGMON.BAS	Backgammon!
BIORTHM.BAS	Predict your life span!
CLEWSO.BAS	A deduction game
CRIB.BAS	A cribbage game
ELLIPSE.BAS	Graphics demo
FINPAK.BAS	Basic finance programs
HYPER.BAS	
JOURNEY.BAS	Journey center of the earth advent.
KINGS_V2.BAS	Another adventure
LABELS.BAS	A label making program
MODSHAPE.BAS	Graphics demo
PATTERN.BAS	Graphics demo
SCROOG.BAS	A small, but interesting basic game
SILENT.BAS	
SKYSCAPE.BAS	City scape
SOLIDST.BAS	A pretty good basic game
SOUND.BAS	A good sound program
SOUNDWAV.BAS	A noticably better sound program
STBASCMD.BAS	
STLABEL.BAS	Another label program
STMAST.BAS	
TITLE.BAS	

PAC BASIC 2

STARTREK.BAS	Startrek game
DEDUCT.BAS	Sherlock hoomes type game
FINPAK.BAS	FInantialpack
JOURNEY.BAS	Journey to the center of earth
MILEGAME.BAS	The mile game
SKYSCAPE.BAS	A graphics program
STARTREK.BAS	A super!!! startrek game
SCRATCH.BAS	Scratch game
OTHELLO.BAS	A basic othello game
STBASIC.BAS	An stbasic piece of info
TITLE.BAS	
TUGAWAR.BAS	

PAC GAMES #1

ADVENTURE SYSTEM	Classic text adventure game
FOOTBALL	Strategy game
SPACEWAR 3.1T	Two player space battle game
TENNIS	One or two player tennis

PAC GAMES #2

CRAPS	Beat the house
LUNAR LANDER	Go ahead land this guy
MEGAROIDS	Asteroids type space game

PAC GAMES #3

FLW	Word game similar to 'mastermind'
SHUTTLE	Playable shuttle demo
STARBATTLE	Great space invaders type game
LASER	Laser chess----wonderfull!!
PONG	Wimbleton of pong games
TRUCKER	Text Adventure-can you haul the load?

PAC GAMES #4

AZARIAN	Playable demo of a great space game
STONEDLX	Stoneage deluxe---very nice!
TVISION	3-D maze game- find your way to freedom

PAC GAMES #5

DGDB	The best time bandits type game available
PLUTOS	Demo copy of a fun space game
TWIXT	A Simple but challenging line game

PAC GAMES #6

The Eamon adventure system
beginning cave adventure
Holy grail adventure
Devil's cave adventure (player does
players manual--very important

PAC GAMES #7

AGGRAVATION	Multi-player board game
HOTSHOT CHECKERS	Checkers game
KRABAT	Excellent german chess game
KLONDIKE/CANFIELD	Solitare games
STUD POKER	Good betting game

PAC GAMES #8

DEATHSTRIKER	Excellent space game, similar to scramble
TARGET	Classic artillary game
RIFIDE	French galaxian-type game

PAC GAMES #9

BARNYARD	Classic game of concentration
BNOID	Breakout clone
BRIDGE-IT	Two player strategy game
PUZZLER	Makes puzzles out of neo pics
POTATOE	A dress-up-mr potatoehead game for youngsters

PAC GAMES #10

WHEEL OF FORTUNE	TV game show for your st
STOCKS	Buy and sell on wall street
DARTS	A dart game
SENSORI	Simon for the st

PAC GAMES #11

BLACK JACK	Blackjack game
CELESTIAL CEASARS	Fight and conquer the universe, strategy game
LAUNCHER	a colorful new twist to old artillary games

SLOTS	GPA Basic slot machine
TAIPAN	Can you survive the 1890's china trade routes?
TREASURE	Excellent loadrunner clone

PAC GAMES #12

CADENZA	Early checkers game for the st
CAT AND MICE	Are you cat enough to protect the cheese?
CHIPGAME	Adventure inside your computer
NEOFUN	Mutate your favorite neo pics
NITE CRAWLER	Entertaining strategy game
PLAYTHING	Test your mouse hand with this little exercise
SLALOMB	Take to the slopes, beat your best time
WINDOWBALL	Breakout in a window
YAHTZEE	Classic dice game

PAC GAMES#13

BOMBER	Bomb acanyon with your chopper
MEGAMAZE	Adventures in a dungeon
Daleks	Run the robots into each other and escape!

PAC UTILITIES #1

BATTERY	How to hook up a battery run clock
DCOPY	Does copying, arcing, and much more
DSLIDE	A slideshow for neo, degas, and tiny pics
DISKMECH	Disk analyzer, archiver, editor
DISKTOP	A way to organize your disk library
RAMDISKS	A variety of ramdisk programs
STMODEM	A rudimentary terminal program
INTRAMDISK	Interlink ramdisk with adjustable size
KBRMIT	A terminal program

PAC UTILITIES #2

FORTH	Public domain forth
PRIMER	Excellent demo of what c can do
C COMPILER	Public domain c compiler
A68	A68 - mc68000 assembler

PAC UTILITIES #3

VC	A public domain spreadsheet
DISKCAT	Disk organizer/ Catalogue system
CHECKBAL	A way to balance your checkbook
BOOTMAKER	Gem auto boot program
FLDR2RDK	Loads items to ramdisk at boot-up

PAC UTILITIES #4

Atari Image Manager	Allows you to enhance and modify images from neo, degas, and the img scanner

PAC UTILITIES#5

1STBASE	Public domain database
SHEET	Public domain spreadsheet

PAC UTILITIES#6
DESK ACCESORIES:

ALARMCLOCK	BICAL	BREAKOUT
CALENDAR	CLOCK	FMOUSE
FONTACC	FORTUNECOOKIE	202KRAMDISK
FREERAM	IDBLINTERRAM	RAMDISK
MELT	MINOS	NOTEPAD
PROCALC	REVERSI	SNAPSHOT
SPOOLER	STIRAM2	UPSIDEDOWN
WORDCOUNT		

PAC TINYPICS #1

ABTITLE	HITCHHIK	MOONLIGHT	TUT3
ALIEN	HOTELCAL	MTFUJI	VIPER
ATARI	KATE01	OLIVER	WHOLOGO
CASTLE19	MACROSS	PARROTS2	ZONKER
DPKBD2	MAXSTERL	SAUCERAT	TINYSHOW
EXPRESS	MINMAY1	SNOOPY	TINYSTUF
GOOFY	MONALISA	TOUCAN	TINYVIEW
			DOCS

PACDEMOS#1

DRUMDEMO	Nice cartoon of a rock band of creatures
MONARCH	Classic animation and digitzed music demo
LINES	Random lines ,random colors, fast
LOWSPOTs	Ricochetting balls that leave a trail
RINGBALL	Interesting patterns

PACDEMOS#2

BALLIT	A ball bouncing on a mirror,
JUGGLER	An animated futuristic juggler
3-DDEMO	3-D figures, cubes, houses
CUBB	An animated cube
HEX	Animated hexagon patterns
SPARKS	Colorful sparks bounce across the screen

PAC MONOCHROME #1

MEGAROIDS	Asteroids type game
LABELMAKER	Makes mailing and disk lables on your printer
TAIPAN	Buy and sell on the 1890 china routes
SQUIXX	Arcade game -qix- clone
STOCKS	Stock market simulation
GRAFCON	Graphics converter
WINDOWBALL	Breakout in a window
MONOWARE	Monochrome emulator for color st systems

◼ PLANETARIUM FIX
By Dave Jones,
GRASP Gazette

This program fixes the problem in booting Atari Planetarium in 1050 disk drives that have the ICD US Doublers installed. If possible, check for the proper operation of the original disk in a standard 1050 before making modifications.

```
10 REM PLANETARIUM FIX - US DOUBLER
11 REM 4/30/87 GRASP - RICHMOND, VA.
12 PRINT:PRINT "NOTE THAT THIS
PROGRAM WILL MAKE A"
13 PRINT "PERMANENT CHANGE TO YOUR
PLANETARIUM"
14 PRINT "DISK!"
15 PRINT:PRINT "NOTCH SIDE ONE OF THE
PLANETARIUM"
16 PRINT "DISK AD INSERT INTO 1050
DRIVE 1"
17 POKE 769,1:POKE 770,82:POKE 773,6
18 POKE 772,128:POKE 778,7:POKE 779,0
19 POKE 1531,104:POKE 1532,32
20 POKE 1533,83:POKE 1534,228
21 POKE 1535,96
22 GOSUB 37
23 POKE 770,87
24 A=PEEK(1697):B=PEEK(1702)
25 IF A=32 AND B=96 THEN 29
26 IF B=32 AND A=96 THEN 33
27 PRINT:PRINT "NOT PROPER PLANET-
ARIUM DISK!"
28 END
29 PRINT:PRINT "CREATING FIX"
30 GOSUB 37
31 PRINT:PRINT "DONE"
32 END
33 PRINT:PRINT "RESTORING TO ORI-
GINAL"
34 GOSUB 37
35 PRINT:PRINT "ORIGINAL RESTORED"
36 END
37 PRINT:PRINT "PUSH START TO CON-
TINUE"
38 IF PEEK(53279)<>6 THEN 38
39 POKE 1697,B:POKE 1702,A
40 X=USR(1531)
41 IF PEEK(771)=1 THEN RETURN
42 PRINT:PRINT "DISK ERROR ";PEEK (771)
```

FROM THE DESK OF OUR NEW CUB REPORTER, JASON

Welcome!!! This month we will explore the fundamentals of downloading and uploading. Why!!! Because of the money you can save by downloading. There are at least a millions of free software out there. Free!! Whats the catch?? Well, you need a modem and a terminal program, but most modem come with this. You need a password to get on-line with a BBS. Modems for 8-bits are as cheap as $5. This was the price for my modem. It was 300 baud and auto-dial ,auto-answer function etc, etc, etc!!! In fact this article was uploaded to PAC 2.

Modem protocol at first freaked me out. I mean why so many? The most common is X-modem. It can be adapted to many computer systems. There are special protocols for specific computers. All that their good for are differrent ways of transfering programs.

To download, call a BBS. When it answers, call for the main menu. Then it will ask you for the name of the file . Input the name, then it will ask which protocol you'll using. The BBS then starts the download. Dont worry if you don't get the program the first time. I didn't!

Next month we'll discuss how to start a BBS of your own!! For a few bucks you can start one. We'll talk about this very extensively. I better go now.
Bye!!!!

ED. NOTE : Jason is the young man that the club gave a membership to in exchange for help with the newsletter.
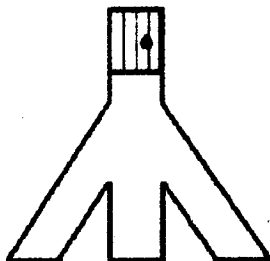
CLASSIFIED

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

NEW TRANSLATOR AND MAGIC SAC for Atari. Must Sell!! Make offer. Call after 5 pm 357-9842

ATARI 800XL, 1027 PRINTER, 1010 Recorder, Disk Drive, Atariwriter, Games; Deadline, 7 Cities of Gold, F-15 Strike Eagle, Joysticks. $375
Call Verdean 643-2108

SUMMER

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.

Your ad could be here

MISCELLANY

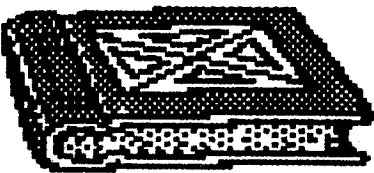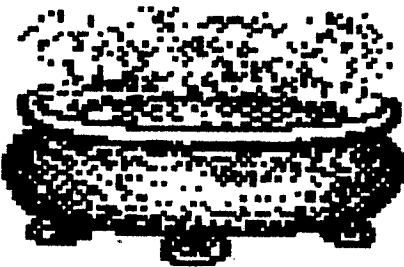TRANSFER ST and 8-BIT FILES!! Transfer 8-bit files to your ST and vice-versa. $5. per each 8-bit disk side. For details, call 289-3954 between 10 am and 10 pm. Ask for Brian Hunt or leave a message on my machine. Please, no copyrighted files!

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

Graphics

ANSWERS: PACJULY

GREAT 8, 8-BIT SOFTWARE from the PAC LIBRARY
Perry Bailey & Bill Pike(PAC)

All software listed is available from the Portland Atari Club disk library for purchase, the price is $8/disk + shipping for non-club members and $4/disk + shipping for club members or $4 & $8 at the meeting. These disks are also available at I.B.Computers.

GAMES:
ARCADE GAMES #1
ARCADE GAMES #2
ARCADE GAMES #3
both sides 20/disk Machine & Basic

ADVENTURE 1&2
2 full side adventures in basic

SOFTSIDES ADVENTURES
from the old Softsides Magazine

CARD GAMES (7 games)
Cribbage,Bridge,Poker
Patience,Black-Jack,
Poker Solitaire,
Solitare,Klondike Solt.

CHILDREN:
The Noisy Giant & Caveman Joe Computer childrens story books

MUSIC:
ATARI PLAYS THE BEETLES
side 1 The Beetles Best side 2 Mellow Rock player included

SCIENCE FICTION THEMES
your favorite movie & TV music player included

TUESDAY NITE AT THE TV
your TV favorites player included

MONKIES MUSIC & TV
side 1 Monkies music side 2 TV music themes player included

MUSIC VIDEO #1
Music and graphics combined from Germany.

GRAPHICS, NLQ PRINTING & WORD PROCESSING:
GRAPHICS DISK #1
StarTrek Old & New digitized pictures of the cast of both series screen dump/printer included

FONT CONVERTER FOR
DaisyDot 1&2 and Dot Magic includes 15 fonts

DAISY DOT
NLQ printer program by Roy Goldman

DAISY DOT II
NLQ printer program from Roy Goldman

DOT MAGIC
NLQ printer program combined with graphics

W.A.T.C.H.
screen printer utility for micropainter & micro illustrator for Epson or Gemni

P.A.C. PRINTSHOP #2
238 PrintShop ICONS

P.A.C. PRINTSHOP #3
221 PrintShop ICONS

PRINTSHOP NUDES
Adults Only

PRINTSHOP UTILITYS
various helper files for PrintShop

TEXTPRO
a high quality word processor. Doc's included

TELECOMMUNICATIONS:
EXPRESS 850 V3
modem program for the 850 interface + modem

EXPRESS 1030/XM301
modem program for the 1030 & XM310 modems

EXPRESS MPP
modem program for the MPP/SUPRA 1000 series

EXPRESS/AMODEM 212
side 1 Express 212 side 2 Amodem 212 modem programs for the SX212 Atari modem

AMODEM 7.5
modem program for the 850 + modem

AMODEM 212
modem program for the Atari SX212 modem

LANGUAGES & UTILITYS:
TURBO BASIC 400/800
public domain compile Basic from Europe a version of TurboBasic for the 400/800 series

TURBO BASIC XL/XE
public domain compiled Basic from Europe for the XL/XE machines this is the full version

ATARI DOS 2.5
doc's included on disk

DOS 4.0 + GOS DESKTOP
side 1 DOS 4.0 + docs
side 2 GOS + docs
GOS=Graphics Operating system

MISC. DISK PROGRAMS:
HARDWARE #1
build a 256k 800xl
build a 320k 130xe
build a 576k 130xe
build a 1meg 130xe

THE XL/XE TRANSLATOR
translator disk for old 400/800 programs new version

THE TRANSLATOR
translator disk for old 400/800 programs old version

HOME & BUSINESS 1&2
HOME & BUSINESS 3
HOME & BUSINESS 4
useful programs for the home and small business

DOC'S 1
DOC'S 2
DOC'S 3
DOC'S 4
misc. documentation for other disks in the library + others

SYNCALC TAX TEMPLATE
FEDERAL + OREGON 40s

CHRISTMAS CARD
Christmas card + digitized music player included

APRIL FOOLS DISK
Won't harm your equipment, your sanity is up to you.

JULY, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	**2**
3	**4**	**5** PAC General Meeting 7:00 pm N.W. 18th & Everett NW Service Center	**6**	**7**	**8**	**9**
10 news letter deadline	**11**	**12** 8-BIT EXPLORERS SIG 7pm Fulton Community Center	**13**	**14** EASTSIDE ST SIG 7 pm Call Teri for info 771-7337	**15**	**16**
17	**18**	**19** PAC BOARD MEETING 7 pm For location, call Lee Bole, 284-2945	**20**	**21**	**22**	**23**
24 / **31**	**25** next General meeting August 1st	**26** 8-BIT EXPLORERS SIG 7 pm Fulton Community Center	**27**	**28**	**29**	**30**

PACJULY

ACROSS CLUES

6. Place on screen in a particular place.
7. Small program within a program. Usually used for input/output.
10. Numbering system based on 16.
13. Changeing or updateing a program or text file.
14. Forget the return address for a subroutine.
15. Machine language level programming language.
16. On a error goto line xxxx.
18. Not immediate.
21. All USR routines must end with this assembler command.
23. Information.
24. ----------- operators, such as +,-,*,/,^
26. ------- operators for example, AND, NAND, OR, NOR, NOT.
29. Used in a Basic Language SAVE to compact the program for tape or disk.
31. Alphanumeric characters, ---- string.
32. Used if you don't specify something else.
33. Red, Blue, Green, Yellow.
34. Basic jump statement.

DOWN CLUES

1. Basic input/output statement but has some other uses.
2. Take one byte.
3. Basic unit of a screen display.
4. FOR-NEXT ----.
5. Place one byte.
6. Devices such as diskdrives, printers, modems are referred to as........
8. NOT -- is a ..... operator.
9. Operation of cutting off a part of a answer
11. Raising to a power.
12. Location in memory.
17. Operators such as <, >, =, <> are called .... operators.
19. Which operation comes first is determined by ....
20. One Basic line is a ....
22. Number system based on 2.
25. The act of changing data or text or statements. Used to DeBug.
27. Find on screen.
28. Stop execution of a program.
30. Used to find the location of a string in memory.