

PORTLAND ATARI CLUB COMPUTER NEWS

SEPTEMBER, 1988

PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION
1500

AccPaint

PAINTING FROM THE DESKTOP

By Carolyn Caine, S*P*A*C*E

System Requirements: Any Atari
ST/ Mega computer

AccPaint is a desk accessory drawing program from our friends in Canada. It is a great idea. I find myself using AccPaint almost daily. Now I am not an artist and I normally do not use paint programs. However, I do like desktop publishing and combining this program, the shareware program ClipArt and the super, outstanding, wonderful new Publisher ST from Timeworks is an unbeatable combination. I have converted all of my Printmaster graphics to D.E.G.A.S. format. (Just a note. ClipArt, from NEO STAG, is the program that allows you to convert all your PM graphics into D.E.G.A.S. format. It is nicely written so you don't have to know what you are doing to use it. By the way, it is shareware, so if you use this program send the Wizard \$10 or so. You will get a disk and a newsletter in return.) When I am preparing some exotic publication with Publisher ST and I need a picture, all I do is click on AccPAINT (while still in Publisher ST) find the picture I want, touch it up and save it to the disk. Then I just use import picture from the Publisher menu and load the finished picture right where I want it.

This program has good resolution, is easy to work with and even has a zoom feature that lets you work at 4x 8x 16x the original size. That really makes it possible

to take the jaggies out of Printmaster graphics or edit anything right down to the pixel level. (I was able right in the middle of writing this to run the program and check the zoom sizes without exiting ST WRITER.) AccPAINT has spray cans, brushes, line draw, circles, ellipse, boxes, polygons and the ability to make a brush out of anything that you choose. I will tell you how here because the manual, which is worse than poor is wrong. Using the block tool, place the cursor at the upper left hand corner of the item to be copied. Holding down the control key and the left mouse button draw a box around the item. If you want to use the image in your block tool as a brush just hold down the alternate key while you drag the block across the screen. The faster you move the cursor the more complete a picture you will see. You can create some very interesting effects this way. Or you can use this as a copy box and place this picture anywhere you wish (even on a New screen by typing an N). Simply position the cursor and click. The cursor

is the upper left hand corner of your picture. You can also enlarge or reduce the image in your copy block by pressing either E (enlarge) or R (reduce).

As I mentioned above, AccPaint is a desk accessory which allows you to use it inside of Desktop Publishing programs or any GEM program for that matter. It is made very compact for this purpose (28K) and comes with a small help card for the commands. These commands are intu-

itive. For example, T = toolbox C = colors W = line width Z = Zoom and so forth. However, there is also an AccPAINT program on the disk. You can run this from the desktop. It has all the commands in drop down menus. So you have your choice. This is a very nice program. It allows flipping images or text horizontally and/or vertically. The enlarge and reduce commands also work on the text. This is not an object oriented program. The images are D.E.G.A.S. format. If you like to insert graphics in your programs this is a very nice utility. It saves a lot of time, because you don't have to exit the program to find or edit a picture. Publisher ST does allow editing of pictures, but this program has a full range of editing tools at your finger tips.

AccPAINT loads D.E.G.A.S. and Doodle pictures in all three resolutions and Neochrome in low resolution. It allows rounded boxes and rounded lines. I am no expert on drawing programs, but this certainly has the features I need to edit pictures and work from inside the program in which I want to use the picture.

There are a few bugs in the program besides the poorly written manual. Boxes made with a line that has any thickness to it, end up with the upper left corner having a chunk out of it. Thick lines that are supposed to have square ends are only square on the one end. There are probably other little quirks like this that need to be fixed. I certainly hope they will have a fix for these minor annoyances, because the program has real potential.

As I said, I find myself using it with most of my desktop publishing. I would hate to see such a great idea lost to a few bugs and a poor manual.

WHAT'S GOING ON?? Magazine Support Of Atari Is Disappearing Commentary by Penny Ormston, R-Atari Club

There seem to be some crazy things going on lately in the support of the 8-bit Atari. With the good sales of the XEGS and lots of new software becoming available lately, it seems as though things are getting better for us all the time. But are they?

Several months ago, Family Computing magazine changed its name to "Family and Home Office Computing". The magazine changed its slant from "families" and easy "beginner" type articles and programs to "office" type articles and programs. And whereas Atari support used to be good (not great, but it was there), it is now practically non-existent. Their main target now seems to be Apple, IBM (and clones), Commodore, and Macintosh. They offer no support for the ST.

Family Computing isn't the only one. Computel, which has

put out some of the very best Atari books (if not THE BEST) has now closed its doors to the 8-bit Atari also! The latest issue (May 1988) is so entirely different from previous issues that I had first thought I got the wrong magazine by mistake. The new Computel has no type in programs, no tutorials, and absolutely no 8-bit Atari support!

What a rip-off! And a total disappointment. I am glad that my subscription ends with next month's issue.

Thank goodness for Antic and Analog! Without them (and the PSAN) I would be completely at a loss!

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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 a long, long time from January to September and the days grow short when you reach November (Sorry Maurice).

Anyhow it has been a long time since the last election. At that time it really looked like the PAC club was going to die without a whimper not even a yell or gurgle. Members were not renewing in droves and new members were few and far between, the sales of club disks had just about died and the club had a net debt of about \$250.

You may be asking yourself why I decided to bring all this up at this time. Well are you asking yourself? Go ahead, ask yourself. I'll wait. Now to go on. The reason is that it was the members of that board. Teri Williams, Melvin Waller, Brian Hunt, Margaret Manning, Lee Bole, Stephanie Lynn, David Roberts, Perry Bailey, Paul Gittins, Randal Leong, and the advisor Dave Holliday along with moi. That thru a lot of blood, sweat, and tears (not the rock group, we didn't play hard rock at the board meetings even though a lot of rocks were handled) brought the club to where it is today. The board along with the whole hearted support of the membership, have really done a whale of a job.

Let's take a few lines to toot our own horns. The PAC BBS#1 has been upgraded to 1 meg memory and is in line for a 20meg hard-drive in the very near future. The newsletter computer has been upgraded to 1meg and we have purchased a copy of the software for the club, we had been using a members copy, and more upgrades are in the works to make the newsletter editor independent of outside influence. PAC BBS#2 has new software that will be going on line shortly and a 20meg hard disk is in the works. This is to try to stop the twice a week crashes from the current software. The 8-bit library has been totally rebuilt. New disks are going out for both the 8-bit and ST libraries. Disk sales

for both the 8-bit and ST are up. Membership has turned around and the club is growing again.

The bylaws are in the middle of a examination and revision to clear up procedures, give more control of the club to the membership. Clean up old decisions and generally smooth up the operations of the club. The treasury is now above the \$3000 dollar mark, not including the \$1000 mandated emergency fund. Contacts have been made with other clubs to share newsletter articles and newsletters. If you think that I feel that PAC is in good shape and getting better, YOU ARE RIGHT.

Now the reason for all the above. The board is losing four of its members. It is with great regret that the board was forced to accept the resignations of the Secretary-Treasurer, Margaret Manning, who set up a full set of financial books for the club as well as setting the club records up to spec. She was directly involved in the increase of the club funds. Lee Bole, the Membership Secretary, was directly responsible for the increase in the number of advertisers as well as being a major force in the design and format of the newsletter. She also did a troopers job in getting out the membership lists to the BBS operators and the disk librarians. David Roberts gave us very interesting demonstrations each month at the meetings as well as helping out the ST disk library. Stephanie Lynn, the ST disk librarian, produced a large number of excellent disks for the membership as well as supplying disks to the stores. Stephanie and Dave are headed out of town for college. Good Luck and our best wishes go with them. Margaret and Lee asked to be released for personal reasons. You will be sorely missed. We wish you the best of luck in your present and future endeavours.

Now that I have given you the Good News and the Bad News and have incurred the just wrath to the Newsletter director for writing to long a column. I have only time to say, "Look for quite a few improvements in the services and goods provided to

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.

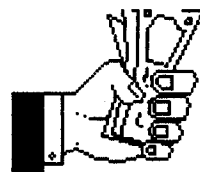
CLUB OFFICERS AND BOARD MEMBERS

President Bill Pike - 646-4471
Vice President Brian Hunt - 289-3954
Secretary-Treasurer Dutch Lenond - 665-5637
Membership Secretary
ST Program Director
8-Bit Program Director Paul Gittins - 667-2403
ST Disk Librarian Perry Bailey - 287-8903
8-Bit Disk Librarian David Moore 472-6243
Sergeant-At-Arms Randall Leong - 246-6354
BBS Director Melvin Waller - 230-0248
Newsletter Editor Teri Williams - 771-7337
Advisor

the membership in the near future."

See you at the September Meeting and remember it is on TUESDAY NOT MONDAY.

BYE!



DUE TO THE CHANGEOVER OF THE BOARD, THE MEMBERSHIP REPORT WILL NOT BE IN THIS ISSUE.

DUE TO THE CHANGEOVER OF THE BOARD, THE SECRETARY-TREASURER REPORT WILL NOT BE IN THIS ISSUE.

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



GENERAL MEETING

TUESDAY, SEPT., 6st

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)

FOR INFORMATION CALL BILL PIKE 646-4471

EDITORS COMMENTS

Teri Williams

"Well, This is another fine mess you got us into, Ollie"

There is a lot of turmoil going around since the August Swap Meet. It seems like everybody on the board has gone "bonkers" (except me, of course). At this time last year, we were very close to disbanding. PAC was in big trouble. YOUR Board members (with much effort) did manage to turn it around and things were looking up. Now, FIVE of your board members resigned on August 1st: Margaret Manning, Lee Bole, Dave Roberts, Stephanie Lynn, and Dave Holliday, who dropped out.

As the Editor, I feel that I should try to be impartial. But, it's very downheartening when every board meeting turn into a battle ground between ST and 8-Bit users. Without these ST peoples, we wouldn't have made such a turn-a-round from last year. I know personally how many hours and the large amount of work they put into the club. And, also the amounts of money they made for YOUR CLUB. I, for one, will miss them.

When I was elected (volunteered) I signed up for the duration of a year. When the elections roll by (December) this time, I shall not run, and if elected I shall not serve.

I'm sorry, if your newsletter arrives late this time (and maybe next month as I am now off schelude) because of this incident.

Below (and next page) are some letters from the resigned board members.

I for one will miss them.

.P.S. Some have complained about the August issue being "All ST Stuff". I didn't hear from anyone about the July issue being mostly "8-Bit Stuff". I can only try to print the articles that are sent to me half and half. But, I can only print what I receive. I'm only one person doing this entire newsletter. I haven't got time to type a lot of "Stuff"

SECRETARY/ TREASURE RESIGNS

By Margaret Manning, PAC (former Secretary/ Treasurer)

Fellow members, it is with deep regret that I have found it necessary to resign from the office of Secretary/Treasurer of the Portland Atari Club. I have had many happy and rewarding experiences with the club, but I am unable to continue serving on the present board with any sense of responsibility, due to lack of proper communications between myself and the President. For five months I have been requesting an effort be made to make a list of current club properties. I have been told it was being worked on. However, at the July board meeting I requested at least the partial list. I was given a bunch of pages, and the latest dated portion was still the old, outdated list which I personally had obtained (from the Insurance company) when I first took this office. The club owns much

equipment, hardware and software, not shown on this outdated list. I think it only fair to the members that an accounting of properties owned by the club be kept current and available to all members on request. It is the duty of the Secretary/Treasurer to keep an accurate account of club properties and monies. I found this impossible to do. For example a person made a request for blank disks to replenish sold ones, yet I had never been given an accounting of how many disks were on hand, or the original number of club disks the person started with. Also never did I receive an accounting record, for the sale of a club disk drive. I was just told the money was also used to buy disks. I am glad to say that when I turned the records over to the president, the club had a balance of \$3048.44 in the checking account and \$1031.23 in the security savings account. We must continue to be frugal, as our membership is not large. I feel our future goal should be to work to increase our club membership, even if it is necessary to reduce our dues back to \$20.00 for new members.

A close scrutiny should be maintained on club expenditures so that we may remain solvent. It took a great deal of hard work on the part of some of the board members to bring the club to this financial standing, and will require JUDICIOUS spending as well, to keep it there. I am looking forward to continuing my activities with the club as an active member.

MEMBERSHIP SECRETARY RESIGNS

By Lee Bole, PAC (former Membership Secretary)

Ever since I joined PAC in 1984 I enjoyed it until this spring, after I had suffered through some mighty unpleasant, rancor-filled board meetings. This club used to be a good one, with exciting and informative meetings. Now it is dull, and the general meetings are boring.

Our general meetings used to be presided over by a gentlemen who knew how to run a meeting, how to formally call to order, get everyone's attention, and how to conduct discussions. Anyone in the audience could initiate a discussion or question and be heard and answered politely. At one recent meeting, a man in the audience introduced what seemed would become an interesting discussion, but the president immediately changed the subject as if he didn't even hear what the man said. Indeed, I don't think he was even listening to the man. At the August meeting, which was supposed to be a swap meet, a "meeting" took place, with "matters" being voted on, when most people in the auditorium, myself included, didn't even know a meeting had been called to order. Most people in the room were wandering around the swap tables, because that was what the evening was all about, supposedly.

In past years, our even board meetings were interesting. I used to attend board meetings, even though I wasn't a board member. I knew that I was welcome, and any comment or

suggestion I might have would be politely listened to or acted upon. This president has tried, and may yet succeed in, excluding all but the privileged few to the board meetings.

I was appalled when at the July meeting at my home one absent board member phoned to tell me that he gives his vote to the president on all matters that may come up during the meeting, because the president knows how he feels on all matters. This was not offensive enough, but when that evening the president TRIED TO USE THAT ABSENT MEMBER'S VOTE, I was so incensed I decided I will no longer work with this president.

That night the board voted to allow any member to attend board meetings, as our By-laws state that any member may attend any club function, and the board voted that board members must be present at meetings to cast a vote. Indeed! Who would have thought that it would ever be necessary to officially vote on such items?! Since that meeting, four of us who voted for these measures have resigned, so things may be reversed in the future.

There are many other reasons why I cannot work with this president, but no need to go into them. I have resigned from the board as of August 2, 1988, and boy, do I feel good now.

Our membership at the time I sent in my letter of resignation was 152 paid-up members. All purchases approved by the board must be explained to the general membership. Any purchase over

\$100. must have the approval of the general membership. I have heard this president say we need to buy a desk-jet printer. I would like to have explained to the general membership, who must approve such an expensive purchase, to what purpose this printer will be put, since we now have our newsletter pages LASER printed for free. It seems to me that with a membership of 152 and a treasury of some \$3000, we might consider LOWERING THE MEMBERSHIP DUES, as I have suggested for months.

In recent months we have seen two of our very expensive properties sold for FRACTIONS of what they cost the club. Is that someday to become the fate of the proposed laser printer?

The Portland Atari Club had some good years and used to have a pretty good reputation. I wish we could regain some of the class we used to have.

From the Desk of the Ex-ST Program Director David Roberts

I am hereby officially resigning as ST Program director for two important reasons. The first reason is I am going away to school. Good enough. The second reason is far more important. The Portland Atari Club is in trouble. You may wonder why. The finances are good, membership is okay, and swap meets are fun. Well, the real club exists in its leadership. You wouldn't see any money coming in without disk sales, ads, and work. This comes from the board members, mostly. Four of your board members have resigned. Myself,

the St Librarian, the Membership Secretary, and the Treasurer. Why have we all resigned?

Beacause we have put up with too much crap! There is no other way to put it. The reason stems from an old problem, but it seems to have taken on a new twist. It used to be that the ST users got accused of ignoring the 8-bit and not treating owners of these machines fairly. This may have been true or maybe not, but our new board was on its way to changing all this. We put our computer types aside to fix our club. We all did this and the club is financially stable. What now comes through are those ever present differences between ST & 8-bit users. Having dealt with a great deal of the active members I am sorry to say that I have never seen so many rude and nasty club members and they mostly aren't ST users, they're 8-bit.

I have had numerous 8-bit users come up and poke at the ST that I was using and call it a piece of Sh*t and other friendly greetings. I don't do this to 8-bit users and all the ST people I have met have never struck me as this vicious. I know for certain that all 8-bit users are not this way, just as I know that all ST owners are not gems, but I have had too much from users to excuse these actions. I myself, have been continuously angered by the lack impartiality our president has for the ST owners who help finance this club with the hundreds of dollars that have been grossed by our ex-ST librarian. I have had practically every ST general meeting cut short, sometimes by up to 45 minutes, due to the 8-bit meeting running over time and the president running off at the mouth. I have tried to be polite and ask for the problem to be solved, but whenever I say anything it goes in one ear and out the other. If you are reading this Bill you may not like it, but I doubt you are even reading it, since you never take the time to find out what is going on at all from the ST board members.

When half your board drops out on you then you must be doing something wrong. We can't all be wrong and if you believe we are, then you have one hell of an ego problem. I have never asked for much. I was one of the first people who developed the idea for a three part meeting but I have seen that unless something is done, than there is no choice but to split up the club. ST owners don't mind waiting for 8-bit meetings to end, but we do have problem with an 8-bit dominated club that shows unfairness. This brings me to my final point.

I find it highly unethical and possibly worse to elect new board members at a swap meet, since no formal written ballot vote was taken in a group of people that might not have been members. None of this really matters to me, I'm leaving but I haven't even begun to touch on what has gone on without the general club's knowledge. I would like to recommend to all ST owners that if you want a club that will support you than you won't get it from the president's personally stacked puppets. You continue on next page-->

don't need a dying club and I would like to urge every ST owner to show they care by not renewing and putting their money to better uses. The PAC needs to shape up or ship out. The future of PAC and Atari does not rest with 8-bit computers. It rests with Atari computers and half of those users have been treated badly. You may not agree, but you haven't seen what I have seen. I'm sure the other three ex-board members would gladly verify my claims, just ask.

Thank you for your support, that is of course, if anyone cares...

To the Editor:

Ex-Advisor, Dave Holliday

Several things that have happened over the past few months involving the club have caused me great concern. At the July meeting of the board it was necessary for a majority of the board to reaffirm the right of any member to attend a board meeting without prior approval after that right was attempted to be suspended by the President. The following club meeting in August saw a vote for new board officers in two positions that have been unfilled since the beginning of the year. At no time prior to this meeting was the board informed there would be a vote on new officers. Even at the general meeting, which I attended, I was never informed that unfilled board positions were to be voted on that evening nor to the best of my determination were any of the other board members in attendance informed. The following description of what happened during the August general meeting is second hand information in that I had left the meeting prior to its official ending believing it to only be a swap meet.

Margaret Manning the club Secretary-Treasurer (who has since resigned in protest) and Lee Bole the Membership Secretary who has also subsequently resigned said an unorganized form of the meeting was called by the President and the vote for the new officers was taken. So unparliamentary were the procedures that no written tally of the vote was taken nor a determination that those voting were authorized club members. At the same time a motion was put forward by the President to modify the by-laws in determining distribution of club assets in the event of dissolution.

However, it is my understanding that motion was tabled till the next meeting. Because of these actions by the President four Board members have resigned. As of this letter I had missed two Board meetings for this year. I made a conscious decision not to attend the August board meeting which will put me in violation of the club by-laws of missing too many meetings and put my board position in jeopardy. It is not an easy decision for me to do this. I have been a club member for over four years serving in three different board positions including last year's club President. I have seen the club thru extremely difficult times but a solution was always found and the club continued, often better than before.

The purpose of having a President is not to dictate club policy but to maintain order at board meetings and to ensure orderly operation of the club. This form of governing club actions means no one persons' vote on the board is any greater than another. Board actions are governed by a vote of the majority of board members and club actions by a majority vote of the membership. Each President has his own form of management. Whatever that form may be it is the duty of board members to operate within that style as long as it conforms to club policy and by-laws. It also must be understood the President cannot circumvent the board simply because he or she does not agree with majority board decisions. This very problem seems to be occurring now. Two majority votes by the board at the July meeting, opposite to the desires of the President, ended with the President leaving the meeting prior to its conclusion. In a stormy exit a statement was made by the President to the effect that perhaps a vote of confidence should be taken of his performance. In light of his poor performance at the swap meet I feel perhaps a vote of confidence by the membership is in order. I also believe a new vote should be taken, officially noted in the club minutes and validated on all issues brought to a vote at the August general meeting.

I regret that it has gotten to this point. However, I feel as do others I have spoken with that the well being of the club is at stake because of the President's actions.

I wish to make it perfectly clear this is not a personal vendetta. The office of President is a difficult job as I can personally testify to. But it is also a position with a primary responsibility to the wellbeing of the club and its membership and I feel that responsibility is not being met.

The club is at a difficult point. Membership is way below what it was in past years and it is extremely important that no adverse decisions be made because of the delicate nature of the club at its current level. Also over the years the club has acquired a large amount of equipment amounting well into the thousands of dollars. Control and proper accounting of these assets is extremely important. The club has also managed to accumulate a cash asset of over \$4000.00 which with proper management could maintain club operations with no new income for several months. All of these factors make it important that the club be managed properly. I feel it is up to the membership to decide if this is being done.

...DAVE HOLLIDAY

General Meeting Minutes 8/ 1/ 88 Acting Sec. Bill Pike

The business portion of the general meeting opened at 7:30

A amendment to the By-laws was passed unanimously: All amendments to the Bylaws of the Portland Atari Club shall be approved by at least a 3/4 affirmative vote of the general membership at the business portion of regularly scheduled meeting.

Two board positions were filled Special Projects, David

Moore & Sig Coordinator, Nabil Pike.

BOARD MEETING MINUTES 8/ 16/ 88 Act. Sec. Bill Pike

The meeting was called to order at 7:15pm at the home of the President.

Due to resignations from the board there are now a total of 8 board members. Present were Randell Leon, David Moore, Brian Hunt, Perry Bailey, Nabil Pike, and Bill Pike.

There were no minutes of the previous meeting read. The Acting Treasurer reported a Balance of \$2878.54 in the bank.

Membership Sec. Report 3 new members and 2 renewals.

The president reported that at the August general meeting a amendment to the Bylaws was passed. (see General Meeting Minutes above) It was also reported that David Moore and Nabil Pike were elected to the positions of Special Projects and SIG Coordinator respectively. It was reported that the ST Program director and the ST disk librarian had resigned due to leaving town for college. The Membership Sec. and the Sec.-Treasurer tendered their resignations for personal reasons.

The vice-president had no report.

The 8-bit program director was absent.

The 8-bit Disk librarian asked to resign to fill the ST librarian position. David Moore asked to assume the post. This was approved by the board.

The SIG coordinator requested to be released from his position

to assume the position of ST Program Director. This was approved.

The Special Projects coordinator asked to serve in both positions. This was approved.

The BBS Director was absent.

The Advisor was absent.

The Editor was absent.

SIG GROUP REPORTS

Explorers SIG: The next meeting will be at the Presidents Home and meetings will return to the Fulton Community Center in September.

Midl Sig no report.

East Side ST sig: no report.

The formation of a WEST SIDE ST SIG to meet at the home of Bill Pike was approved. Meetings will be the 4th thursday of each month at 7:00pm. The first meeting will be in Sept.

OLD BUSINESS:

1. The decision made at the board meeting of July 18th regarding assuming the subscriptions of the Eugene ACE. WAS REINDED.

2. It was decided to offer subscriptions to the newsletter for a cost of \$10/ year.

3. It was decided to assume the subscriptions of the EUGENE ACE NEWSLETTER until such time as the subscriptions expire. At that time newsletter subscriptions will be offered to members of the EUGENE ACE Atari Club for either \$10/yr or 1/2 of the yearly dues per member whichever is less, not to be less than \$5/yr. This was provided on continued support of the newsletter with articles by members

of EUGENE ACE.

4. It was decided to bring the official bylaws up to date and submit them for membership approval at the earliest possible date

NEW BUSINESS:

1. Resignations of the board members in the positions of ST Librarian, ST Program Director, Membership Sec., and Sec. Treasurer were accepted. It was reported that the Sec. Treasurer submitted a written resignation. The other resignations were verbal in front of at least 3 board witnesses. THE RESIGNATIONS WERE ACCEPTED.

2. The board appointed Mark (Dutch) Leonard to the position of SEC.-Treasurer subject to approval by the general membership.

3. A offer was made to the PAC Club to trade the SWP8000 and the 5 1/4" disk drive that we have been unable to sell for a 20meg hard drive for BBS #2. This was accepted.

4. The board approved the purchase of a interface card from SWP for BBS#2 at a cost of \$160.

5. The board approved the purchase of a hard-disk controller card to connect the 20meg hard drive for board #2.

6. The board decided to purchase copies of all software the club uses in its operations rather than using members copies.

7. The board approved the purchase of DBman, Publishing Partner, & Label Master.

8. It was decided to submit to the general membership a

amendment to the bylaws. Stating, Service on the PAC board shall result in a free membership during the members tenure and a non-cumulative additional year of free membership. If service on the board is terminated prior to the general election normal dues will restart and the additional year shall not be offered except with board approval.

9. It was decided that THE PORTLAND ATARI CLUB SHALL NOT USE ANY SOFTWARE IN ITS OPERATIONS FOR WHICH IT IS NOT THE REGISTERED OWNER.

10. It was decided that the minutes of both the board meeting and the previous general meeting shall be printed in the newsletter each month for the membership.

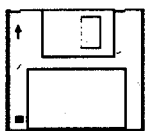
11. It was decided that a complete, up-to-date set of the bylaws of the club shall be printed in the newsletter each December or as soon thereafter as possible.

12. It was decided that the December General Meeting will be a Christmas Party for the members after elections.

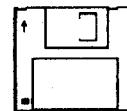
13. It was decided to submit to the general membership a proposal for a club picnic at the end of summer.

14. It was decided to reimburse Toni Pike for refreshments provided to the board at the August board meeting.

Respectfully submitted:
Bill Pike Act. Sec.



REVIEWS BY DAVE ROBERTS, PAC



Indiana Jones and the Temple of Doom

I wasn't expecting much from this game since it was a movie first, then an arcade game, and then a computer game. It lost something each time and doesn't rate too high in my book. The game is based on three elements of the movie and each action level is not that interesting. Most of them are downright boring, but it does have some good points.

You play Indiana Jones and you must rescue a number of children held captives by evil cult members in a mine. This part of the game is about the best part because of the variety of scenery and game actions that you must perform. You get to swing on your whip and whip at bats, gaurds, evil sorcorers, etc. After you free all the children, which you don't really have to do, you can go to the next level.

This part of the game is riding a mine cart and avoiding the enemy while navigating down different rails to the finish.

It is kind of fun and does vary as you continue through the game but, it isn't too exciting after awhile.

The third part of the game is in the Temple of Doom where you must get these sacred stones and return them to the people of India. This is a real bore and the biggest challenge is trying to

figure out what to do and get out of the level.

As you can probaly tell I wasn't thrilled with the game and you probably won't be either, but it isn't real difficult however. If you have kids who like Indiana Jones, than they would probably like it and it is kind of fun to whack at the enemy and see them fly off ridges and cliffs. Very non-violent, even with that element. The guards just bonk their heads.

I think kids would like it, but I needed more.

Metrocross

This game is newly out from Epyx and is quite an arcade challenge. You control a little guy on the screen who must make his way through a crazy obstacle course filled with all kinds of traps and bonuses. It is just interesting enough to make me accept this game for what it is, which is just really a man running through a unique maze. The concept is simple but the array of obstacles and challenges is great.

The game has 24 levels to it and each one is different, at least that is what I am assuming after going through a third of them. The courses get harder as you go along and they get more complex. You have to jump over rolling soda cans, hop over fly paper like ground that slows you down and jump hurdles and holes that get in your way. You can ride a skateboard for speed or grab assorted items that will stop the clock or speed you up. Of course if your aren't fast

enough you die and then you have to start all over again. The game would be fun for anyone who enjoys this type of run and jump, speed oriented action.

I have to say, that not much annoyed me about this game and that overall it delivers a good arcade-type game. I believe it retails for around \$30-40. I may be wrong since I have a European version that came in a set of four. It is enjoyable and has a fun game play to it that should keep most people entertained for a long time.

Outrun

If you like car games and enjoy a challenge then this game is a must for you. It combines great graphics and excellent game play to make an exciting and addictive racing game that so far can't be beat. The amazing thing about this game has to be that it isn't available in the United States, at least, not easily. It has been imported by U.S. retailers who know there is a demand for more entertainment software. Luckily, IB Computers, has begun to do this and I am extremely pleased with their intentions and hope they continue.

The game is made by U.S. Gold and they have quite a gem on there hands. The game is based on an arcade game and the adpation that is done is quite realistic.

The game starts with you driving your Ferrari Testarossa convertible down the open road in a race against time. You have a limited amount of time to drive down the road at speeds up to 293 mph and if you don't make it then the games over. That's it. This simple game adds to it a multitude of different landscapes and track variations along with challenging objects that get in your way, like Mack trucks, and other sports cars. The game is not an easy one. It takes a lot of practice to handle the car well and complete each track section within the allotted time, but it is possible. It just means hours of practice and that's why you bought the game in the first place. If you did it all in one night than you would be bored and not like it nearly as much.

The games graphics are excellent. Everything looks realistic and when you spin-out and crash in this game, you really do. Depending on the magntiude of your crash you can flip your car into the air several times and send yourself flying.

The animation is smooth and the music in the background is pleasing and has yet to get on my nerves. It can also be turned off if you don't like it as much as I did.

The only negative points I see is in the controls. In order to keep your car moving you have to push forward on the joystick at all times. This gets tiring after awhile. I would have made the fire button, the gas, and pulling back on the joystick, the gear shift. I guess no one is perfect, but they made a real

good attempt and came up with an excellent game that is worth the effort in trying to find it. I only wish Epyx had the smarts to bring this game out, instead of a semi-loser like Dive Bomber since both games come from the same company.

I can only assume that U.S. Gold didn't let them have it, either that or they made one heck of a bad choice.

Road Runner

This game is truly unique and gives all the fun of a cartoon in an excellent arcade adaption by U.S. Gold. This is another European import that you will have to look for, but I believe Mindscape is bringing it out soon. The game is just plan fun.

You play the road runner and the villian is the coyote. You are constantly chased by the coyote and while he is doing that you must eat piles of birdseed along the way.

It starts out simple and gets harder and harder through about 6-8 levels of different action and then you repeat the sequences with added elements. The game probably the most true to the arcade game that I have played.

I have to be honest in that this is a cutesy type game that in the beginning might make you wonder why I liked it.

The things I found appealing

about this game is real simple. The animation is fabulous. Everything from fork, spoon, and napkin in Wiley's hands at the beggining, to boulders and trucks whizing by in true cartoon fashion. The game is fun to play also. The humor is quite unique and the different mazes and obstacles that get in the poor road runners way is a scream.

Some of the other things that make this game good is that you can see all you want of the game no matter how many times you die. There is a feature in it that lets you skip over what you played last game and start right where you left off, before the game ended. It also has nice scrolling graphics and sound. It is overall an enjoyable game to play.

The only warning that I will leave on this game is that it might not appeal to everyone. If you have a good sense of humor and like unique games then you should try this one out. If you are the kind of person that would rather be chasing the Roadrunner, then you might sit this one out. The coyote gets fried quite a few times, just like in the cartoon.



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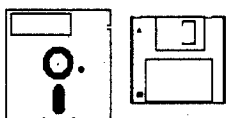
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BUM PAS REVIEWS

A.C.E.

SUPERCHARGER

Supercharger (Migraph) is a utility which permits you to convert paint, scanned, and "snap-shot" screens into standard GEM bit-images which can be placed into any EASY DRAW document. This utility vastly expands the usefulness of EASY DRAW as a DTP (desktop publishing) system. This program will convert all DEGAS (normal and compressed) resolutions, low resolution NeoChrome and high resolution Macpaint files. The program gives you 4 different ways to "map" (convert) a picture from the simplest "map to black" (best used for line drawings), to more complete mapping to achieve an almost "half-tone" effect. Of course, the more complete mapping requires more storage space for the converted file.

SUPERCHARGER also permits you to view and edit the converted image. Pixel dots may be added or erased. You can also "invert" an image to change the effect. This changes all the white dots to black, the black ones to white. Another function permits you to clip an image to save only a portion of the picture for later use. A snapshot desk accessory is provided for your use with the program. I've used the program now to produce leaflets and to put other pictures into text documents. It's great!

And very easy to use. You need to create a GEM file (use the snap shot accessory, or the drawing program conversion). Then, when you load EASY DRAW, you merely click the right button and select "Image". You then define a box on the screen and choose your graphic file from the file selector box which appears. Once it's an object in an Easy Draw document, you can manipulate it just like any other object you create. I'm converting a lot of my clip art files to GEM format for use in Easy Draw. If you want to use Easy Draw for desktop publishing applications, SUPERCHARGER is a "must have"!

SSI - ELECTRONIC ARTS DEAL!

SSI and Electronic Arts have entered into a marketing arrangement. EA will market SSI products and has bought into a minority ownership of SSI stock. The cash infusion from the stock purchase will let SSI produce more and better games. This will really be something, since the quality of most of SSI games is so high already.

8-BIT VIDEO GRAPHICS ENHANCER

For \$20, Electronic Arts offers GRAPHICS COMPANION II for the 8-bit Atari. This

advanced version of Graphics Companion is designed for use with VIDEO TITLE SHOP, the latest EA home video enhancement software. With a VCR, a video camera and an Atari 8-bit computer, any home video production can be enhanced, or specialized color video productions may be created. The package includes font styles, a wide selection of borders, and clip art graphics covering sports, outdoor events, business, school, holidays and general subjects. The package is developed by Datasoft and marketed by EA.

QUESTRON II

Questron II (\$40, SSI) is a graphic adventure game for the ST. The game is very reminiscent of the Ultima series of games. Your character walks (foot, horse, camel, boat, etc.) around the world fighting monsters, going into towns, castles, fortresses and dungeons. He finds objects, takes them to places, gains skills, attributes and equipment. He gets stronger and stronger until he can defeat the most fearsome beasts. And eventually he destroys the Evil Book of Magic and saves the world. The game has a better feel than other games of this type. The mouse interface is complete, intuitive and easy to use. There are very few keyboard operations necessary. The manual says the disk is not copy

protected, but I was not able to successfully make a copy. The protection scheme is to periodically ask questions which can be answered from information in the manual. The puzzles in this game aren't too difficult to figure out. But it's interesting to see how quickly you can develop your character. The stores will not present you with equipment to buy which cannot be used by a character at your level. So you'll never be in the position of paying a lot of money for something and then finding you can't use it yet. Most towns also have a casino. These are good places to get money without having to steal (in Ultima, one often has to steal to survive). You can steal here, too. The cathedrals are rich, but you'll have to fight a lot of guards. Castles and Fortresses and Tombs and Dungeons are places you must loot in order to proceed. The first Tomb you'll have to map. But the map room in the Redstone Castle will show you the two continents and the second Tomb. The Dungeons have a scroll which permits you to see your map on the right side of the screen. This is a fun game, and there are usually several ways to do something. For instance, hit points may be replaced by buying them from occasional wanderers in Lander; or buying them from a vendor in certain towns; or by eating Bread of Life; or by using the Wand

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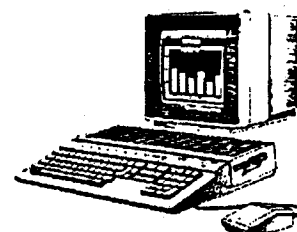
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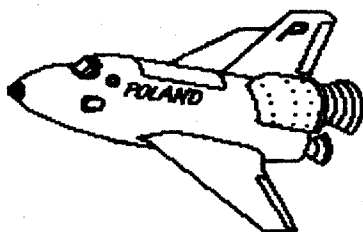
of Power. Be careful: Objects used can wear out! Have fun!

STELLAR CRUSADE

STELLAR CRUSADE (SSI, \$40) is a game ported to the ST from the IBM. It may be played solitaire (you are the Corporate League against the Holy People's Republic), or two-player. Each side begins with a set of star systems. The object is to conquer the galaxy of 21 or so star systems. To make this conquest, you must increase and rationalize your production. The components of this production are farms, mines, refineries and factories. To execute the conquest, you use the factories to produce combat and transport ships, ground forces (4 types), and additional farms, mines, refineries and factories. You may design your ships by adding weapons, shields, command capsules, scanners, and transport capacity. The two design constraints are hull capacity (which is determined by your technological level), and the design categories provided by the program. As you explore the galaxy, you discover some systems are better suited for certain types of economic activity. Some planets have lots of minerals, but not many organics for refineries. Some planets are uninhabitable, so will not support farms. However, you can place colonists on ANY planet. Habitability improves with time once colonists land, so any planet can become 100% inhabitable. This game has a lot of potential. However, I must say the potential is far from realized. The graphics are is ap-

pointing; there is really only one screen of graphics for the entire galaxy. The only dynamism in the graphics is the little dot you can see moving from system to system during your movement phase, and the little window which opens up when you do combat with an enemy at a star system. Game input is almost entirely by a custom-designed mouse interface. Exceptions including naming your ship classes. But if the mouse interface was designed to show how inferior a mouse interface is to a nice, clean IBM-type text interface, I don't believe it could have been done better. It is the worst mouse interface I've ever seen. A couple of examples: To move your task forces you must pull down a menu, select Move. Then you click on the TF to move. Then you click on the destination. Then you click on ok to confirm the move. Whew! Why not just click and drag the TF to a destination? And you must do that with every TF. Getting into move mode only lasts until you move a selected TF. You must re-initiate move mode for EACH TF you want to move. A second example is encountered everytime you want to load or run load transports. First of all, you cannot load and unload a given TF on the same menu. You can't even load more than one TF on the same menu. There are even two separate menus (each menu requires one or more mouse clicks to invoke) each for loading or unloading. One set is for "quick" (!) loads, the other set of menus allows you to cycle through each ship in the TF (including even ships which cannot load any cargo).

These two examples are only the worst examples I found. There are several other irritatingly involved menus. The whole interface seems either not very well thought out, or else, as I suggested, perhaps VERY well thought out.



Most of the menus have selection boxes which are only slightly larger than the mouse cursor, making it difficult to get the mouse cursor in the box. To compound the difficulty, many menus have columns of boxes butted up adjacent to each other top to bottom. This nifty little feature guarantees you are going to be clicking an unintended box a large part of the time, unless you proceed slowly and carefully. In spite of my problem with the interface in this game, I admit I played several of the 5 difficulty levels, including the highest ("Hideous"). At that high level, I had just about got my production going the way I wanted and had begun to successfully fight off enemy assaults on my systems. I was causing more enemy ship losses than I was taking, and was just about to capture an enemy stronghold after losing several assaults. Then the program stopped, telling me the game was over and I had lost.

Damn! A time limit! I didn't know that! After that, I didn't have the heart to invest the time in building up again in a new game to try to complete the conquest more quickly.

Kudos go to SSI again for not copy protecting the disk. You may play from a back up. You need to answer questions drawn from the documentation. The documentation is organized in a narrative manner, without numbered paragraphs. So it's a little difficult to find the answer to the questions which only refer you to one of the 9 sections of the manual. The documentation also omits to describe some important functions of the game. For instance, the way you install "kits" (farm, mine, refinery, factory) on a planet is to load them and unload them (going through all the menus), even when the kits are produced on the planet where you want to use them. The same thing goes for colonists. Quite often you want to add colonists produced on a planet to the general population on the same planet. You have to load them up and unload them. I guess you might say this is too obvious to document in a manual, but I played for quite awhile wondering how I could get these kits and colonists into action on the planet where I produced them. I finally decided to do it the same way I had to do it if I were to take them to a distant planet. So, my feelings about this game are mixed. I did have fun exploring the systems and building up economies and fighting the enemy. But the mouse interface is an impediment to play and the

graphics and documentation are not up to the standard we've come to expect from SSI. I recommend you buy this game only after you've seen it demonstrated and then decide you want to try it.

BUBBLE GHOST

Bubble Ghost (\$35, Accolade) is a novel adventure-arcade game for the ST. You are a ghost, and you cannot touch anything. Your breath, however, is powerful. You can blow fire out. You can blow objects. Most importantly, you can propel a bubble around the screen. Your task, should you accept it, is to carefully guide this bubble through many screens of sharp or hot (or both) hazards without popping the bubble. Of course, it will also pop if it only touches a flat wall or any other object except the ghost. The bubble is well-programmed and demonstrates a good simulation of inertia as it floats around the screen. The ghost must be quick. You'll have to maneuver around all sides of the bubble to keep it away from the many hazards. Your reward is always (it seems, as I never reached the end) another room full of even more difficult hazards. Even those who might not otherwise look at an arcade game might find this one an interesting challenge.

SPEED BUGGY

Data East brings a video arcade hit to the ST with this package. It's not truly a driving simulation in the sense of Test

Drive, but it is very enjoyable and exciting to play. My 4-year-old loves it and so do I. We play it together often. You control a "dune- buggy" type vehicle. The joystick accelerates and brakes and steers left and right. The button toggles between high and low gear. The performance of the vehicle is really irrelevant, though. The real action is in navigating one of the five courses available on the disk. Titled "Off road", "North", "East", "South" and "West", each course has 5 laps which are very difficult to complete. I've only completed the "Offroad" course (the easiest!). You face four categories of obstacles: One type wrecks your vehicle (actually, the buggy only tumbles head over tires for a very good graphic effect most of the time - if you really smash head-on into a wall, you become a fireball!).



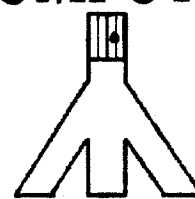
The dangerous obstacles include boulders, walls, fences, barrels, water, trees, utility poles, etc. A second category of obstacle only serves to slow you down: running off the track, oil (? or some kind of) slick, cactus and bushes in the way. A third category of obstacle helps you avoid (!) other obstacles: logs and small rocks in your way are sometimes essential for navigating through more serious

obstacles. Practice with these obstacles whenever you can! Hit a log, and your buggy flies through the air and over other obstacles you don't want to hit. The faster you're going, the farther you fly. Hit a small rock in the road and all of a sudden your buggy is on two wheels and you can slip through gaps between obstacles you never could manage on all fours. Banked walls permit you to out-flank seemingly impassable blocks. The fourth category of obstacle consists of flags and banner gates. Most of these are worth points which build up your score. Some are "time-gates" which add seconds to the time available for you to complete the next lap. I think everyone can have a lot of fun with this game.

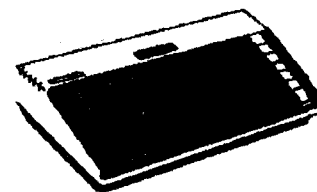
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SpartaDOS TUTORIAL - Part 1

Written by: Mister <Z> Himself
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 512-662-9765 (Modem)
 (Any Time or Baud)

Commands Covered in Part #1

DIR, DIRS, CAR, BASIC
 ON/OFF, * * * * *
 AINIT, XINIT, * * * and CHKDSK

Throughout this tutorial I will be making reference to many companies. All of these companies have their own respective Trademarks and Copyrights, and total respect, of course, has been rendered to all these fine organizations.

Permission is granted to reprint or electronically transmit this tutorial as long as ALL of the text is retained in its original condition. If you reprint this tutorial in a newsletter, please send a copy of the newsletter to Network: Atari at the address printed at the end of the Tutorial. If you see a need for ANY changes to the text, you can contact Chuck Leazott at either of the numbers listed above. Please allow me first opportunity to make changes as necessary. This tutorial is centered on learning to operate, on an actively functional basis, the SpartaDOS Construction Set (SDCS). I will attempt to relate the operational capabilities of this Disk Operating System (DOS), created for use on all of the Atari 8-Bit machines. Opinions expressed within this data base are my own, and may not accurately reflect the full potential of either the SDCS, produced by ICD, Inc., in Illinois, or all of the Atari computers produced by Atari Corp., in California. In order to understand most of the information written herein, you MUST have a copy of the SDCS and be able to refer to the extensive manual that comes with it. I'll be referring to many pages within this manual as the tutorial proceeds. Therefore, if you haven't already purchased this far superior DOS, please do so before you continue with the tutorial. If you don't, you WILL miss out on many important facts. The SDCS was built specifically with the Atari 8-Bit computer in mind. It's chock full of some of the most creative programs available, and easy to use (after you read the manual). At this point, I must assume you are familiar with Atari DOS (any version), and also familiar, at least a little, with your computer. If you have any technical questions about either of these things, an excellent source of help is from a local User Group. They are designed (or at least should be) to help the beginner learn the ropes of their new computers. Please support your local User Group. Basically, a DOS is used to help your computer communicate with your disk drive. This includes any drive made for the Atari system. There are many Atari-oriented companies that make disk drives. Any of these will do, but SpartaDOS itself may not work on all drives. The SDCS was designed as a tool for creating your own working environment on a personalized level. Since everyone has a different purpose for using the SDCS, you are able

to create and use a specialized variety of one or more programs found on either of the two master disks that come with the it. When you open up the package, you'll find 3 things:

<1> The SDCS Manual (Over 160 pages of indepth information for both the beginner and the most experienced person).

<2> A Black-Labeled Disk

<3> A Grape-Labeled Disk.

Both of the disks are MASTER disks, and are formatted in single density (I'll explain densities later). The disk with the BLACK LABEL has the latest version of SpartaDOS (currently 2.3x and/or 3.2d), along with all the associated files that work under this version. This disk is to be used on any XL/ XE Atari computer. If you try to use this disk on any other computer, an error message will appear on your TV/ Monitor screen. The disk with the GRAPE LABEL has version 1.x, and is used on the Atari 400/ 800 computers. On the back of this disk is a demo of LOGOMENU. SYS, and I'll show you how to do this when we get to it. At this time, the manual goes into lengthy detail on how to make a duplicate MASTER DISK. Please follow those instructions, and you'll have a backup that you can safely use. ALWAYS use the backup when working with SpartaDOS (or ANY disk that you have), and store the ORIGINAL MASTER away in a safe place. Nothing will hurt you more than making a mistake on the MASTER disk, and losing all of the files on it. If this happens, you'll be drifting down the well-known creek without a paddle. I have a paddle, but sorry...I don't loan paddles out to drifters. The first thing you'll notice upon booting this disk is the fact that there is NO MENU!!! This is because you are now using an advanced system, and it is called a COMMAND Processor DOS. Simply put, you type in a command using the correct format (SYNTAX), and SpartaDOS processes it as you typed it. If it's a legal command it'll work, if not, it won't. How easy can this be? SYNTAX is a word that you should really understand when typing in commands. The dictionary defines SYNTAX as: "The way in which words are put together to form phrases and sentences. Grammar." Each command that you use is used in a special format, or SYNTAX, depending upon what you want the command to do. The manual shows you many examples of each command, and what will happen when the correct SYNTAX is typed in. Basically, every command has a SYNTAX. Follow the SYNTAX, or something will happen that you didn't plan on. This, is sometimes destructive not only to your files on the disk, but also to your sanity. CHECK THE SYNTAX!!! Ok, taking the place of the old Atari DOS menu, is a simple "D1:" prompt on the left side of the screen like you see below. (NOTE: From this point on, I will put all the examples that I use between -'s to clarify what you should see.

--- D1: ---

SpartaDOS will "default" to D1: whenever you boot the DOS disk. Once DOS is booted, you can change the D1: prompt to any other drive number from D1: to D8:. To do that, you simply type the drive number that you

want, in the following format:

----- D1:Dn:<CR> -----

"n" Equals any number between 1 and 8. "<CR>" means to hit RETURN. The result (if we typed in "D4:"), would look like this:

--- D4: ---

From this point on, any command that you give will be done using drive #4 as the default drive. Please change this to any active drive number that you are currently using. You can change it at any time. One of the first things you'll want to do is to see what's on the disk, but THERE'S NO MENU!! Remember, this DOS is a COMMAND Processor DOS. Therefore, you have to give it a COMMAND for it to function properly. Let's look at some of those commands, starting with one that will allow you to get a directory listing of the disk contents. Again, we are looking at commands that are the most common, and we'll work up to the more complex ones as we progress through this tutorial. This makes learning easier, and retention better. While sitting at the Dn: prompt, type in "DIRS" and then <CR> like this:

----- D1:DIRS<CR> -----

You can think of DIRS as a "DIRectory of Sectors". The COMMAND "DIRS" will actually give you an ATARI DOS 2.x-type directory listing that looks like:

```
MYFILE.BAS 020
ESTFILE.COM 012
YOURFILE.TXT 101
HISFILE.LST 224 (etc...)
nnn FREE SECTORS -----
```

Does this look familiar to you? It should if you have used Atari DOS. It shows the File-name, Extender, and the Size of the file, in Single Density sectors. The "nnn", of course, is the number of actual free sectors on your drive. The "..." shows all files that are Write-Protected, and we'll cover that in another section of the tutorial. You will notice, if you do a DIRS on the backup MASTER, you will NOT find a program called "DIRS" anywhere on the disk. This is because some SDCS commands are "internal" or "built-in" to the DOS. DIRS happens to be one of them. There are many more, which are documented in the manual. Now, let's try something different. This time, type in "DIR" at the D1: prompt. What in the world is all this data we're seeing??? Here's what you might see (using the same example filenames shown above):

Volume: MASTER Directory: MAIN

```
MYFILE BAS 5120 2-12-85 6:38p
TESTFILE COM 3072 3-10-85 11:22a
YOURFILE TXT 25856 4-11-85 2:06p
HISFILE LST 57344 2-24-85 6:16p
(etc...)
nnn FREE SECTORS -----
```

What you are seeing here, is the new SpartaDOS directory listing!! A quick note at this point before I continue. You can also do a directory via the DIR or DIRS commands like:

D1:DIR(s) Dn:<CR>

This syntax, of course, gives you a directory on any active drive # that you currently have on-line. Notice, when you do a DIRS, that instead of showing you file sizes in SECTORS, you now have a more accurate listing showing

the number of BYTES (one byte = one character) in the file!! Something that is not discussed very often is the difference between Single, Dual/ Enhanced, and Double Density, and what makes them different. Without going into great detail, the main difference depends on numerous things all combined together. Single Density (SD) can store 90K of data on one Floppy disk. Dual/ Enhanced Density (ED) are one and the same, and will store about 130K on your floppy. Double Density (DD) then, will store 180K of data on an Atari floppy disk. However, Atari does not have a true DD DOS. SpartaDOS does, and this, basically, is the way it works. Atari DOS's are designed to format disks with Single Density, 128-Byte Sectors (Each sector is 128 bytes long). SpartaDOS, however, will not only format a few more sectors on the same kind of disk, but they are 256-Byte Sectors. Twice as many bytes!! See? DOUBLE DENSITY!! Ok, let's get back to the issue at hand. To the right of the file size, in the last example, you will see another nifty addition. This is the time/date stamp of each and every file you save on the disk. Simply put, you set the time/date when you boot up the SDCS, or use the R-Time8 cartridge by ICD (show ya how later), and every file saved after that point will be saved with the current time/date!! This is great when you have to see which version of your file is the latest one! You can't do that with Atari DOS (any version). This is just one of the benefits of using SpartaDOS, and it's associated files. At the top of the screen, you'll notice that SpartaDOS also lists a VOLUME NAME and a DIRECTORY NAME. First, when you format a new disk (Like you did when you made your backup ...you DID make a backup right?), SpartaDOS asks you what VOLUME NAME you would like. This is similar to putting a label on your diskette, but does NOT replace the label! This helps you keep track of all your files. For example, for disks with games on them, you can use Volume names like: Games1, Games2, etc...and you are not limited to just the standard ASCII characters. You can use "ANY" legal Atari character in a Volume name ...even inverse video! The maximum name length is 8 characters, just like a standard Atari filename without the extender. Next comes the Directory name. Where did that thing come from!?!? Well, SpartaDOS does this for you. Every disk you format will be stamped with the MAIN directory. But, what is a directory? That is covered in another part of this tutorial. Let's do things one at a time. Using SpartaDOS, you are also able to create a "SUBDIRECTORY". We'll talk about that later too, but for now, let's just say that the MAIN directory is where you always start, and all subdirectories fall UNDER the main directory. So, now you know how to get two different directory listings on your TV/ Monitor screen. This may sound rather silly, but practice these COMMANDS a few times (DIRS and DIR), so that they become very familiar to you. These are the most often used SpartaDOS commands. Do

a directory (DIR) on the back side of the "grape" disk now. See anything different? You bet! There's a stranger on that disk! You'll see something that looks like:

Volume: GAMES
Directory: MAIN

```
DIR_1      <DIR> 1-01-84 4:33P
DIR_2      <DIR> 1-01-84 4:33P
AUTORUN.SYS 2291 8-26-85 9:00A
40 FREE SECTORS
```

The "<DIR>" in the above listing says that this line entry is a SUBDIRECTORY. Just for grins, let's type in the following line, and I'll explain what the ">" means when we discuss SUBDIRECTORIES in Part #2 of the SpartaDOS Tutorial:

D1:DIR DIR_1>

This gives you a listing of files that have been stored UNDER the MAIN Directory and WITHIN the DIR_1> Sub-Directory! Notice the new Directory name at the top of the screen?

Volume: GAMES Directory:
DIR_1

```
MYRAPEDE.COM 13332 1-01-84 3:59P
MONEY.COM 2937 4-19-84 9:07P
FIREBUG.COM 4872 1-01-84 3:59P
RACE.COM 4107 1-01-84 3:59P
ANDROTON.COM 10485 1-01-84 3:59P
POPCORN.COM 3567 1-01-84 3:59P
FILLERUP.COM 3266 1-01-84 3:59P
40 FREE SECTORS
```

That new Directory name matches the name in the MAIN Directory for that SubDirectory? Nice, huh? While I'm on the subject, have you noticed any-

thing else different in that Directory name? It's the "_" character. Under SpartaDOS, you can now use the UNDERSCORE as a legal filename character. Just another benefit with SpartaDOS. SubDirectories are one of the best ways to keep your files organized. Store all your matching files within its own separate SubDirectory!! I'll show you how to do that in Part #2. There is also one other DIR-type command under SpartaDOS, and it is used very little, but does wonders for you when you are lost in the bowels of your SubDirectories. It is called the "?DIR" command, and using it will allow you to find the current pathname (there's another word that you will have to familiarize yourself with) to where you are. It'll be better to discuss this when we talk about SubDirectories in Part #2. As you can probably tell, there is a lot to learn about SpartaDOS Directories and SubDirectories. At this time, we should discuss the use of something called "WILDCARDS". It's a real good idea to use wildcards as often as possible since it will save you a lot of time and typing, but *BEWARE*!! If you use the wrong wildcard, or use them without thinking about what, exactly, you are doing, you could very possibly destroy the contents of an ENTIRE DISK!! Use some thought while using wildcards. There are two different types of wildcards. They are the asterisk (*) and the question mark (?). Let's start with the question mark, and I'll keep all explanations as simple as possible. The "?" wildcard replaces a SINGLE

character. For example, if you are searching through your disks for a specific file, you can replace any character in a filename (or extender), with the "?". Let's say you are looking for a file called GAME1.BAS on a disk. You could type the following command line syntax:

D1:DIR GAME?.BAS

Which of the following files will that command syntax find?:

```
<1> GAME1.OBJ
<2> GAME1.BAS
<3> GAMER.BAS
<4> GAME10.BAS
<5> GAME2.BAS
```

Answers: 2, 3, AND 5

It won't find #1 since it has a different extender (.OBJ). It won't find #4 since there are too many characters in the filename. Now let's say you are looking for all files that begin with "GAM" and end with any extender. You would now use the "*" wildcard, and an example is shown below:

D1:DIR GAM*.*

Which of the following files will that command syntax find?:

```
<1> GAME1.OBJ
<2> GAME1.BAS
<3> GAME1.TXT
<4> GAMING.001
<5> GAMEDISK.DAT
```

Answer: All Files!

All those files would be found. I mentioned that if you are not careful, you could cause drastic results. Think about this syntax:

D1:ERASE *.*

Don't laugh...I've done this. I had "thought" that I was deleting all the files off of the floppy disk, but I had neglected to check what my default drive was, and actually erased the entire contents of one Hard Drive partition. 15 Megabytes! So, be VERY careful when using wildcards in your command syntax. Now then...let's get on to another command. This time we'll look at "CAR". This one is easy. Remember Atari DOS option "B"? It was the one that sent you to BASIC. This is known as the CARtridge area. If you have a cartridge plugged into the computer, option "B" on Atari DOS 2.x would take you to it. With SpartaDOS, you simply type CAR. It's that easy. To get back to the DOS menu; or in our case the D1: prompt, you type DOS. CAR is another internal SpartaDOS command. Here's a problem you might have faced while using Atari DOS. Let's say, while booting up your DOS you held down the option key. This tells the computer that you do NOT want the built-in BASIC, but would rather go directly to the menu. It's happy to oblige, and does this nicely. But, what if, at a later period, you needed that BASIC area? Right...you have to reboot the system. This alone causes excessive wear on the power supply and disk drive. SpartaDOS, on the other hand, has another internal command set called "BASIC". Under SpartaDOS, simply type "BASIC ON" or "BASIC OFF" at the D1: Command prompt, and you will get the same result without reboot-

ing the entire system! This command installs or removes the internal BASIC on the XL/XE computers. It is NOT a functional command on the SpartaDOS 1.x version, only the 2.x, 3.x, and future versions. Beware of this command. If you have a BASIC file in the computers memory, and you go to DOS and say BASIC OFF, you WILL lose the BASIC program, so save it to disk first! Ok. Now let's look briefly at the four (4) FORMAT commands in SpartaDOS. I intentionally left these commands out at the beginning of the tutorial so that you could read about them indepth from the manual. I'll just clarify a few minor points, and then go on to the next command. The four FORMAT commands are:

```
<1> FORMAT (External)
<2> INIT (External)
<3> AINIT * (Internal)
<4> XINIT (External)
```

These are all EXTERNAL files found on the master disks except AINIT, which is internal. Let's look at that one first. SYNTAX = D1:AINIT AINIT is a SpartaDOS command used to initialize a floppy disk in the Atari DOS 2.0S format. It will ask you only one question. The question is "ARE YOU SURE?". If you are, type "Y", and the format procedure begins without further prompting. For you Hard Disk and RAMdisk users out there in Atari-Land, DO NOT USE THIS COMMAND TO FORMAT THE HARD/RAM DISKS! I did. Again, I acted before I looked, and forgot to change the Dn: prompt to the drive I wanted to format. In one instance, I was using my 30MEG Hard Drive, and the other time, the 1MEG MIO RAMdisk. I wanted to format the floppy. *SIGH*. I inserted a blank floppy into D2: and below is what was on the screen when I typed "Y" after the "Are You Sure?" prompt:

D1:AINIT

Can you see the problem? Right! I was still on D1:!! Now, SpartaDOS did as I COMMANDED it to do, and began to format D1:. In less than the time it takes to type "OOPS", I had formatted my 30MEG Hard Drive (and at a later time, the RAMdisk)! Can you guess what I got when I did a directory of the Drives? Right again! 707 FREE (SD) SECTORS!! (A 30MEG Hard Drive will normally produce over 51,000 FREE DD sectors, and the 1MEG gives about 4095.) A lesson learned. Painful, but probably necessary, and once I had my heart restarted, I found that I had lost ALL the data (About 2 months work), and had to begin again. Deep sorrow and many tears. FORMAT and INIT are basically the same program. FORMAT is a stripped down version of INIT. SYNTAX = Dn:FORMAT or Dn:INIT The manual goes into great detail on the INIT command, so I'll leave the reading to you. I couldn't explain it better. The FORMAT command does the same thing as INIT, but defaults to the .DOS file that it finds on the disk you booted with. Everything else is basically the same as INIT. Both of these files will only format 1.x SpartaDOS diskettes. To initia-

lize a version 2.x or 3.x diskette (FLOPPY ONLY), you would have to use XINIT. This is a very nice format routine with many selections to choose from in the process. I would suggest using XINIT to format all SpartaDOS Floppy disks with the latest version of the DOS. SYNTAX = Dn:XINIT Once you type XINIT, the XINIT menu selections are shown on your monitor as follows below: Note: Any version of SpartaDOS that you have will show up on this menu if it ends with an extender of ".DOS"

Select SpartaDOS Version:

```
1) X23D
2) X23E
3) X32D N)
No DOS-
Choice ?
```

Choose the version of SpartaDOS that you want written to your new disk, or select -No DOS- if you want the disk formatted but not to have DOS written to the diskette. Once you have made your choice, you will see:

Drive To Format ?

Select the drive number, 1 through 8, that your blank Floppy disk is in. Once selected, you will see:

Select Number Of Tracks:

```
1) 40 Trks/ss 5) 40 Trks/ds
2) 77 Trks/ss 6) 77 Trks/ds
3) 80 Trks/ss 7) 80 Trks/ds
4) 35 Trks/ss 8) 35 Trks/ds
```

Making your choice on this menu

may be confusing to some. Just remember, YOU CAN'T FOOL THE SYSTEM. If you are using a 1050 drive or most other standard Atari-type drives, you would select option #1 in the above menu. Options 1-4 are for single-sided drives, and options 5-8 are for double-sided drives. Any other choice may format your disk, but will NOT give true results as you may have thought. Once this choice has been made, the next selection is:

Select Density:

```
1) Single Density
2) Double Density
3)1050 DoubleDensity (Enhanced)
```

After you select what you need, you will see:

Volume Name ?

At this time, choose any 8 character name that you want to call your disk, and you may use "ANY" Atari character in this Volume name. Then you will be prompted to make the decision:

UltraSpeed Sector Skew?

You may use Ultra Speed Sector Skew option ONLY if you have installed the ICD US Doubler Chips. Otherwise type "N"o. There is one final thing:

Insert Diskette to Format, Press <Return> when ready.

...and that's it... That's all there is to format a disk with all your own specialized needs. Now let's check that newly formatted diskette to see exactly what you

have created. To do this, you'll need to know another SpartaDOS command... "CHKDSK". SYNTAX= Dn:CHKDSK (You may do a CHKDSK on another drive in your system by typing this command in the format of "D1:CHKDSK Dn:". This is approximately what you will see if you do a CHKDSK command on the Black-Labeled MASTER disk:

Volume: V3.2d E4 54
Bytes/Sector: 128
Total Bytes: 92160
Bytes Free: 7424
Write Lock: OFF

Very simply, Volume is the Volume name that ICD typed in when formatting the original MASTER diskette. You will see your own Volume name here if you do a CHKDSK on your own disks. The 2 sets of numbers to the right of the Volume Name are random numbers that SpartaDOS placed there. This is done to prevent confusion within SpartaDOS during "copy" functions, for one. The manual explains these perfectly. Bytes/Sector will immediately tell you what density this diskette has been formatted in. What density is 128 Bytes/Sector? Right...Single density. To prove this, look at the Total Bytes line. It shows you that this diskette, when formatted, had 92160 total bytes available. But, ICD has put many files on this disk, so now this reading shows that we only have 7424 bytes left on the disk to store more data. We also see that the disk is NOT Write-Locked (it's OFF). SpartaDOS has a nice disk protection scheme, and I'll go over that in a future part of the tutorial. So...that means that this is the end of Part #1 of the SpartaDOS Tutorial. I hope I didn't confuse you too much, but the manual should be able to clear things up. It's an excellent manual. Stay tuned for more simple SpartaDOS explanations in Part #2, brought to you by Mister <Z> Hissself.

Network: Atari
5831 Sun Bay
San Antonio, Tx.
78244Fin - Part #1

COMPUTER GIANT TO ENTER BATTLE AGAINST VIRUS

reprinted from MileHigh Aug88

July 25, 1988 Los Angeles, CA.

Hardware/Software heavy weight Pewlett-Hackard today announced they were entering the fray against "computer viral infections" by introducing a "safe" storage media.

The "Troyans" line of both 3 1/2 and 5 1/4 inch diskettes will feature envelopes made of surgical quality latex. The flat envelopes are reportedly so sensitive that there is no need to remove them before insertion into the drive. These micro-thin 100% tested sleeves are touted to be the best method of preventing the spread of the virus, short of abstention from computing altogether. Both dry and lubricated sleeves will be available for the user's existing disk libraries as well.

Company spokesman Les-

ter Douglas stated, "The buzzword for the balance of 1988 will be 'Safe Computing'.

The 1970's and early 80's were a era of 'Free Computing', but the introduction of the virus has ended that. Sure, there used to be a few bugs around and a glitch every now and then, but nothing that professional help couldn't cure. But the virus recently had shaken computing right to its foundations. We at Pewlett believe that 'sleeves' are the only sane means to prevent its spread. If every user were to enclose their disk in one everytime they 'booted' we could get this thing licked."

NEW TOS ROMS ON THE WAY

A new version of TOS ROMs for ST/Mega computers was sent out to Atari beta testers in early-to-mid June 1988. Also included were beta versions of the new Hard Disk utilities and a disk "cache" program.

These TOS ROMs should be available this fall. (Also, the Blitter is expected to be available at that time, too). The ROM changes are significant and will be worth the upgrade price of \$50.00.

A summary of the major improvements to TOS follows:

- Floppy formatting is "more compatible" with IBM-PC format.- A file may be moved (i.e. copy/ delete) in one operation.-

File Copy/ Delete/Move can be interrupted with "undo".- GEM programs can be autobooted from disk.- If a name conflict occurs during a file copy, Copy/Skip/Quit are allowed.- A folder may be renamed via "Show Info".- The static file allocation limit of 400 is removed; limited now by free memory.- "Show/Print File" are completely rewritten.- File copying on a single floppy system uses all available memory for buffers.- "wind_update(FALSE)" is set when recovering from an application crash.- All date separators are now "/"- File Selector has had major rework:

16 drive buttons.

Application can send a "title" string to FSEL.

FSEL now takes first <RETURN> on pathname edit as end-of-edit.

FSEL remembers where it was in a file list.

Static file allocation of 100 files is removed.

Long pathnames and "ABORT/ CONTINUE" now handled correctly.

Preserves current DTA buffer addresses, clip rectangles and default directories.

New bindings available.

"appl_init" returns version 0130 in global(0).

Editable fields may now be

followed by non-editable characters in dialog boxes.

"wind_get()" with field parameter WF_SCREEN returns address/ length of AES menu/alert buffer.- "Ptsin" (VDI) allows 512 vertices (true since 4/22/87).- "vqt_extent": Pixel errors on some 270 degree rotations are fixed.- "vq_mouse" reliability enhanced.- 40-folder bug alleviated to the point of improbability. A folder only takes up space when "active". Limited now by depth of folders and the accumulated depth of open files. FOLDR still available.- "Malloc" restriction of 20 blocks/process lifted.- FAT searching code for floppy and hard-disk is MUCH faster.- Sector buffering greatly improved, and "CACHE" allows expansion.- "Frename" can now rename a folder.- Archive bit (0x20) fully supported.- Time stamps for "." and ".." are now correct.- "Fsettime/Fsetdate" match BIOS and GEMDOS values.- "Fdatetime" input value byteswap fixed.- Major improvements to "Ccon*" and redirection in general.- OS Pool reduced to same size as 11/20/85 ROMs (pre Mega).

This may allow some programs which fail on Mega ROMs to work again.- Soft Reset available from Keyboard if using standard keyboard handler:

Soft reset by CTRL/ALT /DEL.

Cold Boot clears all available memory (CTRL/ALT/right SHFT/DEL).- "Rsconf (-2,-1

,-1,-1,-1,-1)" returns last baud rate value set by Rsconf.- Structure of the reserved part of DTA has changed, and remain reserved.-

Improvements made to detection of media change.

The above is a subset of the enhancements made. There are many more.



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	Turbo ST.....\$ 35	IB Drive.....\$199
September Specials	Universal Item II...\$ 15	MFD 720 Drive.....\$195
Dark Castle.....\$ 21	Word Perfect.....\$139	(Diverse Data DS/DD)
Gunship.....\$ 30	Word Writer ST.....\$ 51	Supra 20MB.....\$545
OIDs.....\$ 21	Word Up.....\$ 51	Supra 30MB.....\$645
Slaygon.....\$ 21		Supra 2400.....\$139

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Bylaw Search

8/21/88
Bill Pike

First my very great thanks to board members Perry Bailey and Teri Williams without whose help, searching all the newsletters, this task could never have been completed.

Second a little explanation to the club members. A situation came up at a board meeting that brought up a investigation of the bylaws of the club. The secretary's records proved to be unhelpful. The above mentioned board members were asked by myself to search the back issues of the newsletter as any amendments to the bylaws of the club are supposed to be printed there. Anything stated to be a bylaw is so identified. Anything that is stated as a proposed bylaw is so identified also if there is a record of the vote by the members and the results of that vote. Anything that is board policy is noted and so identified. Here are the results of that search.

The only full set of bylaws on record in both the club files and the newsletter were printed in the November 1983 issue of the newsletter.

Dec. '83 pg. 2 BYLAW:

(no record of membership vote) The bylaws state that there shall be a three month expenses reserve fund in savings. When this was established and done, newsletter expenses and club expenses were approximately \$200 per month. With our growth in membership, 440 newsletters are printed monthly (50 extra) and average monthly expenses are \$450.00. This will be rectified by the incoming board, after receipt of membership renewals.

Feb. '84 pg. 2 INFORMATION

Our bylaws state that we must have a three month fund to cover regular expenses. The newsletter is our biggest obligation. With membership increasing (400 on mailing list), the old reserve fund was not adequate. Therefore, a portion of our membership fund has been transferred from our checking to our savings account.

March '84 pg. 1 INFORMATION:

Our non-profit organization by the State of Oregon. Lloyd's wife Sandra has applied for a IRS tax ID number under the non-profit designation.

July '84 pg.2 BYLAW:

(no record of membership vote) A motion was made, seconded, and passed to the effect that board members be allowed to have and borrow programs from its library for their own use. This resolution shall be included in the club bylaws.

Oct. '84 pg. 3 POLICY:

Policy for providing board members with club disks was discussed further. Due to difficulty in several members having access to disks at once, it was made policy that each board

member be given one copy of each new club disk. Should a board member wish to have back copies of disks, he or she must duplicate them his or herself.

Jan. '85 pg. 3 BYLAW

(no record of membership vote) this amendment to our bylaws shall state that any board member who misses three consecutive meetings of either nature (board or general) without prior notification of the President shall be expelled from the board. Furthermore, shall a board member miss any five meetings during the year without notification of the President, he or she shall likewise be dismissed from the board. A replacement shall be appointed. The dismissed member shall have to be voted back in.

July '85 pg. 3 PROPOSED BYLAW:

(no record of vote or membership vote) The board is proposing an amendment to the bylaws stating that anybody selling at the PAC General Meeting must be a member of PAC.

May '86 pg.4 POLICY:

A motion was passed that all purchases by the club over \$100 be done on a bid process with the board choosing the best deal among the bids. The rules for bidding will be decided by a special committee.

June '86 pg.3 POLICY:

A motion was passed that all purchases by the club over \$100 be done on a bid process with the board choosing the best deal among the bids. The rules for bidding have been defined by a special committee and contain the following: For amounts below \$100, the source will be at the buyer's discretion. For amounts from \$100 to \$500, the source will be determined on an informal bid basis- a Board Member will research prices by phone from a purchase list of participating dealers. For amounts over \$500 dealers on the purchase list shall be notified by letter and given a specified deadline for bids. All bidders will be notified of the club's decision.

Aug. '88 pg. 3 POLICY:

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.

POLICY:

A motion was passed to confirm that ANY club member may make a motion to the board.

Sept. '88 (page unknown) BYLAW

(vote of membership recorded as unanimous affirmative at general meeting of August 1, 1988): The bylaws of the Portland Atari Club shall only be amended by a 3/4 affirmative of the General Membership during the Business portion of a regular General Meeting of the Portland Atari Club.

This is the most complete set of information that we have

been able to compile. If anyone has further information, and can substantiate their information either by displaying the newsletter in which it is documented or valid, approved, board or general meeting minutes will they please come forward. Anyhow again thanks to those whose efforts have resulted in this report.

Bill Pike (pres.)

Bylaw Update

8/21/88

I am unsure as to how to resolve a apparent conflict between the amendments to the bylaws published under the title "Bylaw Search" and Article 2 Section 3 of the bylaws regarding Rights of Members in the original Bylaws, specifically the portion that says, "Cast one vote on any proposed amendment to the bylaws". As there are NO records found in any newsletter available and NO records in the MINUTES of either the BOARD or GENERAL MEETING of any VOTE by the General Membership on ANY amendment except that of the General Meeting of August 1988.

As you can see by a examination of the 1983 bylaws and the (Amendments?) that they do not reflect the current operations of the club. I will propose amendments at the Sept. General meeting to bring the operations of the club up-to-date and in agreement with the bylaws.

Proposed changes follow:
(changes are underlined)

Article 3 section 3:

Rights of Membership, shall be amended to read. Receive one copy of each issue of the newsletter. (One copy per family or business membership)

Article 4 section 2:

The Makeup of the Board, shall be amended to read.

President, Vice-President, 8-bit Program Director, ST Program Director, Secretary, Treasurer, Membership Secretary, 8-bit Disk Librarian, ST Disk Librarian, Special Projects Director, Special Interest Group Coordinator, Newsletter Editor, BBS Director, Sergeant-at-Arms, Advisor

Article 4 Section 3:

The Presidents duties shall: (referring to the line that reads) Lead the business part of the monthly General Membership meeting and the monthly Board of Directors Meeting. (change this line to read) Preside at the business part of the monthly General Membership Meeting and Board of Directors Meeting/s.

Article 4 Section 6:

Program Director Duties shall be amended to read. The 8-bit and ST Program Directors shall: (no change to the rest of this section.)

Article 4 Section 9:

Disk and Casseette Libra-

rian duties shall be amended to read. The 8-bit and ST Disk Librarians shall: (no change to the rest of this section.)

Article 4 Section 13:

The BBS Director shall: Act as coordinator between the BBS Operators and between The BBS operators and the Board. Insure the smooth operation of the BBS's and correct problems in this regard. Be elected annually by a vote of the General Membership.

Article 4 Section 14:

The Sergeant-at-Arms shall: Maintain order at the General and Board Meetings. Shall have other duties at the direction of the President and the Board. Be elected annually by a vote of the General Membership.

TO SWITCH OR NOT TO SWITCH

(That is the question)

By John Zielke, S*P*A*C*E

If you recently purchased a television set you may have noticed that they all are ready to be hooked up to coaxial cable via your local cable company, but if you are like a great many, once the computer is plugged into that TV set it never see's the 6 o'clock news or anything else for that matter.

I walked into Radio Shack a couple of weeks ago looking for a TV-Video Game/Computer Switch (no. 15-1269) and I did find it for \$3.99. A price even though it's not that much, is too pricey for me... for what it does. So I continued to look through the store... And remembered that a friend had told me that it was possible to take the computer's RF cable plug, strip it and run the wires straight to the TV's coaxial plug, remembering this, I found a Video/RF Adapter (No. 278-255A) which is now exchanged for the switch box at a much reduced price... only \$1.19 (and I've seen them as low \$0.95). For the novice in hardware hacking nothing could be simpler. The screen does seem to be a little clearer than if thru the switch box, but this will mainly depend on the age of your TV set.

ANSWERS: SIFI

HOLOGRAM
Y STARWARS P
P E Z T A A H
E XRAY WARPDRIVE RAY
R T P R E S
S R TIME ROCKET
P A L R R
ANTIMATTER R
C E S K PHOTON
E R ESP D B
R R B ANDROID L
E L L T U A
SPACESTATION N Z
T R P C E E A
KIRK Y O K NULL S R
I S C H S C U
KHAN T K O W BONES
L A L H T
L NEUTRONSTAR
FUEL Y

SEPTEMBER, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5 LABOR DAY	6 GENERAL MEETING	7	8	9 	10
11 	12	13 8-BIT EXPLORERS SIG 7pm Fulton Community Center	14	15 EASTSIDE ST SIG 7 pm Call Teri For Info Afternoon or Eve. 771-7337	16	17
18	19	20 PAC BOARD MEETING 7 pm For location, call Bill Pike 646-4471	21	22 WESTSIDE ST SIG Call Bill Pike for info 646-4471	23	24
25	26 3 GENERAL MEETING	27 8-BIT EXPLORERS SIG 7 pm Fulton Community Center	28	29	30	

ACROSS CLUES

- 1. THREE DIMENSIONAL IMAGE
- 2. Epic Space Adventure
- 8. Superman's vision
- 9. Enterprise's main means of propulsion.
- 10. beam
- 11. waits for no man.
- 12. R is for "Bradbury"
- 14. Negative matter. Powers the Enterprise.
- 16. torpedoes. Star Trek
- 18. Psionics
- 20. Human shaped robot.
- 23. Habitat in space.
- 26. Captain of the Enterprise.
- 27. space. Avoids the speed of light barrier.

DOWN CLUES

- 1. Outside of normal space.
- 2. Epic television and film adventure.
- 3. ... and Peace. Classic novel.
- 4. Evil spirit in the "The chronicles of Thomas Covenant, the Unbeliever"
- 5. Star Trek Weapon.
- 6. E.T.
- 7. You ... with a raygun.
- 13. Light Amplification by Stimulated Emission of Radiation.
- 15. Robby was a Forbidden Planet.
- 17. Strange
- 19. Singularity in space-time.

FI

