

PORTLAND ATARI CLUB COMPUTER NEWS

OCTOBER, 1988

PORTLAND, OREGON

A USER GROUP NEWSLETTER TYPESET ENTIRELY ON THE ST COMPUTER

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION
1500

UNIVERSAL ITEM SELECTOR II

PERRY BAILEY, P.A.C.

Hi there, its been awhile since I stopped to write a review. But, I found something that I felt was really worth reviewing, its called the Universal Item Selector II, which I will refer to as UISII for convenience (also to avoid typing out Universal Item Selector II).

To begin with, just what is the purpose of UISII, and what convinced me that I should lay out \$20.00 of my hard earned (though easily spent) money?

The Universal Item Selector II, is frankly the most used utility that I own, it makes up for all functions that were left out of the TOS operating system, and even adds a few nice things all its own. I'll get to the more technical parts in moment, first let me answer the second part of my question, why did I buy it?

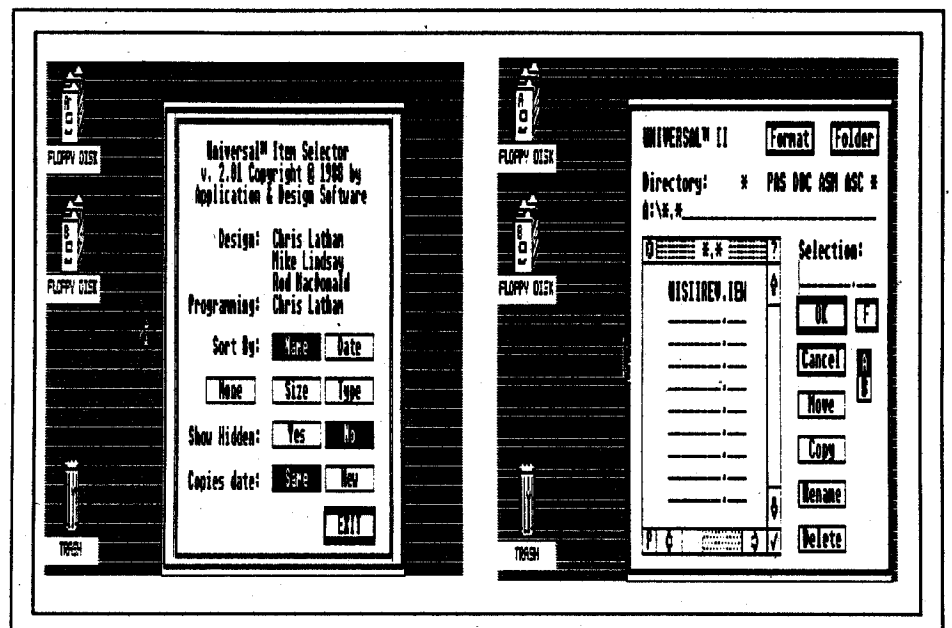
To be perfectly honest, when I stopped at IB Computers the other day I had no intention of buying a program, I was just

there to see about some magazines I was looking for, and to have a go at trying to sweet talk the guys at IB2's into copying some of the animation files off of their hard disk in the store (which by the way they were very nice about, and you will hear more about later). Little did I know that I was about to see a program for the first time that was to change forever the way I work with my computer. It started innocently enough, the salesman was just finishing up with the copying I had asked for, when I

asked him if there were some way of renaming a folder. He started to say "No", and then, he stopped himself, and said, "Yes, there was a program that did that", and to "hang on for a moment," while he got for me. Now, I know how much anything really useful generally costs on the ST, so I had visions of big bucks floating through my head, and was preparing myself to say "No!". Then in a moment he was back with a little plastic bag containing a disk, a warranty card, and two pages of instructions, I was underwhelmed; then he booted the disk and nothing terribly impressive happened, though it did show a dialog box announcing the UISII. It was not until he flashed the mouse to the desk accessories and activated UISII that it began to interest me. It was a selector box, but oh, what a selector box! All it took to sell me, was showing me just two, of the functions of this excellent program, and then I asked the price, fully expecting it to be at least \$30 to \$40 dollars possibly more, when he quoted \$19.95

I started to empty my wallet, fortunately there was just enough to cover it and all my others purchases. It wasn't until I got home that I really found out what it was I had purchased.

Lets go through the capabilities of this marvelous package one at a time. To begin with it is a replacement for the gem Item selector, which means that any program that uses the item selector, say for example Pic Switch 7.0 will suddenly find themselves using the UISII item selector instead. Where shall I start, this program does so much. How



about with one of the simplest functions, file copying. To copy files with UISII you will use the same click and drag technique that you are used to with the ST, with a few minor variations, and whole lot of improvements. The main difference is that you click and drag file/files to a button on the screen instead of another drive icon or window. There are six of these buttons on the UISII six of of these buttons on the UISII window their names are, OK, Cancel, Move, Copy, Rename, Delete, (Sneezy, Dopey, Doc,... [whoops, got carried away!]), which also describes their functions. So to copy a file (or files) you click on it/them and drag them to the copy button, then click the copy button. Then you click on the appropriate button for the drive number you want to use (and yes it does support more than just your two standard drives, it also supports a ram disk and a hard drive giving you a maximum of 12 drives total) to write the files to, and then the selector box will show the directory on the destination drive.

Have you ever had this problem? After the last file of a batch has been copied to the destination disk, you discover, that you only thought, you had the pointer on the folder name, and then had to delete all those files and try it all over again?

With UISII this will never, never happen again. UISII will actually allow you to open a folder on the destination disk, ore writing to it, in fact you could open a folder in a folder, or even a folder in a folder in a ... well you get the idea. Finally when the selector is showing the place you want the files to be (or not to be), click the OK button and copying will commence. Not enough?

Did I mention the fact that when you are copying more files than are visible on the selector screen it will allow you to shift click or lasso all or part of the files visible, then scroll down the window to lasso the rest of the files to copy, and that UISII will still remember to copy those files which are no longer visible but were already selected before

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PORTLAND ATARI CLUB
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BEAVERTON, OR 97005

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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

There's a long, long trail a winding into the land of my disks. No, I didn't serve in WWI. Well, things are winding down for this administration. The hardware has arrived for the upgrades to both BBSs. And I hope that I was able to keep all the promises that I made when I started. If I didn't I am sure that I will find out about it very soon.

I have been in contact with the folks at Migraph and they have penciled in a demonstration of their latest software at the November SWAP MEET. I have also been told that we will have a guest at the 8-bit portion of the October meeting demonstrating MIDI for the 8-Bit.

Please be sure to attend the October meeting if at all possible, as voted by the September general meeting, you will be voting on several amendments to your Bylaws. My thanks those who worked so hard and to those who so intelligently voted FOR or AGAINST the changes at the previous meetings.

PLEASE NOTE: due to the SWAP MEET occurring during the November General Meeting.

The board has adopted the following criteria for candidacy for the next years board positions.

(1) There will be a sign up sheet at the door. If you wish to run for a board position please sign your name and the position you wish to be considered for. Please note you may run for only one position.

(2) No later than the end of the November General meeting please submit your articles for the newsletter to the news letter editor or her representative. Otherwise your article will NOT be printed.

(3) The December meeting will be PAC MEMBERS and their immediate families only. THERE WILL BE NO SALES AT THIS MEETING. The elections as well as a CHRISTMAS PARTY will be held at this meeting. Yes, candidates will have a chance to speak prior to the elections.

All in all I am quite pleased with the increase in services and goods the club has been able to provide for the members as well as the membership leveling off and the increase in the funds.

However, I am very sorry that there are a few members and non-members of the club who have resurrected a old problem, that of the ST vs the 8-Bit computers. One side calling the other's computer, "A dead piece of junk, fit only for the trash can and get a 'real' computer." The other side saying that, "You've got a expensive toy there, that won't do as much as mine even if mine is little bit slower." I have noted that during the 8-bit portion of the meeting there are those who stand around talking rather loudly and I have noticed the comments about the 8-bit. I have also noted that during the ST portion of the meeting there have also been people talking and the comments about the ST. I quite realise that some or most of this has been a "reply in kind" from someone who has been offended by the comments of another. I would ask that common courtesy be extended to each other. I would question the motives of those who decided that they should start all of this up again. I would hope that this is only a matter of: I have 10 clearies, 5 steelies, and one monster steelie as well as 149 other marbles. I am disappointed that there are few people in the club who are still into that kind of thing.

I apologize for not making myself clear on this issue and I feel that maybe I should. Anyway here it goes.

(1) The ATARI is the best personal computer on the market today.

(2) If the computer you have fills all the needs that you have it is the best one for you no matter what you paid for it.

(3) The Portland ATARI Club, please note the middle name, will SUPPORT ALL ATARI COMPUTERS EQUALLY.

Remember we all have one thing in common, the name ATARI is on each of our computers. It isn't as though some of us have IBM and others Commodore and others Apple. Please

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 Leonard - 665-5637
Membership Secretary Paul Karczag - 256-4199
ST Program Director Nabil Pike - 646-4471
8-Bit Program Director Paul Gittins - 667-2403
ST Disk Librarian Perry Bailey - 287-8903
8-Bit Disk Librarian David Moore - 472-6248
Sergeant-At-Arms Randall Leong - 246-6354
BBS Director Melvin Waller - 230-0248
Newsletter Editor Teri Williams - 771-7337
Advisor

remember that in the last few years the support for the Atari computers has come almost exclusively from the user groups, not the company. You have also heard about some of the major software companies abandoning Atari, well it appears that what is happening is that smaller companies have taken up the slack, also there are several of the major companies are still producing software for both the 8-bit and the ST computers. There are also rumors that Atari will be bringing the PC, the Abaq, and the 32-Bit machine to America in the near

future, each with its own software base. We are all in this together and if we squabble among ourselves we only hurt each other no one else!

I am very sorry to have to say that Dave Holliday has neglected to notify the club board of his non-attendance at three or more consecutive Board meetings. There is no requirement for a valid excuse just that the board be notified thru the president. As a consequence of his lack of action the Bylaws expel him from the board. The Board has no decision in this matter as he is well

PAC HELP HOTLINES:

BBS USAGE

Steve Billings 246-1751
Melvin Waller 230-0248

ST LOGO & C

Randal Schwartz 626-6907

DOS Operation

Wayne Winterbottom 667-6073

dbMAN

David Addison 645-6985

dbASE III

Calvin Partridge 297-3641

PASCAL

R. Deloy Graham 649-6993

ST Graphics Adv. games

Jim Miller 641-6356

ST GENERAL

Chuck Hall 626-3717

8-BIT & ST
DOOR PRIZES



PAC GENERAL MEETING

MONDAY, OCT. 3th

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)

FOR INFORMATION CALL BILL PIKE 646-4471

aware. Remember the November SWAP MEET and the December Christmas Party. See you at the October meeting.

Bill

Portland Atari Club
Board Meeting
Minutes of September 20, 1988
7:25pm - 9:10pm

Present: Brian Hunt, Paul Gittens, David Moore, Bill Pike, Teri Williams, Dutch Leonard, Nabil Pike, Randell Leong.
Paul Karczag appointed to Board as Membership secretary & asked to serve as recording secretary.

- Incoming correspondence reviewed, mostly new products for 8-bit & ST.
- \$2355.73 Currently in bank.
- No vice president report.
- Two new memberships & one renewal arrived this month.
- St Pgm Director: reported a request for the games Breach & Paladin.
- 8-Bit Pgm Director - midi system Demo next meeting.
- ST Disk Librarian: not present.
- 8-Bit Disk Lib. Cad Cam, Geneology, & Un-Arc, new disks for Oct.
- BBS director BBS - Pac 1 - down again. Game galactic empires trashed the disk. Game to be removed & 20 meg hard-disk to be installed.
- Pac 2 -Work proceeds on the new software and the hard-disk.

OLD BUSINESS:

PROPOSED AMENDMENTS TO THE BYLAWS OCT. 1988

ARTICLE IV, SECTION IA:
Each member of the Board of Directors shall have the right to copy both the ST and 8-Bit Libraries as well as any new library program disks as they become available.

ARTICLE IV, SECTION IB:
Any Member of the Board of Directors who misses three consecutive, regular, meetings of the General Membership or Board of Directors inclusive, or misses a total of five, regular, meetings of the General Membership or Board of directors without prior notification of the absence to the President or Vice-President. This member shall be expelled from the board and the position be declared vacant. A replacement shall be appointed with the appointment confirmed at the next General Membership Meeting by a majority vote of the membership.

ARTICLE III, SECTION VII:
In the event of dissolution of the Club:

(1) All assets of the club shall be sold at Public Auction, the membership shall be notified at least fifteen and no more than forty-five days prior to the auction of the place and time. The proceeds of this auction shall be placed in the Club Treasury. All club funds including the emergency fund shall be utilized to satisfy existing debts. Any residual funds shall be distributed equally to all current members of the Club.

ARTICLE V, SECTION II:
Special Meetings of the Board of

Directors. A Special Meeting of the Board of Directors shall consist of at least one-half plus one of the membership of the Board of Directors.

ARTICLE V, SECTION IIA:
The President shall make a bonafide attempt to notify all board members of a Special Board Meeting. Records of this attempt shall be included in the Minutes of such meeting.

ARTICLE V, SECTION III:
Minutes of the Meetings of the Board of Directors and the General Membership. The full minutes of the immediately previous meetings of the Board of Directors and the General Membership shall be printed in the Newsletter.

ARTICLE V, SECTION III:
Publication of Bylaws. A full, current, copy of the Bylaws shall be published in the December issue of the newsletter. Proposed Amendments to bylaws:

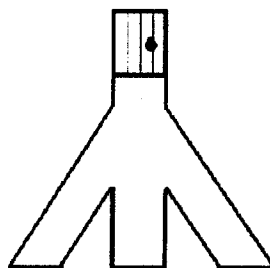
NEW BUSINESS:

X-mas Party - suggested that board members serve food- cake with computer designs- cold cut tray or sub sandwiches Suggestion turned over to Spc Projects Director for cost estimate.
November Meeting - Swap meet & possible conflict with board nominations. At Oct meeting, there will be a sign-up sheet for board members & members will be asked to nominate others. Suggested that proposed members be introduced at Dec meeting before the elections.

ANNOUNCED: Mi-graph may be at Nov. meeting to demo their products; scan Art, Easy Draw & Easy Draw Toolkit and possible other goodies.
A suggestion that 8-bit + ST meetings held in separate meetings and a separate business meeting. Board felt no one would attend a business only meeting, also that this might result in the splitting of the club and its failure. General feelings was that format should remain as present, but courtesy will be requested from disinterested & talkative members.
Suggested that 8-bit explorers be split into east and west side SIG groups. Decided that the group would be asked if they would like this to happen.

The President suggested that we purchase an HP Deskjet printer, to allow the Newsletter editor complete independence in her duties. Thus, any future editor would have a complete desktop publishing system for club use. Board unanimously recommended the purchase of the printer. New power supply & cable were purchased for ST disk librarian to replace a bad supply and cable. Also purchased a used, single-sided disk for ST disk librarian.

Next Board meeting
Oct. 18th 7pm
Bill Pike's house.



XMAS PARTY

DECEMBER

5 th, 1988

more details next month



PAC BBS'S

PAC BBS #1 Steve Billings, Sysop 245-9405

PAC BBS #2 Mel Waller, Sysop 238-7130

BBS'S are on-line 24 hrs.

GENERAL MEETING MINUTES FOR SEPT. 5, 1988

The minutes of the General Meeting of August 1st and the Board Meeting of August 16th were read.

A handout of the previous bylaws along with the results of a search of the newsletters for amendments and proposals to update the bylaws to reflect the present board membership and club operations. This was passed out to each member present.

The meeting opened with a apology for the lateness of the newsletter.

The appointment of Secretary

Treasurer ,Dutch Leonard was approved.

The proposed amendments to the ByLaws to bring the Bylaws up-to-date, as given out the the membership, was approved by a 3/4 majority, and adopted.



PORTLAND ATARI CLUB

Please fill out the following information, then forward annual dues of \$25,00 to:
(Renewals are \$20.)

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

MEMBERSHIP APPLICATION

RENEWALS
\$20.

NAME: _____

STREET: _____

CITY: _____

PHONE: _____ 8-BIT OR 16-BIT _____

FAMILY MEMBERS NEEDING CARD:

(FOR OFFICAL USE)

EXPIRATION DATE: _____

DATE RECEIVED: _____

CARD SENT: _____

CHECK? _____ CASH? _____

BYLAWS

PORTLAND ATARI CLUB Articles of Organization-Bylaws

Article I-- Description

SECTION I: The name of the organization shall be the "Portland Atari Club". The club is based in Portland, Oregon.

SECTION II: The Club is a group of unincorporated individuals with a common interest in the ATARI Home Computer System and its applications.

SECTION III: The club is not affiliated with ATARI, Inc. in any respect.

ARTICLE II - Membership

SECTION I: Membership is open to all persons or businesses upon payment of the currently established dues. There is no separate category of family membership. But each person in a family who participates in Club activities is considered a member of the Club. Only one person from each member business will be considered a member, unless each person involved has joined separately.

SECTION II: All memberships shall be on an annual basis beginning with the month joined and renewable in the same month each year.

SECTION III: Members are entitled to: Participate in all Club activities. Receive one copy of each issue of the newsletter. (One copy per family or business membership.) Cast one vote for each position in the annual election of Club Officers. Cast one vote on any proposed amendment to the Bylaws. Seek election to any of the Club Board of Directors positions. Initiate motions to the Board of Directors or to the General Membership recommending Club policies or projects. Any motion initiated by a member and approved by three-quarters of the members voting at a General Membership Meeting shall be binding on the Board of Directors, provided that it does not involve expenditure beyond the currently available assets of the Club.

ARTICLE III: - Finances

SECTION I: The Club is a non-profit organization.

SECTION II: All monies received by or dispensed by the Club shall be accounted for by standard accounting methods. Such Accounts shall be open to any member upon request to the Secretary - Treasurer.

SECTION III: All revenues received by the Club shall be deposited in the Club checking account within ten days of receipt.

SECTION IV: All checks drawn on the Club checking account shall be signed by two Club Officers other than the Officer requesting the expenditure.

SECTION V: The Club shall maintain a reserve fund in a savings account with a balance sufficient for three months of

Club operating expenses. This reserve shall not be considered available for expenditure by the Club except in extraordinary circumstances.

SECTION VI: The amount of annual dues shall be established by the Board of Directors.

SECTION VII: In case of dissolution of the Club, any money or other assets remaining after payment of all obligations shall be disbursed as determined by unanimous vote of the Board of Directors.

ARTICLE IV - Board of Directors

SECTION I: The Club Board of Directors shall establish Club Rules, Policies and Projects subject to the financial conditions of Article III.

SECTION II: The Club Board of Directors shall consist of the following Officers:

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

Each Officer shall have a single vote on the Board of Directors in matters of Club rules, policy, projects, and expenditures.

SECTION III: The President shall: Direct the activities of the Board of Directors in the conduct of Club business. Appoint Officers pro-tem to pursue specific club projects not handled by the Special Project Director. Insure the adequacy of Club records and financial accounting. Preside at the business portion of the monthly General Membership Meeting and the Board of Directors Meeting/s. Be elected annually by a vote of the General Membership.

SECTION IV: The Vice-President shall: Assist the President in the achievement of his responsibilities. Assume the duties of the President in the event of his absence or disability. Act as liaison between the Club and other organizations. Be elected annually by a vote of the General Membership.

SECTION V: The Advisor shall: Assist the Board of Directors in operating the Club. Be the out-going President, Vice-President, 8-Bit or ST Program Director respectively unless any of these individuals are unable to fill the position, in which case the new Board of Directors shall appoint another of the out-going Board Members to fill the position.

SECTION VI: The 8-Bit and ST Program directors shall: Arrange and coordinate the monthly meeting facilities and program. Make sure that machines and other equipment are provided and adequate. Insure that the facilities are clean before leaving. Be elected annually by a vote of the General Membership.

SECTION VII: The Secretary - Treasurer shall: Maintain the administrative and financial records of the Club. Record all motions voted on by the Board of Directors and the General Membership. Receive and disburse Club funds pursuant to Article III. Be elected annually by a vote of the General Membership.

SECTION VIII: The Membership Secretary shall: Maintain a current Club Membership List. Provide a mailing list for the newsletter. Notify members when their membership is due for renewal. Be elected annually by a vote of the General Membership.

SECTION IX: The Special Interest Group Coordinator shall: Direct the organization of Special Interest Groups. Be elected annually by a vote of the General Membership.

SECTION X: The Special Projects Director shall: Direct and coordinate activities for all one-time or annual events that the Club participates in. Recommend participation in special events to the Board of Directors or the General Membership for their approval. Be elected annually by a vote of the General Membership.

SECTION XI: The 8-bit and ST Disk Librarians shall: Collect, edit, and maintain a library of public domain software for ATARI Home Computers. Maintain a catalog and description of available software. Availability of software to be announced in the newsletter. Distribute copies of public domain software to the Club Membership. The charges for these services will be determined by the Board of Directors. Provide the Secretary-Treasurer with a accounting of all monies received and spent in the performance of the library operations. Be elected annually by a vote of the General Membership.

SECTION XII: The Newsletter Editor shall: Edit, Publish and distribute the Club Newsletter. Provide the Secretary-Treasurer with a accounting of all monies received and spent in the operation of the newsletter. Be appointed by a vote of the Board of Directors upon the recommendation of the out-going Newsletter Editor.

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

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

ARTICLE V: Procedures

SECTION I: Amendments to the Bylaws The Bylaws of the Club shall be amended by a affirmative vote of three-quarters of the membership at a regularly

scheduled meeting of the General Membership.

September 1988

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SpartaDOS TUTORIAL - Part 2

Written by: Mister <Z> Himself
(c) Network: Atari Express! BBS
512-662-9764 (Voice)
512-662-9765 (Modem)
Any Time or Baud

Commands Covered in Part #2

* * * * *
MENU, BOOT, Sub-Directories
CREDIR, DELDIR, LOGOMENU
.SYS, ?DIR, CWD, RD
(RAM disk), TREE

Once again, 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).

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.

Ok, let's get started on Part 2 of the Tutorial. In Part 1, we discussed these commands:

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

One thing that some folks neglect, as simple as it seems, is that with the SDCS you do NOT have to type in the entire FILENAME.EXT to use the external SDCS commands. Each external command has an extender of ".COM" (COMmand). These

programs, and any other .COM COMmand file is a "Load-N-Go" file. You do NOT need to type the extender...ever! To add to this, most files that you now currently have that end in ".BIN" (BINary), ".OBJ" (OBJect), ".EXE" (EXEcutable), and other similar extenders, can ALL be renamed to have the .COM extender. Now, not only do you know which files are Load-N-Go files, but your disks are more orderly. You now have less extenders to be concerned about. About the only concern you now have, if you sort your files in alphabetical order like I do, is that if you have many files on the same disk (specially a Hard Disk) that begin with the same characters, like:

<1> GAMETEST.COM
<2> GAMERS.COM
<3> GAMECLUB.COM
<4> GAMENEWS.COM
<5> GAMEDUDE.COM

...Etc... you have to be sure you type in enough of the filename to allow the DOS to know which one you want to load. For example, if I wanted to run the file above called "GAMECLUB.COM" with SpartaDOS, all I would need to type in would be "GAMEC*" (Don't bother with the extender anymore) By now, you should have a working knowledge of them. If not, please practice a little to get used to the point of giving COMMANDS to SpartaDOS, rather than using a menu. Speaking of menu's, if you just can't get used to the D1: command prompt (I can't see why not), ICD has created a menu for you, but all this menu does is to use the exact same commands under SpartaDOS, only in menu format. I suggest,

in order to get the full benefit out of the SDCS that you paid good money for, that you get used to the DOS in the way it was truly designed to be used. That is, via COMMANDS rather than menu selections. However, the menu is a part of it, so let's cover that briefly. The external command is called, simply, MENU.COM, and the syntax is:

D1:MENU

After booting it, you'll see the SDCS menu displayed. It's quite different from the Atari DOS menu, and it would be best for you to read the complete description within the manual, as it is quite lengthy and clear to understand. Some quick and dirty hints. You can make all of your menu selections now by either hitting the "< -or- >" keys, or by using SELECT/OPTION to make your choices. Either way is fine, and things happen fast. Ok, enough on the menu.

Personally, I don't use it, but if you feel more comfortable with it, go ahead and use it to do all you DOS functions, but you'll really miss out on some of the best commands, since not all are contained on the menu. Let's discuss, in detail, the little used SDCS command, BOOT.COM.

There are many folks that simply don't use it because they don't know what it does. You can't see anything happen, but trust me, it does. To tell you about BOOT.COM, I have to talk a little about Atari DOS 2.x. Let's say you have a blank disk that you want to format in DOS 2.x. What you have to do is tell the Atari DOS menu to format.

Simple. Same with SpartaDOS. Then, you may want to have DOS.SYS and DUP.SYS "WRITTEN" to the disk. Ok, you tell the Atari menu to "WRITE" the DOS files, and it does. Once done, you have a "BOOTABLE" disk (One that will load up DOS when you turn on the computer. If you had simply "COPIED" the DOS.SYS and DUP.SYS files onto the newly formatted disk, that disk would NOT boot up DOS. Why? The DOS was not WRITTEN to the disk, simply copied. You MUST write DOS to have a bootable disk. Now, the same thing goes for SpartaDOS, but you can do it a little different (faster). There are basically two (2) ways to WRITE SpartaDOS to a disk.

<1> You can use XINIT.COM (Discussed in Part #1), and automatically write DOS to disk after formatting.

<2> You can format your disk (Specially a Hard Disk or RAM-disk), and COPY the DOS onto the disk at a later time. If you do it this way, you must also use the BOOT command. The BOOT command syntax looks like:

D1:BOOT Dn:X32D.DOS

Notice the Filename (X32D.DOS)? You MUST type in the ENTIRE name of the DOS that you had copied onto the blank disk or the command won't work. So what does the command do? All it does is "WRITE" the previously copied DOS file to the disk. The DOS file is no longer just another file stored on the disk. It's now WRITTEN to the disk, and the disk is now a bootable one. Folks that have RAMdisks and Hard Disks will

find that this is the ONLY way to get DOS to boot from that type of disk. For example, you can't use XINIT to format either of those disks (you need RD*.COM or HDFMT*.COM for these drives), so you must copy the DOS file over, and then execute the BOOT command.

That's about the best way that I can explain the BOOT.COM command. Some other notes on DOS that you might be interested in are:

<1> The BOOT command affects the 1st three (3) sectors (Boot sectors) on your disk, which is what you are actually writing to when using the BOOT command. These sectors are commonly called the Boot Loader.

<2> Normally, you would be BOOTing a .DOS file with this command, but almost ANY command file (COM-BIN-EXE-OBJ- ect.) can be booted. Yes, now you are able to create a Bootable Binary disk with this command. How? Simple!

<a> Format a blank disk without writing a .DOS file to it.

 Copy your favorite Object file, game or utility to the newly formatted disk. Ex: RAIDERS.COM.

<c> Use the boot command on the file you put on the disk, like:

D1:BOOT Dn:RAIDERS.COM

Bingo! You now have a disk that contains a single file, and it will boot up just like a store-bought disk! If you want to change which file will boot up on that disk (You can still have other files on the disk, but they won't run), you simple type:

D1:BOOT Dn:FILENAME.COM

...and that file will now boot rather than the last one. When this disk is booted, it will immediately try to load and run the file you told it to. Neat, huh? I thought so when I first used it on my disks. That is, until I found out about LOGO MENU.SYS!! But, before we can learn how to use LOGOMENU.SYS, we have to learn how to use Sub-Directories.

Do you know what a Directory is? It's basically the place where all of your filenames are stored on a disk. If you have a sector editor, format a completely blank disk and look at it. You'll see one area where all the filenames have been listed, and some other data that tells the system where, on the disk, those files can be found. That's basically all you need to know about what the DIRECTORY is, but, what's a SUB-DIRECTORY?(Let's call them SUB(S) from now on.). Well, every disk system has its limitations, and this is also true for SpartaDOS. When you format a disk and store files on it, you can only store a certain amount of data. Just like a glass, you can only fill it until it's full. Anything else will OVERFLOW. To prevent this overflow condition on a disk (We don't want our files scrambled, do we?), we set a limit to the number of filenames that we are able to store on the disk. Under Atari DOS, this number is 64. Regardless of whether all 64 files are only 2 sectors in length for a total of 128 sectors (there are 707 sectors on an Atari DOS 2.x disk), you have space in your directory for ONLY 64 files. Normally, your files would be longer and you

don't have to worry about the directory limitation. SpartaDOS, on the other hand, has the capability to store 128 files on the same disk! Actually, 127 files PLUS the MAIN directory name, but we count it as 128. Already, we can see that this is another PLUS for SpartaDOS, and not only that, PLUS you get to have 720 sectors on the same size disk! Well...what about when a person is using a RAM-disk or a Hard Disk!? There are usually more than 720 sectors on those! For example, a 30MEG Hard Disk would have THOUSANDS of Double Density sectors! Do the RAM/Hard Disk configurations have the same 128 file limitation? You bet. This has been thought out by ICD, well in advance of actually having a Hard Drive to use! ICD included an option to create SUBS. SUBS are created by using the internal command "CREDIR", like:

D1:CREDIR GAMES

You can create SUBS with full filename characteristics, like:

D1:CREDIR NEWGAMES.BAS

In the above SUB, you might want to store all your NEW BASIC GAMES, or anything you wanted. More times than not, you won't use the extender in a SUB since it makes for extra typing when you're gaining access to the SUBS. Keep things simple as often as you can. Make the system work FOR you, not AGAINST you. Now, what is a SUB? Well, when you create a SUB, you actually said "Build me



a space on this disk where I can store ANOTHER 128 files". That's right...ANOTHER distinct and separate directory UNDER the MAIN Directory. I think you can already see the potential with SUBS, can't you? Here's what you are now able to do, given enough space on the disk.

NOTE: Each Directory or SUB takes up 2 sectors on your disk, so SUBS are seldom used on floppy disks, EXCEPT when we use the LOGOMENU.SYS program. Bet you thought I forgot about that, didn't you? Using the CREDIR command, and given enough disk space, you can have 127 SUBS under the MAIN Directory. Each and every one of those SUBS can have 127 SUB SUBS! That makes 16,129 SUBS already! If you wanted, you could then create 127 SUB-SUB-SUBS under each of those SUB-SUBS. This will give you space to store over 2 MILLION FILES! Need we say more about SUBS? This is a tremendous support function, and it is basically unlimited except for disk space. Does Anyone know where I might purchase a 30 GOOGLE-BYTE (That's a real word) Compact Disk? Ok, now that we know how to create a SUB, how do we get rid of it? You do that with another internal command called DELDIR, which means to Delete a Directory. You can NOT delete a SUB that contains files. SpartaDOS won't let you do that. How nice. Thanx ICD. Once you delete all the files UNDER the SUB, you are able to DELDIR like:

D1:DELDIR GAMES

It's as simple as that, and I prefer the simple things.

Well...now that we have all these SUBS on our disks, you may notice that you could very well become lost within these SUBS. It's easy, I've done it. One way we travel from one SUB to another is by using the internal "CWD" (Change Working Directory) command. Stated simply, you start at the MAIN Directory, and CHANGE to another directory, which then becomes the directory you are WORKING in. Get it? Format a blank disk and create a SUB called SUB1 and one called SUB2. Do a DIR to see that you are still within the MAIN Directory. Now do this:

D1:CWD SUB1>

Do another DIR, and now notice that the SpartaDOS heading says you are under the Directory of SUB1. To get back to the MAIN directory, you can either press RETURN or this:

D1:CWD <

Notice the "< and >?" this tells you which direction you wish to change to, and the only way to fully understand these is to USE THEM. Practice with changing directories to determine the shortest possible PATH (Oops, there's a new word!). There is also a SpartaDOS command that will help you to locate where, exactly, you are within the maze of SUBS you've created. It's called "?DIR". ?DIR, another internal command, will show you a PATH (There's that word again) from the MAIN directory to where you are, within the SUB maze. It shows the shortest way

to you, FROM the MAIN Directory. A word I've used twice now was PATH, and PATHNAMES can get confusing if you let them. Let me use ?DIR a bit more, and at the same time I'll describe what a PATHNAME is, and then, finally, we'll take care of LOGO MENU.SYS. Let's try an experiment to show how the ?DIR command works. Using the disk that you've just formatted, delete SUB2 and follow the steps exactly as shown below:

<1> From the MAIN menu, do a CWD command and go to the SUB1 Directory.
<2> Under SUB1, CREDIR SUB2.
<3> Then, CWD SUB2>
<4> CREDIR SUB3
<5> CWD SUB3>

Do this 5 times until you have created SUB5 and CWD'd into SUB5>. From the D1: prompt in SUB5, type the following command:

D1:?DIR

You should have the following PATH data recorded on the screen:

D1:>SUB1>SUB2>SUB3>SUB4>SUB5D1:

If you got this, you did it right! If you do a ?DIR command in the MAIN menu, all you should get is a ">" symbol. What you see above is the beginning of a PATHNAME. You already know what a FILENAME is right? It's the NAME OF A FILE. Then a PATHNAME should be a PATH TO A FILE. Makes sense to me. Let's assume you have a file located under the SUB called SUB2 on the disk you just created,

and that file is called MAZE GAME. If it's a .COM game, you'll need to load it from the D1: prompt like:

D1:SUB1>SUB2>MAZEGAME.COM

Remember, you don't have to type the extender. I just did it for clarity. If it's a BASIC file, you'll need to go to basic (Remember BASIC ON from Part 1 of the Tutorial?), and type:

LOAD"D1:SUB1>SUB2>MAZEGA ME.BAS

The PATHNAME is the same for both commands! Just don't forget what you have, and where everything is! This can cause duplicate files on your drive if you forget where things are. Luckily, this problem area has been solved by a couple of folks. Both the Hard Disk User Group (HDUG) and ICD, Inc., have a "FIND.COM" and a "WHEREIS.COM" program, respectively. These programs do exactly what they say. They will locate "ANY" file on your disk! Get these! That should do it for those commands. If you read the manual, you will probably gain some extra knowledge on these commands. Now it's time to look at LOGO MENU.SYS and what it can do for us. The manual describes the setup quite simply, but I'll go over it a bit here.

LOGOMENU.SYS was design for one purpose (as far as I can see). It is used as an "AUTORUN" for all your Binary (.COM) Programs! You can NOT use this to load and run BASIC files. Here's the setup procedure. Follow these simple instructions,

and you'll have one of the best binary program loaders available today.

<1> Format a blank disk.
<2> Copy SpartaDOS 2.x or greater to the newly formatted diskette. You can also do this in a RAMdisk (FAST!), or on a Hard Disk.

<3> Use the BOOT command to WRITE that DOS file to the disk to make it a BOOTable disk.

<4> Copy LOGOMENU.SYS from the MASTER SpartaDOS disk, to the newly formatted disk and rename it to AUTORUN.SYS. You can do this all at once by typing:

COPY Dn:LOGOMENU.SYS Dn: AUTORUN.SYS

<5> Create a SUB of any name (or more than one SUB with different names).

<6> Copy the .COM files that you want to use (start with a few games to see what happens) into the SUB(s) that you have created. That's it! Now for the show!

Turn off your computer, and boot the disk! If you did everything right, you should see a nifty Atari "LOGO MENU" on your TV/Monitor screen. Use the SELECT key to scroll the current directory up to show all the files you have under the SUB. Use the OPTION key to change directories (if you have more than one on your disk). All you have to do now is type ONE KEY to run any of those games/ utilities on the LOGO MENU. After playing the game or using the utility, pressing RESET will bring that LOGO MENU back. As stated before, you can have the LOGOMENU.SYS on a Hard Disk

or on a RAMdisk. However, since you have to boot the system, a RAMdisk isn't too handy since you loose all data when you power the system down. If, however, you are lucky enough to own an external RAMdisk, such as ICD's MIO (Multi I/O), it has it's own power supply and you can BOOT from it! Now that's a fast way to run all of your .COM files! If you don't have the MIO or another external RAMdisk, and you only have one regular disk drive, it gets very tiring when you try to make copies of your files and disks. This is the main reason that RAMdisks were designed. There are many types and sizes of RAMdisks available today. All do basically the same thing. They are ELECTRONIC DISK DRIVES, and perform the exact same function as a normal disk drive, only SUPER FAST. Some folks call them LIGHT SPEED DRIVES since the speed of electrons is approximately the same as that of light. At any rate, and no matter which type of RAMdisk you use, they are all basically the same. The Atari 130XE computer, with its 128K of memory is an excellent computer to use a RAMdisk in. If you have an upgraded computer, the more memory you have, the bigger your ramdisk will be. One superior model is the Rambo-XL 256k upgrade from ICD, Inc. This works fine on both the 800XL and 1200XL. With this size RAM disk, you are able to copy an ENTIRE side of a Double Density Floppy into the RAMdisk, and then make mass copies onto your regular drive. Within the SDCS, there are a few RD*.COM (Ram Disk) files available to format

different sizes of RAMdisks. Since the inception of the SDCS, ICD has generated one RD.COM program that facilitates most compatible RAMdisks. The syntax for this file is very simple to remember and use:

D1:RD Dn:

You decide what drive number you want your RAMdisk to be known as. Any Drive from D1: through D8: can be used. If you only have one normal drive, and have it classified as D1:, be sure not to format your RAMdisk as D1:. If you do, the system gets confused, and will always give priority to the RAMdisk. What that means is, you won't be able to get any files into RAMdisk D1: from floppy drive D1: since they both have the same name. The computer's memory takes priority, so if you do a DIR after formatting a D1: RAMdisk, it'll search the RAMdisk, not the floppy. You can get around this if you change the toggle switch on your floppy to make the system identify it as D2: through D8:. At any rate, RAMdisks are a superior way to copy and store files. If you don't have one, my suggestion would be to have one installed or do it yourself with the Rambo-XL.

The last command we'll cover in this session of the SpartaDOS Tutorial is TREE.COM. This is one of the external commands in the SDCS. TREE.COM is a simple command, and is used, basically, to see what you have, and where you have it, IN ALPHABETICAL ORDER! The basic syntax is very simple, and is typed like:

D1:TREE

This syntax will list (display to the TV/Monitor screen), all the directory PATHS, including the MAIN directory, found on the disk. You can also use the syntax:

D1:TREE SUB1>

This will list all the directory paths under the Subdirectory SUB1. You may optionally desire TREE to list all the FILES under all those paths by using this syntax:

D1:TREE /F

The "/F" tells SpartaDOS to list all the files under each path, after listing each path. All files will be listed to the screen in alphabetical order by filename and extender. Let me jump ahead to Part #3 of the Tutorial and give you all a neat hint for use of the TREE command. SpartaDOS has an internal command called "PRINT P:". This command activates your printer and everything that is normally sent to the screen, from that point on, will also be sent to the printer. So, if you have a printer and you want a alphabetically printed listing of all your files, use:

D1:PRINT P:

...to activate the printer, do the "/F" function of the TREE command, and then disengage your printer activity by typing:

D1:PRINT

Another type of "PRINT"

Another type of "PRINT" command can be used to send all the screen data to a disk file by typing:

D1:PRINT Dn:FILENAME.EXT

When the "TREE /F" command is through, you can close that disk file by typing PRINT again. You now have a disk file that you can edit, and keep as a record of your alphabetically listed files. Well, that brings us to the close of Part #2 of the SpartaDOS Tutorial. I think things went quite well this time, and if you are confused over any of the commands we covered, don't hesitate to READ THE MANUAL, and if you're still a bit boggled, give me a yell. The SDCS manual should be able to clear things up rather easy. It's truly an excellent Reference Manual. Stay tuned for more simplistic SDCS explanations in Part #3 of the SpartaDOS Tutorial, brought to you by Mister <Z> Hissell (Chuck Leazott). Network: Atari 5831 Sun Bay San Antonio, Tx. 78244 Fin - Part #2

ATARI PLANETARIUM

by Bill Pike (PAC)
review copy loaned
by IB Computers

The 8-Bit version of this program has been out for about a year now and the ST version is now on the shelves. ATARI is now marketing a series of both 8-Bit and ST educational programs, if you haven't seen them they are pretty good and go from grades pre-school thru college level in various subjects. This program retails for \$34.95 at the purveyor mentioned.

Now down to the goodies. This program works in monochrome or med. res. color. This version of the program appears to have more stars and longer explanations for each of the objects as well as more explanations available. You are able to see what the sky looked or looks or will look like including planets and comets at any time in the past, present, or future >9999bc and < 9999ad. Each visible object is identified, a description and possibly history is given of each star or object. You can select for names of constellations and outlines of the same to be displayed or not. You can also change the brightness of the stars to allow fainter stars to be seen. The planets are shown by their symbols. The distance to each planet and comet is calculated for you as well as the characteristics of each. Most of the time a short history is also given. Also the astrological symbols are shown. There is course as well as fine scrolling of the screen.

When you move the cross-hairs, the curser location is given to you in azimuth, elevation, right-ascension, and declination. The curser and the left mouse button select the object and the right mouse button selects the dialog. The dialog scrolls in both directions across the bottom of the screen.

If your interests lie in the astronomical area or if you just want to be able to look at the

night sky or for that matter see the stars during the day or even under your feet then this is a very good program for you. It is good enough to be used as a college level reference. ATARI deserves a thank you for providing this series of programs for both adults and children.

CIRCUIT MAKER

EVALUATED
by Bill Pike (PAC)
review copy loaned
by IB Computers

My field of endeavour, that which I do when not using a computer, involves a lot of logic circuit design. Well, anyhow I was going thru the local software store and happened to see a program on the shelf that immediately caught my eye. The name of the program is CircuitMaker and it was written by Ozzie Boeshans.

The cost is \$69.95, why not make it a even \$70?. The program is published by ILLIAD Software.

For those who haven't used this type of program in the past, this includes until now me, this is the cats meow. No more breadboarding of circuits. No more burning out chips. No more tangles of wire, piles of parts, and general mess laying all over the place. Also, for those who are married, no spouse telling you to clean up your mess.

Version 1.2 of the program allows you to design various logic circuits on screen and TEST AND DEBUG THE CIRCUITS ON SCREEN. The program then will

print the circuit on your Epson compatible printer. You can also go back to the last saved version of the circuit if you have made a mistake. The next version, 2.0, is said to allow you to specify and make a library of your own favorite IC's. Didn't I say that the program comes with 1 library of various logic gates and IC's?

Well if I didn't, it does.

Here is what is in the library: All of the various types of gates including, a inverter, 2-4 input AND & NAND, 2 input ORs, 2 input NORs, and 2 input exclusive ORs, LED's, seven segment displays including the BCD to 7-Segment decoder, switches, two types of quad latches, 7474, 74138, 74151, 74168, 74169, 74109, and 74194 IC's.

There is a snap-to-grid feature so everything looks neat. The various logic devices can be rotated in 90 degree increments, you can label either vertically or horizontally. When you are wiring the circuit the curser is accompanied, once you move out of the device area, by a set of full screen cross-hairs that show you where the wire will end up both vertically and horizontally if you extend it the full screen. This allows you to be much neater in the layout of wiring. There is also a dot placed where wires join so that you are sure of the connection. You can also move devices around or delete them if you decide that the location is bad. You are working in a window of the design, the window is approximately 15% of the working area. You can wire outside of the screen area. I find that you should make a printout

of just the device placement so you are able to easily find the devices not on screen when you start to wire. A zoom command would have been nice.

There are programmable pulse generators for signal inputs, each generator is independently programmable as to waveform and start time as well as well as when it starts. The speed is variable in common. There is a four input oscilloscope that can be used to check any four points in the circuit simultaneously.. You are able to either use a continuous run or set for 5 or 10 cycles. The various wires show you the logic level on that wire by either being solid black (logic 1), dark dotted (logic 0), or light dotted (not active) as the test is running. If you are using a color monitor the colors of the lines change to indicate the same conditions. You are able to move around the screen during the run so you can see the functioning of the entire circuit.

There is a tutorial on fundamental logic circuit design included in the small 50+ page manual. The tutorial doesn't go into much depth and those who are unfamiliar with logic design should pick up a book on the subject as well as a TTL Device handbook so you can figure out just what the various chips are and what they require to work. The program doesn't go into microprocessor logic and if it did it should/would probably cost about 10 times as much, if not more.

This program is designed for the average designer and builder not for someone who does this for a living, he/she would

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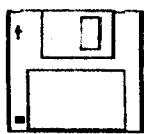
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Reminder



The
November
General
Meeting
is the 7th



Heroes of the Lance

Loaned from I.B. Computers
Reviewed by Nabil Pike(PAC)

Ok! Tired of the same old games? Haven't seen any really good adventures out lately? Want something new? Then Heroes of the Lance is the game for you.

Based on one of the many plots in the bestselling Dragonlance Chronicles, this game takes you the player into the world of Krynn, where mortals have forsaken the gods and the dark goddess Takhisis plots to take over the land with her hordes of evil dragons. You control the eight companions (you're not heroes until you succeed in your quest) and venture into the shattered ruins of Xak Tsaroth to recover the Golden Disks of Mishkal and restore belief in the old gods.

You have eight characters in your party, but only one may be active at any one time. Tanis, the half-elven fighter. Caramon Majere, warrior and brother to Raistlin. Raistlin, mage and brother to Caramon. Sturm Brighblade, the aspiring Knight of Lolamnia. Goldmoon, the chieftain's daughter, who ran away with Riverwind. Riverwind, the outcast member of a tribe of plainsmen, who fled from his tribe with Goldmoon. Tasslehoff Burrfoot, the member of a race of short thieves. And last but not least Flint Fireforge, the continually grumpy but good natured dwarven fighter. With these eight adventurers you must venture into the depths of the ruined city in hopes of recovering the Disks of Mishkal and restoring belief in

the old gods.

The game is based on the Advanced Dungeons and Dragons Role Playing System, but it is designed so that the computer takes care of all the mechanics, "behind the scenes." To allow you play the game without the extra work of continually stopping to roll dice, subtract hit points, ect.. Each character is given full stats and Raistlin and Goldmoon have the ability to cast spells.

Maneuvering is done with the joystick as is combat. Pushing the joystick in the various directions gives you the option of walking or running either left or right. You may also enter into or out of doorways by pressing up or down on the joystick. Pressing the fire button does one of two things, if you are standing still when you press the button you enter into either close or ranged combat mode, remaining there until you release the button. If you are running when you press the button it allows you to jump, which is necessary in surmounting some obstacles.

Combat is of two types either ranged combat, involving the use of a missile weapon like a bow, or close combat which uses the character's sword, staff, ect.. Combat is entered into by pressing down on and holding the fire button. When you enter this mode the word "combat" will appear in red letters in the lower left hand corner of the screen. Combat gives you the option of shooting/hitting (depending on whether you are in close or ranged combat) either high, center, or low. Along with these options you can also dodge by

pulling down on the joystick, this makes the active player duck until you release the stick again.

Any other actions are done from the main menu which you get to by pressing the space bar. On this menu you can change the active character (the one that shows on the screen), cast magic or cleric spells, take, use, give, or drop items, plus the option of saving the game.

Now that you know a little about the game you're ready to go. But don't be too eager because after you fight your way past dragonmen, mercenaries, trolls, wraiths, spiders, spectres, and young black dragons you must attack and defeat Khisanth the ancient black dragon who guards the disks.

To aid you on your way you will find various scrolls and potions in the ruins. Remember success doesn't come easy, if you don't succeed the first time play again, after all the fate of Krynn rests on your shoulders.

Sinbad and the Throne of the Falcon

Loaned by I.B. Computers
Reviewed by Nabil Pike(PAC)

Hey, all you fans of our hero, waited for another Sinbad movie to come out in vain? Unsatisfied with reruns of Sinbad and the Eye of the Tiger? Well, Cinemaware's newest release is the answer.

You guessed (from the title no less) this is actually an interactive Sinbad movie for your computer! In this latest in the Sinbad series you control, guess who, Sinbad the Sailor. Yes, that's right awe your friends and wow the girls as the

muscular and extremely handsome Sinbad! But all to naught for your heart belongs to Princess Sylphani, and it's because of her you're in this mess.

Here's a brief overview of the situation.

The caliph (the Princess' father) realized that he was getting along in years and so he had decided to declare one of his many sons as heir to his throne. But then disaster strikes, in the morning afterward the caliph has not left his quarters. Time passes and finally later that day someone is sent to check on him. But to their surprise instead of the caliph they find a regal falcon in his stead! THE CALIPH HAD BEEN TRANSFORMED INTO A FALCON!

Having been taken in as an orphan and raised by the caliph and his family, you left to take up the life and adventures of a sailor but promised you would return if ever you were needed. The time has never been more desperate, the Black Prince (a less liked son of the caliph) is making a bid for the throne and his troops even now close in on the palace. What does his attack mean to you? More work! While traveling in search of the knowledge required to transform the caliph back to his original self, you must also use your magical gem to maneuver the Caliph's armies against the attacking forces. As you set sail in your ship, with the princess at your side, you must journey to the far corners of the map in order to seek the only people who will give you the knowledge you require to save the kingdom. Find your childhood friends the Gypsy and the Shaman, they will give you much of the knowledge you need. You must

also find the Seductress, actually the former wife of the Caliph, but be wary for she seeks to use you as a tool to bring her own son Jamoul the Butcher into place on the throne. Along with all this you must steal the eyes of the three sisters, maneuver your ship through treacherous reefs, and fight the giant cyclops armed only with a crude sling. But fear not, if you can find the magical genie bottle you may find much assistance in your quest. So strap on your swordbelt and prepare to face danger and other misc. evil. Great rewards await the one who completes such a quest.

PRINTMASTER PLUS

PrintShop(tm) for the ST review
program loaned by Creative
Computing by Bill Pike (PAC)

For those who have been waiting for it as well as for those who weren't here is the ST version.

The program is produced by Art Gallery and sells for \$29.95.

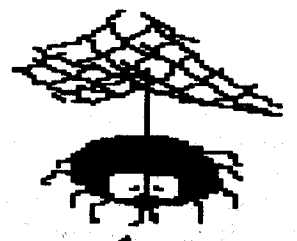
You can make greeting cards, signs, banners, and letterheads. For those who are familiar with PrintShop(tm) these features are quite well known and the operation of the programs are very similar. The only major difference is using the mouse as well as the keyboard and being able to change fonts on each line of the page. You are also able to have two different pictures on the page at one time. The graphics are a little more detailed than PrintShop(tm) and not as detailed as PrintPower(tm).

The icon editor is rather rudimentary and isn't as good as the original one on Print Shop (tm). Also there are no programs

available to convert Degas (tm) or Neochrome (tm) pictures to icons. However there are three disks of icons available and there is a font editor/banner creator available. The cost of these is about \$20 each.

All in all if you need this type of program get it, it is the only one available. However is you still have a 8-bit machine and have the program PrintPower(tm) you have a vastly superior program that costs less and does much more. Even if you have PrintShop(tm), or both PrintShop(tm) and the PrintShop Companion(tm) you will be able to do a lot more. It looks like somebody dropped the ball. The ST machine is capable of much more and it was slightly disappointing not to see it utilized. It would have been nice for a program that would support a much better graphics editor and possibly a convertor program. The first type of program was available from Bourderbund for PrintShop(tm) within several months and the second type was available (public domain) within two months.

Sorry I couldn't give a more positive review but I call them as I see them.



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Continue from page 1...
UISII

scrolling down to select the rest the files you wanted to copy? Or the fact that UISII supports the use of wild cards. Something dearly missed after all those years of using my faithful 8-bit Atari. Well that covers the copy button, and as for the delete, and OK buttons, I think you can figure those out for yourself. So lets go on to the next really interesting function, namely, Rename.

What you may ask yourself, is so great about the rename function, I'll tell you, it actually allows you to rename a folder (something TOS will not allow). Rename is I think the first thing I tried out on UISII. I had accidentally created several one and two letter long folder names, so I tried rename on them (who wants to recopy a folder with 80 files in it?) it worked like a charm! It also allows the use of wild cards so you can change multiple file names at once (shades of the 8-bit)! lets get on to my favorite button, the move button.

If you have ever used either, a Macintosh, or the Magic Sac, then you probably already know what the move button is really all about. In short it allows you to moves files into or out of folders on a disk. " So big deal you say, Tos does that too!", Wrong!!! Tos will copy a file into or out of a folder, but it leaves the original file just where it was and is very time consuming. All the UISII does is to move the file in or out of the folder in the

directory, it does not recopy it. Thus saving lots of time, and the frustration of getting an insufficient room on disk error message! I mean this one is a real time saver, haven't you ever gotten something given to you as a folder only to find out it would not work in a folder and you had to copy it to another disk just to see if it would work at all? Well not any more thanks to the people of Application & Design Software from, guess where, Grants Pass Oregon.

I would have bought it for that feature alone even if it didn't do any of the other really neat things it does. Let me see now, the only other major button I haven't covered, is cancel, and it does just what the name implies it would it will either cancel an operation or, close the UISII window if you are not doing anything operation at the time. There is so much to cover that I am sure I am missing great deal here.

Did I mention the little "F" key to the side of the OK button that performs a search function for file names and paths ? or did I mention that it has a built in format function that will format single or double sided, standard or extended format disks, or even twisted format (if you have the new mega roms).

Did I mention that by clicking on the name Universal II in the window it gives you even more options like the ability to read hidden files and to copy them, still hidden? or that it will hide

or unhide files?

Did I mention that it comes with a program that will let you modify UISII to suit your own special needs? believe me there are a huge number of uses and functions that are not covered in this article.

Before I close though their is one last example I would like to give you, have you ever used Pic Switch 7.0? I use it heavily, but the thing that I have found that really used to irritate me was that I could only access one drive with the program, by installing UISII on my Pic Switch disk, I am suddenly able to do a myriad of things that I never could before, the least of which is that I can now access any drive in the system including the ram disk. This program is nice, and too massively useful to be described fully in just one article, In fact, I may have left out completely, your favorite use (or future use) of the program (for example I totally forgot to mention Bills' [El Presidente] favorite function, but that would be telling, so you'll just have to ask Bill himself! [So there!!]).

To sum up, this is one of the all time great, gotta haves, for the Atari ST computer. It comes on a disk with absolutely no copy protection other than its serial number (but for \$19.95 there is no excuse for piracy, just pay your money, programs this good, at this price, deserve your support!) so you can put it on any of your boot disks or special purpose disk with ease.

The documentation while somewhat spartan is complete, logically, and fully explaining all the uses, and functions, of the program, even giving a phone number for technical support.

The inexpensive packaging makes it possible for the manufacturer to pass additional savings on to the buyer, which helps to keep the price so low. The Universal Item Selector II is a real winner! My advice is, run out and buy this one, you will be glad you did.

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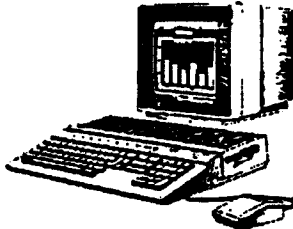
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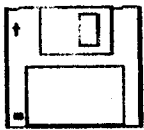
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SHADOW

by Dave St. Martin
GENie: ST.MARTIN
CIS: 74156,31

It was the typical conversation that evolves any time two owners of differing computers get to talking about how much better their particular machine is when compared to the other guy's. This time it was the arch-rival, an Amiga owner.

Eventually the topic of multitasking popped up. I remarked, "Why in the world do you guys always rave about multitasking? The fact is, on a personal computer you really only need to do one thing at a time. The odd occasions that require two applications running at the same time simply don't justify it, and besides, it slows things down..."

He replied, "How much computer time have you wasted waiting on those long downloads lately?" I brushed the comment off. That was a year ago. Since that time I've sat many times, watching the block numbers increment as FLASH! grabbed yet another long file. Each time the thought was the same "It sure would be nice to be able to do something else with my only machine - the time I get to spend on this thing is too short as it is..... Maybe Mr. Amoeba was right.....". Times have changed -

I'm doing an upload as I write this review.

Not long ago while perusing The Catalog, ANTIC Software's listing of titles, I stumbled onto a new product. The ad claimed

SHADOW would do background file transfers on the ST allowing the use of most other GEM applications simultaneously. I decided that SHADOW might be worth checking out.

When the package with SHADOW arrived I was still a disbeliever. I did something I rarely do - I read the manual. The manual was detailed, but easy to follow and explained the various SHADOW configurations with reasonable clarity.

SHADOW, it claimed could be run from almost any GEM based program by installing it as a desk accessory. In this configuration SHADOW emulates a DEC VT-52 terminal whenever the desk accessory is activated. A walk-through of the desk accessory version is perhaps the best approach....

SETTING UP

There are actually two parts to SHADOW. The first is the main program (.PRG) file which should be placed in an AUTO folder, the second is the ".ACC" loader that accesses the main program. Once the accessory has been activated the user is presented with a dialog box containing 15 buttons. There are six transfer protocols presented including three XMODEM styles, Y-MODEM Batch, CompuServe B-Protocol, and straight ASCII. Of the XMODEM varieties CRC, Checksum, and 1-K blocks are supported. At this point you'd select the protocol you intend to use. Additionally, you would need to decide whether you were going to send or receive, and which baud rate to use. Defaults

can be set to allow your configuration to your typical set-up on boot-up. The size of the buffer is also displayed but can only be altered through changes in the configuration file.

DIALING

Buttons are also present for a dial mode and VT-52 terminal mode. A click on DIAL brings up the dial dialog box. At the top of the box are displayed the strings to be used by the modem. These may be changed to suit your own modem. The programmers were kind enough to allow for two non-connect strings. This is important because many of the newer modems support more than one non-connect string. For example my modem uses both "NO CARRIER" and "BUSY" when it can't connect. A total of 60 numbers can be held within the dialer and other files can be loaded as required. The format used is the same as the ".DIR" files used by the FLASH! terminal program. Regrettably FLASH-style ".DO" files are not supported. A click on the "DIAL" box, a short wait, and a "ding" from the bell confirms the connection. At this point the user must toggle into the terminal mode. A nice touch would have been to have the software dump you directly into the terminal mode on connect, but that's what upgrades are all about. More on upgrades later.

VT-52 EMULATOR

The VT-52 emulator is pretty much a "plain vanilla" terminal which offers little more than the standard VT-52 codes. Realistically, users of SHADOW aren't using it for the emulation, but rather for the transfer features. The emulator is functional enough to get you to where you want to go and to start the transfer.

THE TRANSFER

The transfer is begun exactly as you would commence any other transfer. Once the other end has initiated the transfer you would click on either send or receive, and supply the file name for your disk. You then click on "BEGIN" and way we go. At this point you may return to most GEM programs while the transfer takes place in the background. There are toggles that allow display of a counter in the upper right corner of the screen to keep you posted on the progress of the transfer, and a bell toggle alerts you to the completion of the transfer. Following the transfer the user must save the contents of the buffer to disk. In the case of Y-MODEM Batch transfers the filenames are supplied and the you merely click on the "OKAY" box for each file.

When uploading, it's advisable to first load your file into the transfer buffer before initiating the transfer. This is due to the length of time required for the load. If the file is of any great length the transfer could be aborted due to time-outs from the other end. The programmers have allowed for this by providing a "WAIT" button in the upload dialog box. Clicking on "WAIT" allows the user to return to terminal mode and set up for

the transfer. When all is ready, the user simply returns to the upload and clicks on "SEND". The long load time can be overcome through the use of a RAM Disk however. Supplied along with the SHADOW software is a special reset-proof RAM Disk. The documentation strongly recommends the use of this, and only this, special RAM Disk with SHADOW. Memory conflicts are the primary reason for the insistence on this configuration. The use of the RAM disk greatly speeds things up when large files are involved. However, the amount of free RAM should be taken into consideration when deciding to employ the RAM Disk.

USE WITH FLASH

SHADOW is configured to work intimately with FLASH! Version 1.60, which has provisions for SHADOW built in. Menu selections on the drop-downs allow easy access to SHADOW's features from within FLASH!. The setting of parameters in FLASH! effects a change within SHADOW as well - such as selecting a new transfer protocol. The use of background transfers in FLASH! is useful when you'd like to peruse a long list of new files but not waste expensive online time to do so. Simply grab the first file you'd like, and as it downloads, look over the list. Once the download has started you may exit to the desktop, reset the computer, and even change resolutions without adversely affecting the transfer in progress. You may even come back up with a program that doesn't have the SHADOW accessory, use it and following the termination of the transfer do a reset, load the accessory and then dump the contents of the buffer. Once I even reset from FLASH! and thought I had lost a rather long file. Not a problem. I simply loaded the accessory version and retrieved my file - intact. The interface between FLASH! and SHADOW is seamless and well designed. Both work well together even though the use of SHADOW as an accessory is a bigger advantage than using SHADOW from within FLASH!.

Nonetheless, SHADOW is now a permanent addition to my FLASH! boot disk.

PLUSES & MINUSES

The nitty-gritty you say? Okay.... While SHADOW is a valuable tool, it can tend to be a memory hog. Add a large buffer as you would for Y-MODEM Batch transfers, and add a large RAM Disk and a sizeable application to top it off and there isn't much room left. This is particularly true if you're running with 512K. As already noted the terminal is bare-bones. A few "bells & whistles" wouldn't hurt. It would be very nice to be able to do an auto-logon using ".DO" files 'a la FLASH!.

One of the "trademarks" of Double Click Software is a lack of EXIT buttons in their dialog boxes. This is especially noticeable when one considers the number of dialog boxes used in their programs. Double Click's solution to this problem is the use of the right mouse button. In

order to exit any dialog simply click right. A right click will back up one level of prompts. While this is a little awkward at first, it soon becomes second nature and tends to be faster than the EXIT box method. Score one for Double Click. Also, I found that SHADOW worked well in combination with the Universal Item Selector from Application & Design Software. I look upon any program that doesn't allow use of the U.I.S. with a slightly jaundiced eye these days.

To date the only problem I've encountered is a failure on my part to insure that a large enough buffer was in place to receive the incoming file. As a result a rather large file was lost along with some \$\$ for download time on GENie. It's doubtful that the software will ever be able to catch a problem such as this, and the user should monitor the file being transferred for size. The next best thing has been implemented, however. When a Y-MODEM Batch download exceeds the buffer size, all files up to the last intact file are preserved and can be saved.

The folks at ANTIC Software have used their heads in marketing the SHADOW package. Don't have FLASH! version 1.60 you say? Included on the SHADOW disk is a utility that will upgrade version 1.51 or 1.52 to 1.60 which supports SHADOW. Additionally, there is \$15.00 worth of CompuServe time included.

Add to this the reliable support ANTIC is known for, and you have a superb package at a very affordable price.

THE BOTTOM LINE

I tend to be judicious in the use of accessories. They take time to load and steal RAM. SHADOW, however, has managed to weasel it's way onto more of my disks than any other accessory. I have logged many hours with SHADOW in both accessory and FLASH! configurations without any problem. For a first release SHADOW appears to be a solid piece of software. I wouldn't recommend SHADOW as your only terminal program, nor would I recommend it to beginners. However, I would highly recommend it to the person with some telecommunications experience that desires to maximize their computing time.

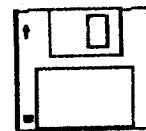
Paul Lee, Mike Vederman, and the folks at ANTIC Software should be commended for a job well done. I'm certain minor revisions will further enhance this remarkable piece of software. SHADOW is available through Antic Software or through most Atari retailers.

SHADOW

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ANIMATION STATION

REVIEWED

By Jim Bell

Portland Atari Club

When the Atari 8-Bits first came out, the 400 and 800, they were heralded as the greatest graphics machines on the market. Well, today the family of Atari 8-Bit computers still are (Well, OK, granted they are not like some of the machines Lucas film LTD. uses for the fantastic special effects in shows like Star Wars, Raiders Of The Lost Ark, or Star Trek: The Next Generation, but aside from that...). It's just that very few people are willing to put into programs what it takes to prove it. Suncom, the maker of many joysticks, multi-player quiz games, and other fine products has put in the effort and come up with a winner. The ANIMATION STATION.

The ANIMATION STATION is a computer graphics tablet (commonly called a touch-tablet) with a 23cm wide by 17 cm tall working area. It is larger than the Koala Pad, and is built in the same basic shape as a TV or monitor. The surface is much more durable than either the KoalaPad or the ATARI Touch-Tablet. It has a grid pattern that is fairly constant, except for the lower left corner of the working area, where the name of the unit is printed. The bottom of the tablet has a movable stand, so it can either lay flat, or sit at an angle to the user on its rubber feet. It can also be hand held.

It includes a stylus that is pointed at one end (although not sharp as to poke holes in the pad surface), and has a large round ball at the other end. I find either surface usable for drawing. Just in case it gets lost or damaged, replacement stylus units are available for \$1.50 each.

Not all of the credit for this great piece of hardware goes to Suncom. The software that comes with the ANIMATION STATION is called DESIGNLAB, made by BAUDVILLE. BAUDVILLE also makes a program called BLAZING PADDLES. Now, I don't have BLAZING PADDLES, but I looked at a copy of it at the local Atari store, and it sure looks like DESIGNLAB. The only difference I could see is that BLAZING PADDLES accepts input from other devices (joysticks, Light Pens, etc.) as well as the ANIMATION STATION, whereas DESIGNLAB appears to work only with the ANIMATION STATION.

It has the same features as MicroIllustrator, plus some. The ZOOM feature is really great. It shows two areas. One is a whole screen view with a box showing the area that is magnified. The second, on the lower part of the screen, is the magnified area. It allows you to change colors, pixel by pixel, in the magnified section. DESIGNLAB also provides for the use of SHAPE TABLES, disk files of shapes such as cars, planes, boats, pointers, and the like. You can save whole pictures, or WINDOWS, which are made up of a piece CUT from a picture. It allows you to add text in several sizes and fonts to your picture. It also allows you to make printouts on EPSON, PANA-

SONIC, and GEMINI printers. I have found the software to be very easy to use, and all of its features have come in handy. I use it to design Printed Circuit boards, and it really saves some time. My compliments to BAUDVILLE on this software.

The ANIMATION STATION is supposed to be compatible with all KoalaPad software. I have not tried this out as I do not have the KoalaPad or its software (but I have used them before), but I am willing to believe that. I found it to be easier to use than the KoalaPad, as it has two sets of buttons, with 2 buttons on each side.

The top button is the UNDO button. It allows you to UNDO the last line drawn, lift the rubber band when in line mode, cancel CIRCLE mode, etc. The bottom button is the DO button. It activates the functions (LINE/CIRCLE, etc.). The top buttons on each side perform the same function, as do the two bottom buttons.

The only problems I can see with the unit are as follows.

1: You must hold down the DO button while drawing. This can get pretty tiring when DRAWing for long periods. It would be nice to be able to press it once to draw, and press again to stop. I do not know if it is the same in BLAZING PADDLES, but if not, and you use the freehand DRAW option alot, you may want to pick up a copy.

2: The box states that it will emulate a joystick or paddle. It even has a switch to go from NORMAL to JOYSTICK mode, and the instructions with the ANIMATION STATION describe the use of this switch. However, I never got that to work. When I wrote to Suncom, they told me that feature only works on the Apple version. It would be helpful if they mentioned this on the box, and left the switch use details out of the Atari version instructions, however, I don't know of too many people that would want that feature anyway, as there is no real substitute for a joystick.

3: They give no information on including ANIMATION STATION input in your own programs. That would be useful for people interested in programming.

All in all, the Suncom ANIMATION STATION is well worth the cost. It is currently the only graphics tablet available for the ATARI, but that is OK, because it is the best. I recommend it very highly to anyone who is interested in graphics, either making them, printing them, or in modifying existing KoalaPad graphics that are available on many Bulletin Board Systems and through the P.A.C. on club disks. (Or, anyone who designs printed circuit boards (it saves a LOT of paper!)).

It lists for \$89.95, but can be found cheaper mail order, or even in your local ATARI store. Try it, I am sure you will like it!

For more information, contact:

Suncom Incorporated
290 Palatine Road
Wheeling, IL 60090
Phone: (312)-459-8000

NAMM REPORT

MVACE's "Mr. MIDI"

By Sherman Rowland
Vice President of the
E-mu World Council

Well it's NAMM Show time again and that means to many of us a time to see the newest innovations in the music industry. For those of you who do not know what NAMM stands for, it is the National Association of Musical Merchants. Twice a year NAMM sponsors a trade show in two different areas of the country.

This year NAMM was held in Atlanta on the June 24-26 weekend. Needless to say, it was quite cool. I'm quite sure that many of you are wondering how the Atari computer was supported at the show. Let us suffice to say that it runs neck and neck with the Mac.

Atari had the largest computer booth at the show which featured 1040's and Mega's running all types of various packages. The hottest release for the ST in my view had to be Sound Designer by Digidesign, a previously all Mac software house. This program is THE definitive visual editor for digital samplers today (although I love Alchemy for the Mac). This is a highly significant event in the music industry. Previously, the Mac has been the machine of choice due to the fact that the only professional (FFT capable, digital eq, waveform drawing, etc..) programs were available for the Mac. This will significantly improve the ST's already

dominant position in the music field. Digidesign also released C-Lab's Creator program. Creator is a highly flexible sequencer program which supports everything you would want in a sequencer including the capability of multiple MIDI outputs allowing 64 MIDI channels of MIDI control.

Previously, only the Hybrid Arts programs supported this much flexibility. Also from Digi design is SoftSynth, a additive synthesis program for any digital sampler. That monster of the European market, Steinberg, came to the show with the upgraded version of Pro 24. This upgrade is very cool to say the least.

Also from Russ Jones Marketing, the people that import Steinberg, came what I consider to be the number one hottest piece for the ST, the Lynex 16 Bit Digital Sampling Unit. This unit features true 16 Bit A/D-D/A (Ed. Analog to Digital and back) conversion with sampling rates up to 52k according to its designer. It also features 8, yes 8 individual A/D- D/A processors allowing far superior sound reproduction as compared with the single multiplexed D/A conversion units. Imagine, 16 Bit 98dB dynamic range for your ST!

From Dr. T's was the introduction of their newest KCS sequencer system for the ST.

Also from the Dr. was a truly hot editing program for the Kawai K5. This program allows you to draw your harmonic structure for the K5 and then work on the structure via an FFT screen. Needless to say this is quite useful. The Dr. also showed many great editing programs for

virtually every synthesizer made. As usual, Hybrid Arts (very cool people) had a killer display of their MIDI Track series of sequencers. New upgrades galore, and yes they have the Hybrid File to MIDI File, MIDI File to Hybrid File converter in its last beta stages. I know 'Pro owners will want that power.

Also from Hybrid Arts is the New EZ Track Plus. One thing I must note, at Absolute Music if you own EZ-Track, I can assist you in upgrading to Plus, and if you want more power still, if you buy the lower level sequencers from us, we are set up with Hybrid Arts to allow you FULL trade-in to get the next level package in the future. Think about that before you buy.

From Passport software was the new MIDI Transport which will allow you multiple MIDI outs and SMPTE power. About keyboards, the Kawai K1 was the killer of the show. With full multitimbral control, 16 voice polyphony, and dynamic voice allocation, velocity sensitive board with pressure as well, this \$895 piece is killing everything.

In the Pro Market was the Emulator III from E-MU Systems which is the hottest sampling unit for under 50,000 dollars. New from Yamaha is the C1 computer. It is an AT compatible machine with a flip down screen. With a \$2000+ price, I feel I'd rather have an ST or a Mac for music 50 times over.

The Yamaha G10 MIDI guitar looks neat, but I didn't get a chance to try it out. Otherwise, the new Yamaha FM based synths sounded the same as the older ones. Roland and Korg failed to show at the show, but there were tons (literally) of acoustic pianos.

Anyway, there's the preview of what was at NAMM.

TLC for a MOUSE

If you're using a computer equipped with a mouse, take time in taking care of your little opti-electro-mechanical friend. As the hyphens in the last sentence suggest, the rodent's got a lot going on inside, and some simple cleaning can keep it working for you.

First off, remember that more rodents die from mangled cords than anything else. So... keep the excess out of the way (coiled under the computer/keyboard).

Really, only three items need attention: The ball, The rollers, and Dust Removal. Now, that doesn't sound too hard, does it?

Now, The Procedure: First, Remove the ball. Second, Open the mouse up. Look around inside. There will be three or four rollers that the ball turns on. Check that these have no hair or other fibers wound around them, swab them with a Q-Tip dipped in rubbing alcohol. Then, blow dust out of the mouse's interior, particularly around the area where the LEDs are. (If that isn't apparent, just get as much dust out of the inside as you can). Put the mouse case back together. Third, Wipe the ball off with a tissue moistened with alcohol, and put it back into the case.

Don't forget to vacuum your mouse pad.

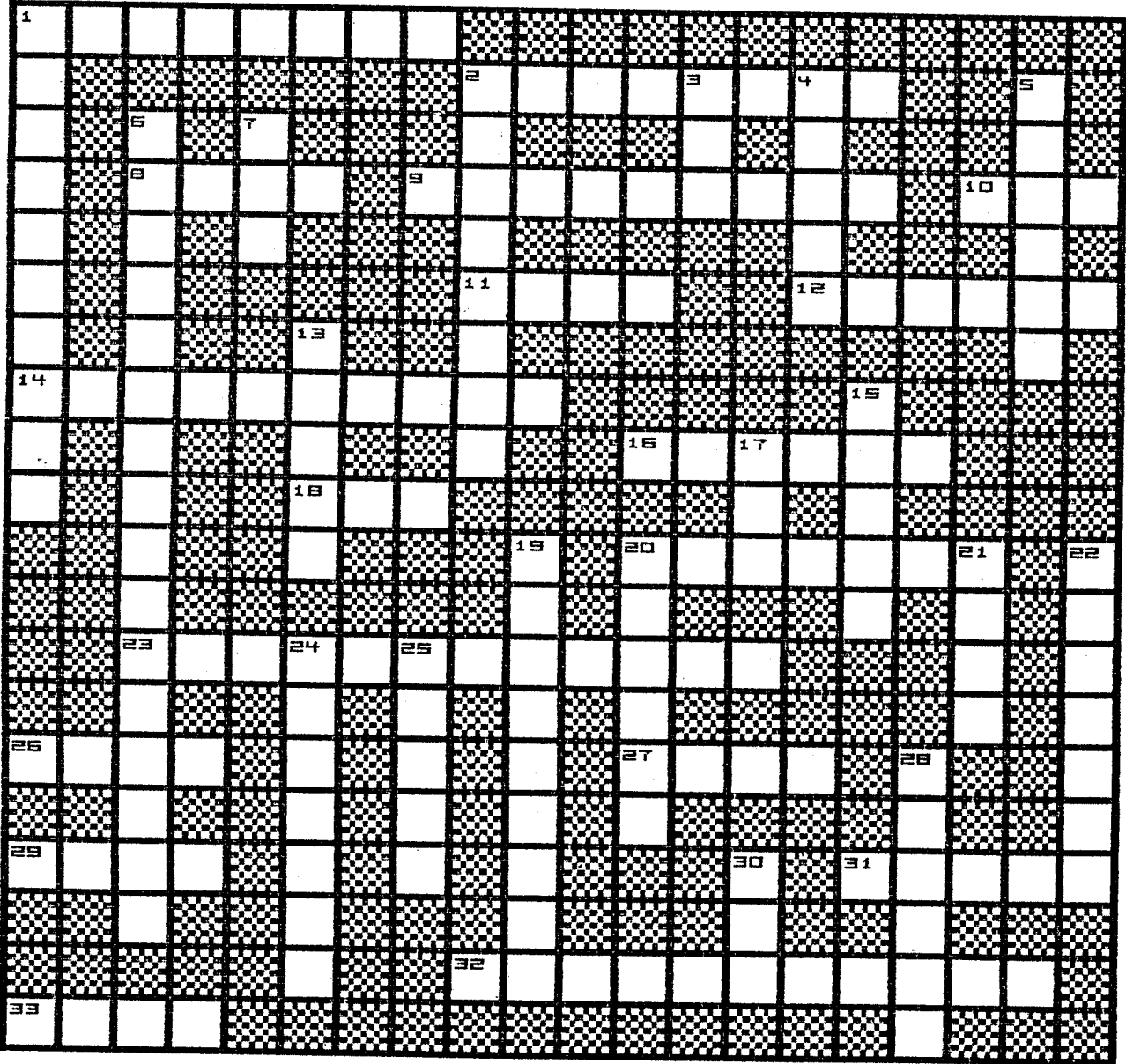
(You do have a mouse pad, don't you?)

OCTOBER, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1 Trick or Treat!						1
2	3 GENERAL MEETING	4	5	6	7	8 
9 	10	11 8-BIT EXPLORERS SIG 7pm Fulton Community Center	12	13 ST SIG 7 pm Call Teri For Info Afternoon or Eve. 771-7337	14	15
16	17	18 PAC BOARD MEETING 7 pm For location, call Bill Pike, 646-4471	19 	20	21	22
23 30	24 31	25 8-BIT EXPLORERS SIG 7 pm Fulton Community Center	26 MIDI SIG Call Dave 642-4717	27 WESTSIDE SIG Call Bill Pike for info. 646-4471	28	29 

OOPS, Here's the Si Fi puzzle again with all the clues. Good Luck

IFI



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.
- 20. Sequel to the movie Alien.
- 21. Arrakis created by Frank Herbert.
- 22. Long Character created by Heinlein.
- 24. DiLithium
- 25. Second in command of Enterprise.
- 28. Head engineer of the Enterprise
- 30. Doctor ...

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.
- 29. The Wrath of
- 31. Doctor on the Enterprise.
- 32. A collapsed star.
- 33. Used for power.