

PORTLAND ATARI CLUB COMPUTER NEWS

AUGUST, 1988

PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION
1500

TIMEWORKS DESKTOP PUBLISHER ST

By Farley Barge, GRASP

For Atari 520/1040
MEGA ST Computers

Recently, the editor of the GRASP GAZETTE print edition decided to move on to other projects. Being the editor of the Diskletter, my name became the next on the list of prospective newsletter editors. My first response to this request was, no way! I just couldn't see myself cutting and pasting each month to come up with as fine a product as my predecessor had. The diskletter alone was requiring quite a bit of my time and I didn't see how I could squeeze in the newsletter. I simply didn't have the time. About that time I saw an issue of Current Notes that the editor said was done entirely on the ST with software called Publisher ST by Timeworks. The result was quite impressive. I decided to see if this software would help. After all, I did already assemble several articles each month that could be used. I have had no prior experience with software of this type. So the opinions expressed are virginal. I have used extensively the Timeworks WordWriter ST word processor (I'm using it now) and found it to be extremely easy to use and suitable for most common word processing needs. If you get the impression that I'm slightly biased towards Timeworks ST productivity software, you're correct! I've found that they are extremely easy to

use with help screens available and work as they are advertised. The outside packaging makes several claims about the product. "A full-featured Desktop Publisher with Page layout, Word Processing, Typesetting and Graphics." The back of the box claims that "...your computer display shows you exactly how your finished document will look,...", "...Publisher is extremely fast to learn and refreshingly easy to use.", "...all designed to get you up and running in less than one hour!". Sounds like a lot of marketing hype, but it's true! I found that the product did all the things they claimed it would.

What you get with the package is six (6) SSDD 3.5" disk and a very well-written manual complete with index, several examples and a quick start mini manual for those of you that don't like to wade through voluminous reams of technical jargon. Installing the program is a breeze! To qualify things a little here, I'll describe the system I have. (1) 1040ST 1 meg single DSDD Drive, (1) SC1224 color monitor, and (1) Supra 20MB Hard Drive.

Following the directions on page 2-6 I proceeded to install the program on my Hard Drive. The software virtually installs itself! The only thing you must do is ensure that you have enough blank formatted disk or enough available space on your hard drive. The software currently supports twelve (12) printer types including the Atari SMM804, Epson 9-pin, Epson 24-pin, HP LaserJet Plus, HP LaserJet 2, Atari SLM804 laser, and PostScript.

Once you have installed the program, you're ready to double click on the PUBLISH.APP

LOOK

SWAP MEET AND BIG RAFFLE

August 1st See Details inside

file and run the program. After the title screen you are presented with the designer's screen. From here you select the tools you'll be working with.

In the upper left hand corner is the tool box. From here you select the four major modes of working, Frame, Paragraph, Text and Graphics. Directly underneath the tool box is the Library. The contents vary according to the mode you have currently selected. For instance in Frame mode, it will contain the names of the text or picture files in your document. In Paragraph mode, it will contain the names of the paragraph styles. In Text mode, it will contain a list of text styles. In Graphics mode, the Library contains the icons representing the various drawing tools. At the bottom left corner, directly under the Library, is the Page icon. This is where your current working page is displayed. Immediately to the right is an open window called the Work Area. This is where your document will actually begin to take shape. There is also a GEM menu bar across the top, as this is a true

GEM application program.

Whenever you start the Publisher, the program starts in the Frame mode. This is because you must first create a boxed-in area that will hold your text or picture. Frames are created by pointing with the mouse at the starting point, click the left mouse button, and move the mouse until a rubber band box appears, move the mouse to your desired location and click again. You can also copy a frame once you've created it. Once you've created a frame or layout, your ready to import or type in text or graphics.

Publisher ST allows you to import text from Timeworks Word Writer ST, First Word, First Word Plus or any standard ASCII file. I recommend using Word Writer to produce your text files as Publisher will maintain any special text attributes like bold, italics etc. Publisher ST allows you to import graphics in several different formats.

CONTINUED ON PAGE 10

INSIDE THIS ISSUE

ARTICLES

Golf Tournament, Ben Smith, PAC	Page 2
Letter from Sam Trameil.....	Page 2
Newest ST Virus, Cris Allen.....	Page 4
TOS error and bomb codes, ST Report	Page 10
Virus Update #2, Bill Pike, PAC	Page 4

CALENDAR.....	Page 12
---------------	---------

CLUB NEWS & ANNOUNCEMENTS.....	Pages 2-3
--------------------------------	-----------

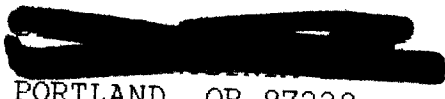
CROSSWORD PUZZLE	Page 12
Crossword Answers.....	Page 11

REVIEWS

Atari ST Book, Ed Zahniser.....	Page 1
Deskjet, Jim Wallace.....	Page 5-7
Shadowgate, Butch Flouroy.....	Page 9
Timeworks Desktop Publisher ST, Farley Barge.....	Page 1
Wholly Macro, Ron Robertson.....	Page 9
XPress, Allen Page.....	Page 10

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PORTLAND ATARI CLUB

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

MEMBERSHIP

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

THE PRES'S COLUMN Bill Pike

It's that time again. It is time to get out the old credit card, limber up the check writing hand, and shake the moths out of that old cash drawer/wallet /money belt.

Yes, it is SWAP MEET time again.

Here is a partial list of excuses for buying more computer equipment: (Class Reason) I really needed this (disk drive) computer / printer / program / etc.) so that I can help you (Budget the family finances, Balance the checkbook, keep recipes, educate the children. I'm Sorry, I'll come up with the money by not eating lunch for the next (?) months. (Not So Class Reason) I haven't gotten any thing for the computer for 1 month., 3 months, 1 year, 2 or more years. I really need this to advance my computer literacy. But (insert appropriate friend's name here) has had one for the last year. (No Class Reason) Look! You spend money on what you want, I'll spend money on what I want., or I make the money I'll spend the money.

You could also try to sneak the item back home in a plain brown wrapper or grocery bag. However, from personal experience, this probably won't work. You might also bring home candy or flowers, this might work better, also from personal experience. You might even convince your better half that you got this for him/her to allow them to make more use of the computer, this is expensive equipment and needs to be more fully utilized. I hope these suggestions will help you.

Regarding the raffle, the club has a possible buyer for the Citizen 25 Daisy Wheel Printer. This was discussed at the last general meeting and the membership agreed to attempt to sell the printer. If we are able to sell the daisy wheel printer we will raffle a NEW Dot Matrix printer. This along with other items.

REMEMBER IF YOU AREN'T THERE YOU CAN'T WIN! GET OUT THOSE OLD LOSING TICKETS.

Changing the subject the board has approved the purchase of a 20 megabyte hard disk for BBS#1. The cost will be nominal. We will also be upgrading the computer, memory upgrade, and software on BBS #2 in the near future. This should clear

up the problem with ST downloads. Steve Billings has been out of town off and on for the past month, our thanks goes to his WWDebbie Wonderful Wife) for keeping the board up and running even thru the loss of the password file, Thanks.

The board will be meeting with representatives of Eugene ACE and STEP to consider the merging of newsletters and other matters.

Have you 8-biters seen the new disks? There are 4 Educational disks and a Label Maker disk as well as a File Compression disk and a disk of 60+ NLQ fonts for Daisy Dot, Daisy Dot 2, and Dot Magic. Thank you

Don't feel left out you ST people. There are several new disks out for the ST including a version of FORTH and "C". Thanks for the efforts Stephanie and Dave.

In reviewing past board minutes, from the newsletter, we discovered that what we thought was a bylaw of the club actually was a invitation by a past president of PAC. This was in reference to attendance by PAC members at board meetings. Regretfully, in order to allow for enhanced functioning of board meetings, we find the need to rescind this open invitation. In the future if a member wishes to attend the meeting as a visitor or wishes to bring something to the attention of the board. Would they please contact the President or Vice-President to schedule a meeting and time.

As this is getting rather long winded and I don't want to incur the wrath of the all powerful NEWS LETTER EDITOR I had better close. The board is working on a update for the bylaws to allow the club to better serve it's members. I also thank all those who have given suggestions to the board members or myself.

CU at the Swap Meet.

EDITOR'S NOTE:

At the board meeting held on July 19, it was pointed out that the by-laws specify that all pac members may participate in all club functions. It is only with the enthusiastic participation of our members that the board can function.

ADVERTISING RATES:

Full page - \$80, half page - \$40, quarter page - \$20. Ads must be prepaid and a 20% discount if given for 3 consecutive ads. The copy may vary in content, but the space must be the same in each issue. Send camera ready copy and check payable to PAC at the address below. Ad deadline is the 10th of the month prior to publication. Please contact Teri Williams (503) 771-7337 on all matters pertaining to advertizing.

CLUB OFFICERS AND BOARD MEMBERS

President Bill Pike - 646-4471
Vice President Brian Hunt - 289-3954
Secretary-Treasurer Margaret Manning - 284-2945
Membership Secretary Lee Bole - 284-2945
ST Program Director David Roberts - 252-7188
8-Bit Program Director Paul Gittins - 667-2403
ST Disk Librarian Stephanie Lynn - 253-0184
8-Bit Disk Librarian Perry Bailey - 287-8903
Sergeant-At-Arms Randall Leong - 246-6354
BBS Director Melvin Waller - 230-0248
Newsletter Editor Teri Williams - 771-7337
Advisor Dave Holliday - 642-4717

MONTHLY TREASURER'S REPORT JUNE & JULY, 1988 Margaret Manning, Sectrtry/Treasurer



Beginning Bank Balance \$2795.89

EXPENSES

Revenues			
Membership	205.00	Librry Supplies	254.12
Disk sales	723.25	Rent	20.00
Newsletter Ads	201.00	Newsletter	465.97
Swap Meet	189.47	BBS's	63.81
Credit from Multi Tech	70.00	Post Office	50.00
Raffle	23.00	Raffle Prize	15.00
Total	\$1411.72	Total	968.90
		Ending Balance	\$3238.71

PAC HELP HOTLINES:

BBS USAGE
Steve Billings 246-1751
Melvin Waller 230-0248

dBASE III
Calvin Partridge 297-3641

ST LOGO & C
Randal Schwartz 626-6907

PASCAL
R. Deloy Graham 649-6993

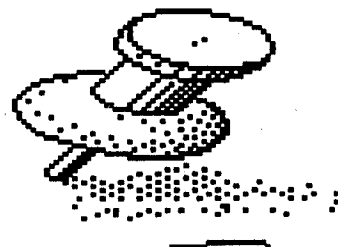
DOS Operation
Wayne Winterbottom 667-6073

ST Graphics Adv. games
Jim Miller 641-6356

dBMAN
David Addison 645-6985

ST GENERAL
Chuck Hall 626-3717

8-BIT & ST
DOOR PRIZES



PAC SWAP-MEET
& BIG RAFFLE

MONDAY, AUGUST 1st

6:30 PM

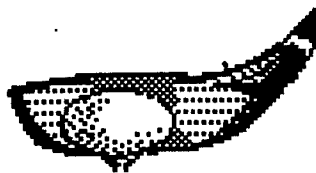
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GOLF TOURNAMENT

Project Director Ben Smith, PAC



Are you having problems at home with your family? Are your children feeling deprived because you're spending too much time with your computer? Is your spouse complaining because he/she is taking a back seat to your computer and is constantly lecturing on the hardships of a computer widow/er? How much would you pay to solve this problem? Rather than paying psychiatrists rates, or taking your whole family to a family counselor. Rather than that, how about an outing for the whole family. Well, If this sounds good then, boy, do I have a deal for you.

How about a day away from computers spent with both Atarian's and your family. Sounds diametrically opposed, doesn't it. Well, it's not. PAC and STEP are planning an outing at a miniature golf course. PAC and STEP will play on the same Saturday in separate tournaments. It will be an 18 hole tournament where you can play the course of your choice. Each club will offer a prize to the winner and so will the course (trophy). And no matter where the players finish they'll at least get a free pass for trying. Group rates for the game are \$2.50 per person or \$4 dollars for all 36. This Tournament is for Members (and their immediate family) only. There are two 18 hole courses, and should you decide to play 36 holes you can use the first 18 holes for practice. If you are a member of both clubs you need only play 1 round of 18 holes. Your score will count for both tournaments. Par is 2 on each hole and 36 per 18 hole course.

I.B. Computers will be offering a prize of a \$20 Dollar gift certificate to the winner between the two champions who had the lower score. You can come in anytime during the day of the tournament to play but there will be a time that (we'll call it prime time) the two clubs will congregate to see their friends. This will be at 7 pm the third Saturday of August 20th.

The course is under the Franchise Putt Putt which is very popular back East. There is only one here in Oregon and boy are we lucky, it's right here in Portland. For directions call Putt Putt at 255-5311 or go the 2400 S.E. 122nd just off Division street.

Sorry, I've got to go practice now, BYE.



Letter from Sam Trameil

TO ATARI USER GROUPS AND ALL ATARI ENTHUSIASTS:

I was disappointed to read the negative letters and articles regarding comments made by Neil Harris at the West Coast Computer Faire. We at Atari feel that our computers are the clear technological leaders in their classes. The XE/XL line is superior to the Commodore 64, and the ST series beats any 286 or 8088 MSDOS machine; it also beats the touted Macintosh (68000) machines, and even surpasses the Amiga in all areas except for internal sound.

The educational, productivity, and entertainment software available for the Atari machines makes for an excellent combination which yields many uses. My family knows, as we use an 800XL, an XE Game Machine, and a 1040ST. Neil was only saying that the future will bring EVEN MORE POWERFUL computers which will be easier to use, and I am sure he is right. This statement is not meant to belittle today's models or users.

While I am communicating with you, let me clear up a few things and also ask for your help. The DRAM shortage is still with us and it is inhibiting our distribution in the U.S. We hope this will get better in the 4th quarter of '88. In the meantime, we will CONTINUE TO SUPPORT ATARI COMPUTER presence in the U.S. We will advertise this fall to keep our presence in the U.S. I ask all of you two things: first, please do not pirate software. Talk your friends out of it also. The software community is suffering and complaining, please police pirating so Atari software companies can thrive. The other favor I ask of you is to be the evangelists of the Atari world. Tell your friends, associates, teachers, etc., how great the XE/XL and ST are. LET'S WORK TOGETHER TO MAKE THE ATARI MACHINES A STANDARD IN THE U.S.

--- Sam Trameil, President, Atari Corporation



Editor's Comment

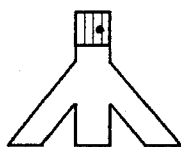
Teri Williams,

This looks like a exciting month for PAC, First the big raffle and swap meet, and then the golf tournament. I have played at the Putt-Putt on 122nd many times and have always had a good time. It sounds like a good outing. Ben Smith has worked hard ironing out the details. Thanks Ben!

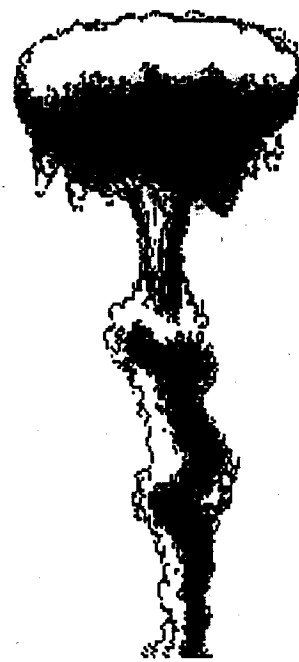
Due to Pac's BBS #1 being down, I was unable to download some of the articles for the Newsletter. There was also a shortage of 8-bit articles.

I'm sure that some of you hurried and sweated trying to meet the deadline of the 10th.

Don't despair though, I'll will have them in the next issue.



PAC LIVES



Newsletter
deadline
August 10

PAC BBS'S

PAC BBS #1 Steve Billings, Sysop 245-9405

PAC BBS #2 Mel Waller, Sysop 238-7130

BBS'S are on-line 24 hrs.

BOARD MEETING NOTES

Margaret Manning, Sec/Treas

The Board Meeting of July 19, 1988 was held at the home of Margaret Manning and in attendance were: Bill Pike, Brian Hunt, Margaret Manning, Teri Williams, Stephanie Lynn, David Roberts, Randall Leong, Mel Waller, Lee Bole, Dave Holiday, Chuck Hall, Jean Hall, Deloy Graham, and Mike Dunn. Mike Dunn (Ace Newsletter Editor) gave a brief history of Eugene Ace Atari Club. He made a request that the Portland Atari Club assume the subscription list of their newsletter and mail our newsletter to their members until their subscriptions expire.

August will be their last issue published. Ace will have their excellent writers contribute articles to the newsletter. After much discussion a motion was passed to the effect that the Portland Atari Club will mail the

newsletter to Ace members for the remainder of their paid up subscriptions.

Deloy Graham, a PAC member who also belongs to STEP, says that club is exploring the possibility of participating with us in the newsletter.

The Board voted to buy Publishing Partner Professional.

A motion was passed that any expenditure in excess of fifty dollars must be approved at the regular scheduled Board Meeting, or at any scheduled meeting that a quorum of Board members is physically present.

A motion was passed to confirm that ANY club member may attend Board Meetings, and make a motion to the board.

The Board Meeting was adjourned by the Vice President.

PORTLAND ATARI CLUB

Please fill out the following information, then forward annual dues of \$25.00 to:
(Renewals are \$20.)

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

MEMBERSHIP APPLICATION

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NAME: _____
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CITY: _____
PHONE: _____ 8-BIT OR 16-BIT _____

FAMILY MEMBERS NEEDING CARD:

(FOR OFFICAL USE)

EXPIRATION DATE: _____
DATE RECEIVED: _____
CARD SENT: _____
CHECK? _____ CASH? _____

VIRUS UPDATE # 2

Bill Pike, PAC

Well, now it looks like the government has been hit by the virus scourge. The Environmental Protection Agency & NASA have both been hit by a virus program on personal computers within their systems. The virus was apparently brought in from the outside by one or more of the employees. It spread from there thru out the system of PC's.

It is not yet know how much damage was done over a 5 month period starting last January. Although damage to government data appears to be limited, due mostly to the virus being designed for IBM and IBM clone type of computers while most of the sensitive data was in main frame computers which the virus couldn't infect. The program was called the "scores virus" it was not stated just what the virus did but it was said that many files and data on PC's were damaged.

The FBI has been called into the investigation however since the original source is difficult, at the least, to pin down it appears that most of the effort is going to prevent reinfection by another more insidious virus in the future.

The spread of the "scores" virus was exacerbated when private contractors in the Washington and North Carolina area inadvertently sold dozens of computers carrying the virus on hard disk to government agencies .

The Newest Atari ST Virus

Chris Allen from UseNet

THE ATARI ST VIRUS

=====

This weekend I received a number of pd software disks from a computer store. I found that three of these contained the 'ST Virus' that has been mentioned on the net recently. I did not however discover this until it had trashed one disk and infected a very large number of disks.

I have since disassembled the virus and worked out exactly what it does and I am posting a summary of what I found here.

What The Virus Does

=====

When the ST is reset or switched on, it reads some information from track 0 sector 0 of the disk in drive A. It is possible to set up that sector so that the ST will execute its contents. The virus program is written into this sector so that it is loaded whenever the ST is booted on the offending disk.

Once loaded into memory the virus locates itself at the end of the system disk buffer (address contained at 0x4c2 I think) and attaches itself to the bios getbpb() function.

Every time the getbpb() is called, the virus is activated. It tests the disk to see if it contains the virus. If it doesn't then the virus is written out to the boot

sector and a counter is initialised.

If the disk does contain the virus then the counter is incremented. Once the counter reaches a certain value, random data is written across the root directory and fat tables for the disk thus making it unusable. The virus then removes itself from the boot sector of the damaged disk (destroys the evidence??).

NOTES

=====

Once the virus is installed in the ST it will copy itself to EVERY non write protected disk that you use - **EVEN IF YOU ONLY DO A DIRECTORY** - or open a window to it from the desktop.

The virus **CANNOT** copy itself to a write - protected disk! I * think * (but am not certain) that it survives a reset.

The current virus does not affect hard disks (it uses the flopwr() call). However, if you are using a auto-boot hard disk such as Supra, and the disk in drive A contains the virus, **THE FLOPPY BOOT SECTOR IS EXECUTED BEFORE THE HARD DISK BOOT SECTOR** and consequently the virus will still be loaded and transferred to every floppy that you use.

THE CURE

=====

To test for the virus, look at sector 0 of a floppy with a disk editor. If the boot sector is

executable then it will contain 60 hex as its first byte. Note that a number of games have executable boot sectors as part of their loading. However if this is the case then they should not load when infected by the virus.

If people are worried about this & haven't been able to get the other killer (I have not seen it yet) then I will pot the source/object for a simple virus detector/killer that I have written.

OTHER VIRUSES

=====

It would appear that this virus in not the end of the story. I have heard that there is a new virus around. This one is almost impossible to detect as for each disk inserted, it scans for any *.PRG and appends itself to the text segment in some way. Thus it is very difficult to tell whether or not the virus is actually on a disk....

FINALLY

=====

USE THOSE WRITE PROTECT TABS!

CHECK ALL NEW DISKS!

Hopefully we can get rid of this virus totally before it damages something important.

Chris Allen



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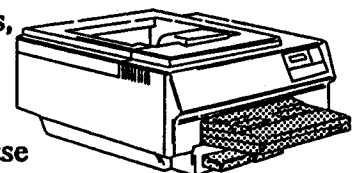
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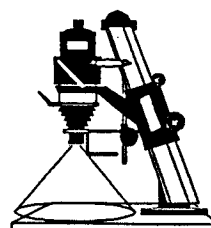
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LASER QUALITY WITHOUT A LASER PRICE!

By Jim Wallace

For many of you who have been anxiously "wishing and hoping" for an alternative to a laser printer and expensive memory upgrades for quality desktop publishing - the wait is finally over! Now, thanks to Hewlett Packard, you can get real "laser quality" output WITHOUT a laser printer! This is a review of the new, HP "DeskJet" INKJET printer that offers real "power without the price" for desktop publishers, and is without a doubt the single most important technological development for desktop publishing to come down the pike since the laser printer!

WEIGHING YOUR OPTIONS.

It was rumored for some time that Atari might introduce a low cost, high resolution printer that would run with relatively low memory. Instead, they introduced a laser printer for \$1,995 retail that requires a minimum of two megabytes of memory to operate. This means that on top of the expense of the printer itself, you must either purchase a new Mega ST with at least two megs of memory for about \$1,500, or upgrade the memory of your present ST computer to at least two megabytes. And since the required one meg memory chips have recently skyrocketed to around \$40.00 each, you will spend about \$700. for a memory board and the required

16 chips it takes to get a 1040ST to 2 1/2 megs. This is because most boards require that you go to 2 1/2 megs instead of just two megs. Again, adding this required 1 1/2 meg to a 1040ST to get it to 2 1/2 megs requires 16 one megaBIT chips since these are measured in "bits" - not "bytes". Besides buying an Atari laser printer, there are of course other alternatives available. You could purchase a Hewlett Packard LaserJet printer or compatible. Unlike the "Atari solution," you won't be required to upgrade your computer memory to run these printers - but, you'll have to upgrade your printer's memory, and this will cost about the same as upgrading your Atari computer's memory. You can of course, also purchase an expensive "Postscript" printer, but this will run you at least \$3,500 for one of the "cheap" models! "Souped up" units with more memory and more fonts, faster output, etc. will cost you even more.

BITS, BYTES AND BUCKS...

This extra memory, by the way, is needed because a laser printer must print the whole page "at once." And for quality desktop publishing, you'll need 300 dpi resolution which interprets into 90,000 bits per square inch that the printer must deal with. For a typical 8 1/2 x 11 inch page, your image area is about 8 x 10, and 8 times 10 equals 80, and 80 square inches times 90,000 bits comes to a whopping 7,200,000 BITS of image, which in turn translates into almost 1 megaBYTE! What

all this means is that atypical laser printer MUST have about 1 meg just to create and hold the page for printing. Additional memory is required for fonts and other files. In short folks, there's a BIG "gotcha" anyway you go if you want a laser printer for desktop publishing. In the near future, perhaps as early as late this summer, when memory chips have hopefully come down in price, and Atari introduces a rumored "Postscript compatible software driver" for their laser printer, things should be different. But, if you're like me, and are tired of almost endless "real soon now" promises, and must get things done NOW, an answer has ALREADY arrived.

A DREAM COME TRUE...

Just introduced in the first quarter of 1988, the amazing Hewlett Packard "DeskJet" printer has solved the output problem for most of us. So finally, the "rest of us" have a relatively inexpensive, practical, and viable answer to high quality output on the Atari ST computer.

COMPARING THE TECHLOGY

As most of you know, "laser" printers apply their image to paper the same way as most "dry" toner photocopiers. In fact, the only difference between a "copier" and a "laser printer" is what FORM the "original" is a "digital stream of bits" or a invisible, tangible image on paper. (Note that the new breed of "digital copiers" like the Canon Color Laser Copier, also use lasers to image the drum, yet cannot be connected to a computer). A "conventional" photocopier uses optics and "normal" reflected light to expose an electrostatically charged drum with a mirrored image of the original. A laser printer or laser copier, on the other hand, uses optics which reflect a high intensity laser beam onto the drum which produces "rasterized" rows of dots which mirror the original, digital computer image. In either case, after the drum has been charged by light, both technologies produce the image onto paper in exactly the same way. This is done by using a dry, powdered "toner" that clings to either the image, or non-image areas of the drum (depending on whether "write black" or "write white" technology is used) and is then deposited onto the paper. This toner, which is basically composed of black carbon and plastic resin, is then "fused" (literally melted, or "glued") to the paper surface by heat and pressure. There is no "ink" involved, and the toner is left "stuck" to the surface of the paper. I've simplified this process a bit for brevity, but I think you get the general idea.

BACK TO THE FUTURE...

As someone who has been involved in printing and "graphic arts" for many years, I have a

"special affection" for the HP DeskJet. This is because it uses a unique "inkjet" technology to put images on paper. Specifically, this unique print method is described as "plain paper drop-on-demand thermal inkjet printing." Much like an actual printing press, the HP DeskJet uses real, liquid INK and literally "sprays" this directly onto (and into) the paper, much like one of those robotic arms which automatically spray paint products on an assembly line. Although inkjet technology has been used for the past few years for high-speed addressing and other low quality "imprinting" applications, Hewlett Packard is probably the first to apply this innovative, high tech process to high quality output for personal computers. The DeskJet uses a unique, replaceable ink cartridge/print head that produces an image by blowing ink through tiny, microscopic holes in its patented print head. The print head travels down the page in horizontal "passes" from left to right, across the sheet, much like other printers. Unlike printers which use ribbons, an inkjet printer produces perfectly inked images without the annoying white lines, faded areas, and other imperfections produced by even the best dot matrix "impact" ribbon printers. Note that inkjet, wire impact, and laser printers are all "dotmatrix" printers. The only difference is HOW they put the dots on the paper. In fact, large-scale inkjet printing technology may someday be used instead of printing presses to print just about everything - including your daily newspaper! The equipment just needs to be built large enough and fast enough to be able to move more paper through the machine.

PERFORMANCE?...

And just to prove how "good" it really is, the HP DeskJet is not afraid to print large, perfectly printed black solid areas and even fine screens. In fact, fine screens look so good you can't tell whether they were produced by inkjet or by offset printing. You see nothing but a solid gray, no lines or streaks whatever - but that's not all folks! While producing perfect solid blacks, it also produces the finest hair lines. Pages produced by this amazing printer are picture perfect, and are as good (and in some cases better) than anything you can print on even the Atari laser printer. And I use the Atari laser printer for comparison because it produces probably the best image quality of any laser printer on the market today. And yes, it is virtually impossible to distinguish the difference between the same pages produced on both the Atari laser printer and the HP DeskJet. The DeskJet is normally slower, but the quality is the same. And since the DeskJet can be purchased for much less than \$1,000, combined with the fact that it operates just fine on one megabyte of memory, this makes it a real "power without the price" product! In fact, the DeskJet is to printer price/performance what the Atari ST is to

computer price/performance. As you may have already guessed, I'm really sold on the Hewlett Packard DeskJet! But.... to put this opinion in perspective, I've been in the graphic arts industry for many years. I've set REAL metal and woodtype by hand, and I've also set type on some of the leading photo and digital typesetters used in commercial typesetting. In other words, I'm into desktop publishing "from the top down," instead of from the "bottom up." And because of my background in printing and advertising, it takes quite a lot just to get my attention, let alone my "admiration." Since purchasing the DeskJet, I've really "put it through it's paces." I've tried the "hard stuff:" large black solids, fine screens, and I've looked through a jewelers "loop" to see if the fine "serifs" are printing well. I've also tried printing both very small, and very large digitized photographs scanned on a Navarone scanner at 300 dpi. Comparing output from the DeskJet with even a great laser printer like Atari's own, I've yet to see anything that is not equal in quality. In fact, I've even made a "game" of it. By printing the same pages on both the Atari laser printer and the DeskJet, I have given these to people just to see if they can tell "which-is-which." And so far, no one has been able to tell the difference! However, don't get me wrong, there IS a way to tell the difference. But the "secret" is to look at the BACK of the sheet! Yep, because inkjet printing uses real INK, it normally "wrinkles" the paper ever-so-slightly wherever it deposits the ink. This is not a "problem" however, it is simply one of those subtle little differences that are a part of any printing process. For instance, experienced printers can easily differentiate between sheets which have been printed by offset, letterpress, gravure, silk screen, and other printing processes by simply knowing what "clues" to look for.

FEED THE KITTY...

Besides outstanding print quality, another advantage to using the DeskJet is that it uses cut sheet, plain paper. And while some paper prints better than others, almost anything works. The convenient paper tray holds up to 100 sheets, and the automatic paper feed mechanism functions perfectly and is very easy to use. Another major advantage to using cut sheet paper is that paper alignment is no longer a problem. For instance, if your software was set for a half inch margin all the way around the page, then that's EXACTLY what you will get! No more wasted time trying to align the horizontal and vertical position of tractor feed paper! Although any decent "bond" type paper works fine for most work, I've discovered by trial and error that for the finest reproduction possible you should use "Hammermill Laser Plus." It even has a special "wax hold out coating" on the back for paste-up of camera ready masters. For the finest "reproduction proofs" this premium

....CONTINUED ON NEXT PAGE

paper is tops. For a free sample pack of this fine paper and a Hammermill dealer near you, you can call them toll-free at 1-800-621-8272. The DeskJet not only feeds paper sizes up to 8 1/2 x 14, but will also feed envelopes! But because the paper must wrap around a roller (called a "platen") much like a typewriter, this limits the paper thickness to about 60lb. stock.

NO NO'S

It cannot feed "thick" postcards, and mailing labels are not recommended. Small, die cutlabels might possibly come off and stick inside the machine which could cause problems. When printing envelopes, these must be fed by hand. The envelope feature is included for people who don't have a typewriter and simply want to print simple addresses and the like on standard sizes up to a #10 size business envelope. You can print on these by using almost any word processor, but the process is slow and is only included as a "convenience feature." Personally, I simply use my now "almost obsolete" dot matrix printer to print labels the "old fashioned way." And for postcards and other thick stock, I just create an original on the DeskJet and then photocopy this on 8 1/2 x 11 inch "postcard stock" and cut out the cards as needed. But shucks, not even laser printers can feed EVERYTHING! Since having the DeskJet, I really haven't used the old dot matrix much - but it's not yet totally obsolete. It has now found a "new career" as a scanner, using the "IMG Scan" attachment.

COMPATIBILITY ASSURED...

Surprisingly, compatibility is fortunately a "non-issue" with the HPDeskJet printer since it uses some of the most popular printer languages in use today. The DeskJet comes with the HP PCL (level 3) printer language built-in and an optional Epson FX-80 emulation cartridge is now available for about \$75. Next to Epson and Postscript, the popular HP PCLprinter language is supported by more software than you can imagine. Practically EVERY serious software program for both the IBM and the Atari ST supports this very popular language. This is mainly due to the immense popularity of the HP LaserJet printers. In fact, there are more HP laser printers and compatibles around than any other type of laser printer, and this includes the Apple LaserWriter. What this means to you is that since the HP LaserJet and DeskJet both use virtually the same language, you can use the popular HP LaserJet drivers for your DeskJet! Note that the DeskJet doesn't need to be "compatible" with the LaserJet - it simply uses virtually the SAME language! I've used my DeskJet with HP 150 dpi and 300 dpi LaserJet drivers with programs like Publishing Partner and Drafix 1 with no problems whatever. NOTE: Specifically, the DeskJet uses HP PCL "level 3" and the HPLaserJet uses HP PCL "level 4." But the subtle difference shows up only when doing justified, "micro-spacing" in TEXT mode when using the

DeskJet's internal ROM fonts. Currently, WordPerfect is the only program supporting this feature in conjunction with HP's optional font cartridges which are almost identical to those used by the LaserJet.

GDOS OUTPUT

GDOS output is already a reality from programs like Easy-Draw, Athena CAD, Microsoft Write, and TimeWorks Publisher, thanks to the folks at Migraph, who have brought you great, useful programs like Easy-Draw. Migraph has already written special DeskJet GDOS drivers which have been "tweaked" to give somewhat better performance than the LaserJet drivers. Also included with the 150 dpi and 300 dpi drivers are matching fonts for these resolutions. In addition, you get a "screen dump" program which allows you to do an "alternate/help" screen printout in the normal fashion. This is especially useful if you don't have the optional Epson cartridge. A disk containing all of these goodies is now available from Migraph for about \$40. In fact, Migraph also sells the DeskJet printer. I've used the GDOS drivers extensively and they work without a hitch. Note that to use these new drivers and fonts you must have the latest versions of both Easy-Draw and its accompanying "Outprint" program. Since Migraph is also selling the DeskJet printer and have taken the time to write custom drivers for it, they are supporting it very well. You can call Migraph for additional information toll-free at 1-800-223-3729. And don't forget to mention that you heard about it in ST REPORT ONLINE MAGAZINE!

EPSON EMULATION:

While the Epson emulation cartridge works great, and even adds some special features of its own, you must remember that the word "emulation" means "to work like something else." So don't expect that with Epson emulation that your output from Epson drivers will magically print at 300 dpi - not so! It's true that your printouts will look much better all around, but the resolution will be the SAME as with an Epson orcompatible printer. It works this way on a laser printer, and it works this way on the DeskJet. Incidentally, since there is still no Epson emulator available for the Atari laser printer, DeskJet owners currently have another big compatibility advantage. And, unlike the Atari laser printer which can only be used with an Atari computer, the HP DeskJet, because of its built-in, industry-standard serial and parallel ports, can be used with ANY personal computer.

WANTA RACE?...

While the HP DeskJet won't normally beat a laser printer in the quarter mile, it does produce exceptional print quality that equals any laser printer. Speed is a relative thing on any printer, and the DeskJet is no exception. Printouts can take from 30 seconds to about 20 minutes, depending on many factors.

TEXT MODE:

Like other printers, the DeskJet uses built-in ROM fonts for fast, text-only output. The printer's rated print speed for such "default fonts" is 120 cps at 10 cpi in letter-quality mode, and 240 cps at 10 cpi in draft mode. The printer can use the built-in Courier font, more than a dozen optional font cartridges which even include big-gun "typeset quality" fonts like Times Roman and Helvetica, or "soft (downloadable) fonts" used with optional printer RAM. You can expect to print a respectable 2 pages per minute when using the "built-in" fonts. Draft mode prints at 150 dpi while letter quality mode prints at 300 dpi. Print quality is indistinguishable from even a daisy wheel, and the normal print features like variable pitch, bold, italic, etc. are obviously supported. A friendly printer control panel and easy-to-use, plug-in cartridges with bright green LED's, make using this whisper quiet printer a breeze.

GRAPHICS:

Here is where the DeskJet really shines! It does full page bit-mapped graphics at 75, 100, 150, and 300 dpi. Margin space around your page at 300 dpi is the same as for a laser printer. You can print as close as a quarter-inch from the edges of the sheet which gives you an effective image area of about 8 x 10 1/2 for a letter size sheet. The time it takes to print a full-page of graphics depends on many factors. These include: the program used to create the page, the type and efficiency of the drivers used, what printer language is used, the amount of computer memory available, print buffer size (the DeskJet comes with a built-in 16K buffer and an optional 128K RAM cartridge is available), whether serial or parallel is used (parallel is much faster), the make-up of your page (text and high resolution bitmaps like photos normally take longer to print than simple "objects" like lines, boxes and polygons), and still other variables. In general, graphic files which can use GEM output - like Easy-Draw - print much faster than programs like Publishing Partner which currently doesn't have fast, optimized drivers. The latest release of "Publishing Partner Professional" (which may not be out till summer) is supposed to ship with "enhanced" drivers for the HP LaserJet/DeskJet printers that reportedly will speed up the current version by as much as 40%. Average times for Easy-Draw at 300 dpi run about 3-5 minutes per full-page. While Publishing Partner averages about 10 minutes per full-page. But "small" layouts in Publishing Partner have printed out in as little as one minute, while "heavy" full-page layouts have taken as long as 20 minutes. (The 150 dpi drivers are used for fast proofing, and print out in about half the time). Note that the DeskJet only has to make one pass per line regardless of resolution or mode. For 300 dpi it just "blows" more dots onto the paper in the same pass. This is a far cry from my "old" dot matrix impact printer that must

make as many as three passes for so-called "high rez" output.

ZAPPING A "MYTH:"

Most people probably think that laser printers are always "lightning fast," but this is simply not always the case. This probably has to do with the word "laser," which conjures up images of instantaneous light beams shooting everywhere. It's true laser beams are fast, the problem is that they must first be given the "directions" to know where to go. Laser printers (just like the DeskJet and dot matrix impact printers) must first change the printer language used by the software into a bitmap (this process is called "RIP," or "raster image processing"). This is a complicated process which can take a long time to accomplish, since at 300 dpi, the computer must map over 7 million pixels for a full-page graphic! Depending of course on which printing language is used, and other factors, it can take even a \$5,000 Apple Laser Writer using Postscript (no speed demon itself) over 15 minutes to create a rasterized image in memory. So, as you can see, it always takes additional time for each DIFFERENT page to print on a laser printer. Once the image is created however, a laserprinter can then print COPIES of this "original" image as fast as the printer can physically operate. And for most laser printers, this is about eight sheets per minute. What all of this means is that while both the laser and DeskJet printer need additional time to process the first page, the laser printer is capable of pumping out additional copies of each page much faster, while the DeskJet takes almost as long to print each copy as it does to print the original. But this applies only to graphics. All text pages produced with any printer with built-in fonts will print at the maximum speed of the device. Text pages produced with built-in fonts do not need to be processed as bitmaps since the mapping for the character sets already reside in ROM. To sum up folks, the DeskJet will print, on average, much faster than a "dot matrix" printer, but slower than an average laser printer. Remember that when the DeskJet is printing at 300 dpi, it's printing 90,000 dots (or "pixels") per square inch! As laser printers go, the Atari laser printer, which uses the very fast "DMA" port, is probably the fastest laser printer around. In fact, it can easily print a full-page from Easy-Draw in less than one minute! But don't expect to get this same speed from a HP Laser printer or Compatible. Like the DeskJet, these printers cannot be connected to Atari's own proprietary DMA port and must therefore use either the slow serial port or the relatively fast parallel port. Perhaps surprisingly, I have found that in many cases the DeskJet has actually been faster than some laser printers! I'VE ALWAYS SAID: "That if I only had a printer that would give me beautiful typeset

...CONTINUED ON NEXT PAGE

quality, I wouldn't care so much about how long it took to print out." Well, the DeskJet is just that. Since I use it strictly for commercial typesetting, I'm only concerned about getting ONE, good, "camera-ready" page for later reproduction by offset or copy machine. If you need a printer for a large office where each sheet must be printed in multiples, or you need a printer that can be connected to a network of users at the same time, then the DeskJet may not be for you. But if you're like me and just want to produce fine "originals" and will be using the printer just yourself, then the DeskJet may be just the ticket. The DeskJet is advertised as a "personal printer," and for that purpose it is well suited.

DOTS OF A DIFFERENT COLOR...

It is important to understand that the "dots-per-inch" produced on low resolution, dot matrix ribbon printers OVERLAP. So even though your printer may be rated at "240 dots-per-inch," this is not really accurate. All high resolution devices like the DeskJet, laser printers, and higher output de-

vices like the Linotype digital typesetters produce dots which are SIDE-BY-SIDE, and these dots do NOT overlap! The DeskJet, like other "high-end" printers, produces clean, sharp, and accurately positioned dots. If you wish to check this out for yourself, just use a good magnifying glass or jeweler's "loop" and compare the output from different types of printers. To some of you, this may sound like a minor issue, but the print quality from these different printers "speak for themselves."

INCIDENTALS... EASY SET-UP:

The DeskJet comes attractively packaged and easily sets up in a few minutes. In fact, you probably won't even need to look at the beautifully printed documentation that comes with the unit! Just unpack kit, plug your ST into the parallel port, pop in an ink cartridge, flip the switch, and start producing beautiful, whisper quiet output that rivals anything you may have seen before. The DeskJet is the easiest printer I've ever set-up and used!

EXCELLENT SUPPORT

Practically no other company supports their products as well as Hewlett Packard. From

the moment you open the first-class packaging that surrounds your DeskJet, you are literally "awash" with support from toll-free phone numbers and local and international service personnel available around-the-clock.

RELIABILITY

The DeskJet has an excellent reliability and estimate usage rating ("MTBF") of 20,000 hours. 2,000 hours power-on and 12,000 printed pages per year, or about 50 pages per day average use. Replaceable, non-clogging print cartridges cost about \$17 each and are fully guaranteed. The printer comes with a 1-year "no-nonsense" guarantee against parts and labor.

THE BOTTOM LINE...

The DeskJet has the same resolution and virtually the same ability to accurately print "dots" onto paper as a laser printer. Thus, the DeskJet's true potential to produce top quality output is virtually dependent upon the capabilities of the SOFTWARE to generate and produce precise fonts and graphics. This is made especially evident by closely comparing pages printed on various laser printers that use Post-

script, HP PCL, GEM "metafiles," and "proprietary" schemes used by programs like Publishing Partner and Apple's own "Quickdraw." While all of these methods are capable of great output, they ALL have their own strengths and weaknesses. An in-depth comparison of these methods may become a future article, but for now I think that it's sufficient to simply say that all of these methods - whether used on laser printers or the DeskJet, are capable of superior output. In short, IF you think that laser output looks better than DeskJet output, then perhaps you should blame the SOFTWARE - NOT the DeskJet! But enough said! If you would like a free color brochure and additional information about the new HP2276A DeskJet inkjet printer, you can call HP toll-free at 1-800-752-0900. Happy Printing!

(EDITOR NOTE: This review was written by Jim Wallace, 1209 S. Chester Ave., Indianapolis Indiana 46203, and was published in the June 1988 issue of Current Notes Magazine)...



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BOOKS

THE ATARI ST BOOK

By Ed Zahniser.

The following is a review of "The Atari ST Book of Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega STs," by Ralph C. Turner, which appeared in the July 1988 issue of ST World Magazine.

One of the joys of the ST computers is also a potential drawback for most users -- you can buy one and start using it without giving the operator's manual the time of day. This puts you out of the starting block like the proverbial hare, but it may transform you into an eventual tortoise because you will never learn the basic shortcuts. Or, if you do, they will come by a painful trial-and-error process.

If you do not subscribe to any ST magazines you are in further trouble because nowhere will you be introduced to user chitchat about how to make ST computing less painful and more productive.

Ralph C. Turner, no stranger to ST World readers, has assembled the book that takes you beyond the operator's manual and into a variety of eminently useful nooks and crannies of ST lore. Importantly, the book is no mere rehash of the manual, but truly takes you beyond it. In addition, it deals with many software hints, not the least of which are discussions of productivity-enhancing public domain, shareware, and commercial utility programs that make life easier for you and, in some cases, may prolong the useful life of your ST's disk drive(s), ports, and various connectors.

Turner's discussion of RAM disks, auto loaders, and auto loading software utilities would justify the cost of the book for me. RAM disk use -- particularly for those of us who have only one disk drive -- can eliminate serious wear and tear on the drive, not to mention exorcising the demon of triple disk swapping to copy one file or document. I do know about RAM disks, but I was not aware of the significance of auto loading utilities: you can rig your boot disk to automatically install and load the RAM disk on boot up.

It took me several months of owing my ST (before, I had used only C/PM and MS-DOS machines) to realize that I could make a backup copy of a file by using the Save procedure. Turner tells you that right off.

Chapter 11 offers synopses of some useful public domain software programs, especially utilities, those handy dandy routines that do things to, and within, other software programs, or accomplish tasks such as telecommunications. The chapter is well placed for believability because, by the time you get there, you are accepting of Turner's assessment of these public domain programs' value. He has already displayed his own credibility. This is another chapter that, all by itself, makes the book fully worthwhile. Not that Turner doesn't have biases, but these he makes, however unintentionally, clear: he must be a chess fiend. One of the public domain programs is Krabat, the German chess program, and the book's concluding chapter is a mini-review of Chessmaster 2000 and Techmate.

The book proceeds by a combination of Questions and Answers and straight discourse. That format works well. The Q&A's, evidently based on actual questions people have asked, give you compact how-to and trouble-shooting information without more facts than you

may want to know. The straight discourse, on the other hand, prevents the deadliness of unrelenting Q&A books.

Chapters 14 and 15 deal with word processors and how to pick one (or more) that suit(s) you. Chapter 14 describes word processor functions that are good criteria for judging such software. Chapter 15 then examines ST Writer, 1st Word, 1st Word Plus, Regent Word II, Word Perfect, and Microsoft Write by these criteria. From what I know of two of these programs, Turner's assessments seem fair and instructive as well as cost conscious.

"The Atari ST Book" presents a wealth of hands-on information for the user, and not in the arcane and elliptical language of the programmer that so often frustrates those other users. It is like the best of the articles in the ST press, without the hype that accompanies so many such looks at software. Turner has taken an incredible amount of practical and pragmatic information, put it through the filter of his own experience, and displayed it in an orderly and readily accessible format. The book also brings you the chance to ask Turner a question of your own.

The last page in the book is a "Free Consultation Coupon." Send it in with your question and a self-addressed, stamped return envelope and Turner will prognosticate for you. Two appendices offer a list of ST magazines -- including those in England and Germany -- and suppliers of the products mentioned in the book.

There are helpful chapters on printers and on modems and telecommunications, in addition to those dealing with the Item Selector, Desktop, Control Panel, files and their management, etc.

A final note: The Atari ST Book' does not include any discussion of desktop publishing on ST

computers. It was produced by desktop publishing, but on a Macintosh, not on Turner's Atari. Turner did this mainly because of availability of a Mac and laser printer through his job. However, he could not have produced the book as nicely on an ST when he did it. At that time, Publishing Partner and Fleet Street were the only contenders. Neither of those programs had the sophistication of typographic handling that is available on several Macintosh programs. It remains to be seen what Publishing Partner Professional can do in the area of typographic handling. New contenders are Timeworks' Desktop Publisher -- look for its review in ST World soon -- and Calamus. Turner has a second Atari book underway. Perhaps his third one -- and I hope there will be a third -- can be done totally on Atari technology.

Ralph C. Turner's "The Atari ST Book" is a good buy whose practical user information will repay the cover price many times over in the savings of time, the reduction of frustration, and increased productivity.

The Atari ST Book of Tips, Instructions, Secrets and Hints for the 520, 1040 and Mega STs, by Ralph C. Turner.

Index Legalis Publishing Company
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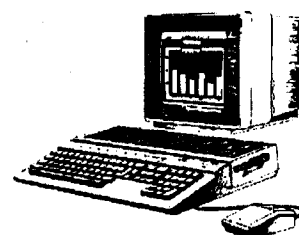
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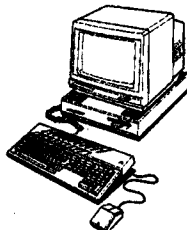
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WHOLLY MACRO

Distributed by Sedroc Software
3815 Greengrass
St. Louis, Missouri 63033
(\$39.95 + \$2.00 S&H)

Reviewed By: Ron Robinson
June 1988

Computers can be very powerful tools for helping you get a job accomplished. They are also very stupid and can be more than a little frustrating to use. Exact spelling and punctuation is often required to tell a computer what to do, or very repetitive keystrokes are required to get a job done. Programmers often setup programs using combinations of keys for activating functions that make no sense to you. Luckily, there are programs, known as keyboard macro programs, that help save you work, and allow you to customize the software used on your computer.

Wholly Macro! by Sedroc Software, is a desk accessory keyboard macro program for the Atari ST. It allows you to reduce most combinations of key presses to a single key or combination of keys pressed at once. For example, in this review, every time I press:

[ALT] [LEFT SHIFT] [W]

A Wholly Macro! appears on the screen of my word processor with bold text attributes. This may not seem like much at first glance, but it replaces 18 keystrokes with one, and is spelled correctly (or at least the same) each time.

Wholly Macro! includes a setup program that allows you to configure the program the way you want. From within this program, you can select; the key sequence (hotkey) that turns Wholly Macro! on and off, the amount of memory Wholly Macro! reserves for macros, a default folder to place your macro file and the resource file (very handy for hard drive users), and if Wholly Macro! is active after the computer is started.

Once setup, Wholly Macro! is loaded as an accessory when you turn on your computer. A small bar appears in the upper left corner of the screen when the program is active. Pressing the hotkey combination selected in the setup program enables/disables the program, and makes the bar turn on and off.

You can access Wholly Macro!s editing features from any GEM application by selecting the accessory. A dialog box will appear with a macro edit box on the left side of the screen and a function selection box on the right side. Editing a macro may be a confusing at first. There is some duplication of functions between the edit window and the function selector box. After a few minutes of experimentation, things become very logical and easy to use.

From within the accessory you can: select a macro to edit, create a new macro, delete a macro, save a set of macros, load a

set of macros, and obtain information about program status. A capture mode allows you to type from within your application and automatically add the keystrokes to a macro. The status indicator rapidly blinks while in capture mode. You can create macros than can use other macros. Looping macros allow you to further automate you ST to perform repetitive functions automatically.

Macros can be identified with any one of over 1200 keystroke combinations. These combinations can consist of any combination of the [Left Shift] [Right Shift] [Alternate] and [Control] keys pressed before any other key. You can also use the function keys and the numeric keypad keys are considered different from the numeric keys on the main key the system, such as [Alt] [Help] (screen dump), will not work.

It is also a good idea to avoid key combinations used by other programs, especially [Alt] [Key] combinations. Wholly Macro! can tell the difference between the right and left shift keys. I usually include one of the shift keys in the macros I create to avoid conflicts with other programs.

Wholly Macro! is a very professional well thought out utility for your ST. It is a powerful tool for making your computer easier to use. The beta copy upon which this review is based, works fine with well behaved GEM applications but may have problems with programs that do not use GEM such as WordPerfect.

Wholly Macro! can make life easier when using: Telecommunication programs, word processors, databases, CADD programs, text editors, desktop publishing, or any other application that requires repetitive sequences of keystrokes. A demo version of Wholly Macro! is available on GENie for those who would like to try before they buy.



Shadowgate by Mindscape
Butch Flournoy



In the past many authors have written D&D type graphics adventure games for the ST and I have played or seen most of them.

When I booted up Shadowgate for the first time I was most impressed with the graphics and sound. As with most D&D games you enter the dungeon through a front door and have a pair of evil yellow eyes greet you along with an equally hideous laugh with a message that you will "surely die!!"

From the main entrance foyer you must begin your quest to find the evil wizard Talimar and

destroy him (not any easy task I assure you!!).

Your inventory window is located on the upper left part of the screen and you must drag found items to that screen. To operate items click on the mouse. then the item that you wish to use must be clicked on.

As with most D&D games the castle is a virtual maze with traps and no win situations throughout. I recommend saving your game as often as possible when definite progress has been made so that you will not waste time when playing the game the next time.

When trying to advance through the rooms think logically and look for items that will help you (hint: in Dragon's lair take and operate the shield first as it will protect you for about 3 fire blasts). Another good idea is to obtain as many torches as you can get and keep at least two lighted at all times. If one goes out then light another because if both go out you must restart the game. I have not begun to explore all the rooms yet but have found a variety of creatures that inhabit some rooms like mummies, skeletons, dragons, slime, etc.

All said Shadowgate appears to be an excellent D&D game for the ST. Good graphics and sound along with a lot of planning have been packaged by Mindscape at an affordable \$29.95. If there are any faults it may lie in the documentation. I did feel that the game play and object of

the game could be explained better. Perhaps they expect you to discover everything entirely on your own. If you are into this type of adventure game then I think it is a must for the ST owner. Happy dragon hunting!!



Advanced
notice

September

Meeting
is on

Tuesday

Sept. 6th

since the first

Monday

is

Labor Day



Creative Computer, Inc.

Inside the Beaverton Mall

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PHONE 1-800-458-2715

X*PRESS PRESS RELEASE
Allen Page

Dear Atari Aficionados,

Many of us talk about getting stocks, news, sports, weather and business information online, but few of us do. The reality is that it just costs too much. With hourly charges running from \$5 to \$18 and more you would pay a fortune to get the same amount of information that you could get in a daily newspaper. But X*PRESS Information Services Ltd. is changing all that.

I am proud to announce the availability of Atari ST software for X*PRESS Executive and X*PRESS X*Change information services.

X*PRESS offers two electronic information services delivered by cable television lines to your computer: X*PRESS EXECUTIVE and X*PRESS X*CHANGE. The services travel one-way at high speed (9600 baud) and are captured by your ST software in information categories you've selected. A small data receiver connects to your cable TV hookup and converts the X*PRESS signal into serial data which feeds directly into your ST, using the built-in serial port. The information you receive is live, right off the satellites and other data transmission links, so it is the most current available. You gain the advantage of 24-hour, unlimited information with low-cost, reliable cable delivery.

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If you want sports news, X*Change has got it for all major pro sports -- schedules, standings, line-ups, features -- even scores of games in progress -- from baseball to soccer.

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The Tech Talk category in X*Change gives you Microbytes from BYTE Magazine and featured threads on using hardware and software from Best of Bix (BYTE Information Exchange). One-way conferencing in Information X*Change lets you participate in moderated conferences on a host of timely topics -- from computers to the environment.

No modem. No phone charges. No connect-time fees. Sounds impossible, doesn't it? But, there's no catch. The secret is economical cable delivery.

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Call toll-free 1-800- 7PC-NEWS today to order your Executive or X*Change kit. So, whatever your information needs -- from investing to just staying

informed -- there is no better information value than X*PRESS.

Sincerely,
Alan Page Atari ST software
developer for X*PRESS

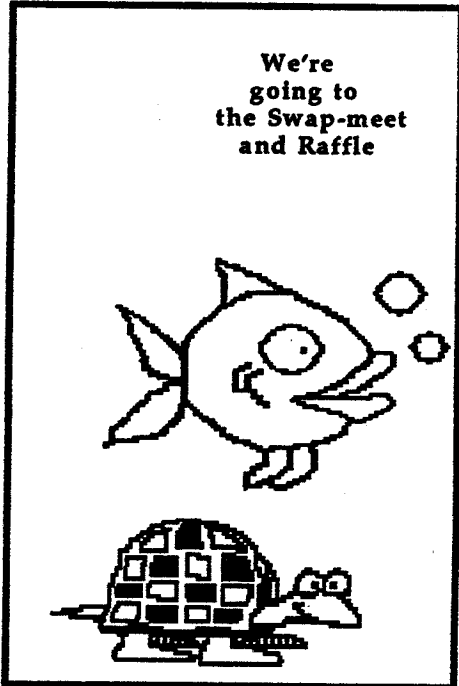
Timeworks' DTP continued

Degas, Neochrome, GEM Draw, and EasyDraw are all supported. Included with the six program disk are several sample IMG files to be used and six type faces. Text can be directly entered in a manner similar to a word processor. This can get to be rather tedious if you have more than a few lines to type because of the graphics orientation of the software. Graphics can also be created directly from the work screen too by selecting the Graphics Icon. Several drawing tools are provided such as, Straight line, Box, Rounded Corner Box, Circle, Ellipse, Connected Lines or Polyline, and Freehand. You can also have the graphics or text snap to grid if desired. Once a graphic is selected you can crop it or orient it vertically, horizontally with aspect on or aspect off.

Changing fonts is accomplished two ways. If you are in the paragraph mode, selecting Body text, Headline or Subhead will adjust the typeface size to suit the open frame. You can also change the font currently in use by selecting a new font from the Text GEM menu. Fonts can be changed either globally or for a particular frame. The program also allows for rulers to be displayed. Units available are:

- * Inches and eights
- * Inches and tenths
- * Picas and points
- * Centimeters

There are many other features and capabilities that simply can't be covered here due to the limited amount of space. Suffice it to say that I highly recommend this product to any one interested in desk top publishing for any reason. It is both powerful and seems to compare well feature for feature against any system available for any computer. The quality of the GDOS output is excellent, even on my 9-pin Panasonic 1080i printer. Those of you that get the print edition of the GRASP GAZETTE can see for your selves beginning in August when I assume role as Editor. Special thanks to Vivian Cook for introducing me to this fine product.



TOS Error & BOMB Codes
ST Report

Originally written by Darryl May

John Townsend of Atari posted this on GENie to provide some answers. The following is an official list of the errors that can appear while you are operating your ST computer.

-> This first list gives you the GEM error messages:

Error description	Error code
=====	=====
OK (no error).....	0
Fundamental error.....	1
Drive not ready.....	2
Unknown command.....	3
CRC error.....	4
Bad request.....	5
Seek error.....	6
Unknown media.....	7
Sector not found.....	8
No paper.....	9
Write fault.....	10
Read fault.....	11
General error.....	12
Write protect.....	13
Media change.....	14
Unknown device.....	15
Bad sectors on format.....	16
Insert other disk.....	17
Invalid function number.....	32
File not found.....	33
Path not found.....	34
No handles left.....	35
Access denied.....	36
Invalid handle.....	37
Insufficient memory.....	39
Invalid memory block address.....	40
Invalid drive specified.....	46
No more files.....	49
Range error.....	64
Internal error.....	65
Invalid program load format.....	66

-> Those bombs that appear on your screen are error messages from the 68000 micro-processor.

Description of bombs	Number
=====	=====
Reset: Initial P.C2.....	1
Bus Error.....	2
Address Error.....	3
Illegal Instruction.....	4
Zero Divide.....	5
CHK Instruction.....	6
TRAPV Instruction.....	7
Privilege Violation.....	8
Trace.....	9
Line 1010 Emulator.....	10
Line 1111 Emulator.....	11
[unassigned, reserved].....	12
[unassigned, reserved].....	13
Format Error.....	14
Uninitialized Interrupt Vector..	15
[unassigned, reserved].....	6-23
Spurious Interrupt.....	24
Level 1 Interrupt Autovector..	25
Level 2 Interrupt Autovector....	26
Level 3 Interrupt Autovector....	27
Level 4 Interrupt Autovector....	28
Level 5 Interrupt Autovector....	29
Level 6 Interrupt Autovector....	30
Level 7 Interrupt Autovector....	31
Trap Instruction Vectors.....	32-47
[unassigned, reserved].....	48-63
User Interrupt Vectors.....	64-255

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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 Backgamon!
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 noticeably 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
STARBATLE Great space invaders type game
LASER Laser chess---wonderfull!!
PONG Wimbledon 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 docs players manual---very important

PAC GAMES #7

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

PAC GAMES #8

DEATHSTRIKER Excellent space game, similar to scramble
TARGET Classic artillery 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. potatohead 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

SLOTS GFA
TAIPAN

TREASURE

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

PACGAMES#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
KERMIT 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

PACUTILITIES#5

1STBASE Public domain database
SHEET Public domain spreadsheet

PACUTILITIES#6
DESK ACCESSORIES:

ALARMCLOCK BICAL BREAKOUT
CALENDAR CLOCK FMOUSE
FONTACC FORTUNECookie 202KRAMDISK
FREERAM IDELINTERRAM 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
DPKEI02 MAXSTERL SAUCERAT TINYSHOW
EXPRESS MINMAY1 SNOOPY TINYSTUF
GOOPY MONALISA TOUCAN TINYVIEW
DOCS

PACDEMOS#1

DRUMDEMO Nice cartoon of a rock band of creatures
MONARCH Classic animation and digitized music demo
LINES Random lines ,random colors, fast
LOWSPOTs Ricocheting 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
CUBE Ananimated cube
HEX Animated hexagon patterns
SPARKS Colorful sparks bounce across the screen

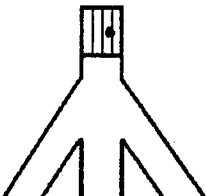
PAC MONOCHROME #1

MEGAROIDs Asteroids type game
LABLEMAKER 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
GRAF CON Graphics converter
WINDOWBALL Breakout in a window
MONOWARE Monochrome emulator for color st systems

GRAPHICS



ANSWERS: PACAUG
CLEAR W EVALUATION
D C O
M RECALCULATE T
MOVE K
A ABSOLUTE L T I
N LOCATION
D MOVE S G T D
R MATHEMATICAL E M
T I L
S F N
E S C
R C CONTENTS O U U
E R F I R M M
N O Y SANCH
CELL O A YOU R R
E L I R L I
DISKETTES A C
SALES A
L RANGE
G RANGE



AUGUST, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1  SWAP-MEET AND RAFFLE	2	3	4	5	6 
7	8	9 8-BIT EXPLORERS SIG 7pm Call Tom Comerford 246-4694	10	11 EASTSIDE ST SIG 7 pm Call Teri For Info Afternoon or Eve. 771-7337	12	13
14	15	16 PAC BOARD MEETING 7 pm For location, call Bill Pike 646-4471	17 	18 	19	20  PAC GOLF Tournament
21 	22	23 8-BIT EXPLORERS SIG 7 pm Call Tom Comerford 246-4694	24	25	26	27
28	29	30	31 MIDI SIG Call Dave Holiday 642-4717	IMPORTANT!!! The SEPTEMBER PAC MEETING will meet on TUESDAY, SEPT. 6!!!		

AUGUST
CROSSWORD PUZZLE
:SPREADSHEETS"

ACROSS CLUES

- 1. To Remove
- 3. To find out the vallue or amount of.
- 6. To calculate again.
- 7. To change position.
- 9. Integer value.
- 12. Position
- 13. Duplicate 5 Across
- 17. Dealing with numbers.
- 23. What is inside of a
- 24. To move at the same time.
- 25. Single ...
- 26. Not me.
- 27. Disk (plural)
- 28. Sell (plural)
- 29. Series of values

DOWN CLUES

- 1. To order
- 2. Spreadsheet (formulas only)
- 4. Opposite of hot water.
- 5. Logical invert.
- 8. A house has doors and
- 10. Mr. Spock says most
- 11. For example KING, QUEEN, MAYOR, PRESIDENT, JUDGE.
- 14. A type of evaluation of data.
- 15. Letters & words.
- 16. A dictionary or encyclopedia is a
- 18. To move a screen
- 19. To duplicate
- 20. Mathametical directions
- 21. Involving numbers
- 22. Term for numbers.
- 24. To put in order.

