P.A.C. A.C.E.

Portland Atari Club and the Original Eugene Computer Enthusists
A User Group Newsletter typeset entirely on the ST Computer

COMPUTER NEWS

DECEMBER, 1988 PORTLAND, OREGON

ARTICLES
REVIEWS
PUZZLE
ADS
LISTINGS
NOTICES

CIRCULATION
1500

Touch-Up

Migraph, Inc., a leading developer of graphics software in the GEM environment, announces the introduction of Touch-Up, a comprehensive image design tool for producing high resolution monochrome bit-mapped graphics on the Atari ST.

Touch-Up allows the user to produce high quality images for use in newsletters, presentations, brochures and more. Migraph President Kevin Mitchell states, "Touch-Up is the first full featured graphics application for the Atari that produces bit-images not limited by screen size. It combines a wide range of drawing tools with special effects, outline font technology and screen editing functions. Users will be amazed at the ease with which they can create high quality images and headlines."

Touch-Up's versatility stems from these powerful features:

* Create & edit images larger than the screen size

* Extensive drawing tools include Bezier curves & B-Splines

* Extensive clip area functions include masking, edging, contrast, flip, mirror, slant, rotation and more

* Provides a complete paint program with features like lasso and air-brush

* Scalable outline fonts in a variety of typefaces abnd styles

* Load color and monochrome formats including: .IMG, Neochrome, Degas, Printmaster, MacPaint and PCX (mono only)

* Save images in formats including: .IMG, TIFF, GIF, IFF/ILBM and paint formats such as MacPaint, Degas, Printmaster and PCX

Unlike common paint programs whose images are limited to the size and resolution of the monitor screen. Touch-Up allows the user to set the image size by specifying the width and height in pixels. "Touch-Up is a virtual page program. By that we mean the user can actually specify his work area, regardless of the screen size and resolution. The user can match the image to the resolution of his printer, giving them great printouts", states Kevin Mitchell.

Besides Touch-Up's obvious advantages in working with images, it also provides a means to crearte large point size headlines up to 999 pts, which can be filled with patterns. Headlines and images created with Touch-Up can be imported into Desktop Publishing systems including Timeworks, Publisher ST, Migraph Supercharged Easy-Draw and Publishing Partner Professional.

Touch-Up operates on color and monochrome ST systems with 1Mb of RAM. It will retail for under $200 and will begin shipping through normal channels in December, 1988. For more information contact Liz Mitchell at 206-838-4677.

BATTLEZONE

Review by D.Moore (PAC)

The Nations of Planet Earth have all finally agreed on a world peace plan. But a power-crazed bunch of Military malcontents won't go for it. Instead they have sent out a killer force of robotically driven weapons, bent on destroying the fragile peace, and having world power for themselves. Earth will be no more unless you can stop them.

The only defensive weapons we have left are vintage military tanks. These are your only hope.

Your mission is to find the enemy weapon machines and destroy them - before they destroy you and Planet Earth !

My hand was sweaty as I took control of my joystick. The sounds of the tank motor filled the air. Then all was silenced by the alarm of the enemy vessel drawing near. I turned the turrent in his direction till I locked my weapons on target and pressed the fire button. I saw a flash and the enemy vessel flew into a million pieces. My heart was starting to pound harder; I knew that I was hooked on this game.

Battlezone is packed with action just like the arcade game was. The graphics are good and has good sounds.

The sound of another enemy in the area. I turned towards him. It was to late. I saw him fire, all I could hope for was to escape. A direct hit put my tank up in flames.

All I can say is, wait till the next time we meet. And there will be a next time for sure.

You can purchase your own copy of Battlezone from IB computers or any Atari store near you for only $ 24.95

Remember that this will work on all Atari 8-bit home computers.

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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-commerial use, providing credit is given to the author and PAC or other originating group. Commercial use must be coordinated through the editor. Material for publication may be submitted either on disk as non-formatted 8-Bit or ST ASCII files, or on hard copy (printed, typewritten, or legibly handwritten). Media may be sent to the editor at the address below. Contact the editor for instructions on uploading submissions to the PAC BBS.

MEMBERSHIP

Membership is $25 per year and includes a mailed subscription to this newsletter and access to members-only functions, such as downloading access to BBS files. A membership application is printed in each issue of this Newsletter. General meetings are open to the public and start at 6:30 p.m. on the first Monday of each month (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.

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 Librarian	David Moore	297-7223
Sergeant-At-Arms	Randall Leong	246-6348
BBS Director	Melvin Waller	230-0248
Newsletter Editor	Teri Williams	771-7337
Advisor		

The Pres's Column
Bill Pike

Wellll, it's been a long year or maybe not. There have been a lot of changes in the club and a lot of excitement. This has made the year go a lot faster. I hope that most, if not all, of the changes have been, at minimum, acceptable to the members. I am sorry that some things didn't go quite as smoothly as I had hoped they would.

We have just received a membership from Hilo, Hawaii.

There have been some BIG changes in both the structure of the club, as well as the goods and services provided to the members. We have gone from both feet in the grave, to dancing on top of the grave, well maybe not quite dancing yet. The by-laws have been updated and they have been published for the first time since october of 1983. The club has made itself independent of programs and/or equipment of its members. Our membership has leveled off, and has started to climb. Both BBS's have been upgraded with 20meg hard- drives and PAC#2 has changed software. The newsletter has been coming out every month, abet once or twice a little late. The treasury has gone from $250 in the red to over $1000 in the black. The Eugene ACE newsletter has merged with the PAC Computer News making our newsletter the ORIGINAL ATARI NEWSLETTER for the WORLD. We are having our first-ever Christmas Party this month.

All in all, I feel that it has been a year where a LOT has been accomplished.

This club exists to serve its members! Not the members to deserve the club. However the board can't do it all. We both welcome and need your ideas, directions,and most of all your HELP.

As I said before, any member is more than welcome at a board meeting. I will ask, however, that you contact either the President or Vice-President saying that you will be attending, so that if you have motions to put before the board your input can be put on the AGENDA for the meeting, also to find out where the meeting is. This is to smooth up the meeting so we all can go home before midnight.

I will say that last year was,"Takin Care of Business...". Next year will be, "Girls(Boys), just want to have fun." We have a lot of speakers being lined up as well as a bunch of demonstrations by club members as well as non-club members. When I joined the club it was to learn something and have some fun at the same time. Let's DO IT.

I want to give my sincere and heartfelt thanks to all the board members and the membership in general. This year has been somewhat of a strain on all of us. But as the muscle builders say, "No pain, no gain." I really feel that we have a much stronger club and one that is more able to respond to the wants and needs of the membership. AGAIN, I AND THE BOARD THANK YOU FOR YOUR SUPPORT. We look forward to serving you in the year to come.

The Pres

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Current Board Members run for Re-Election
by Bill Pike (pres.PAC)

The current board members have asked me to submit their names in candidacy for the 1989 PAC Board with the exception of Perry Bailey who is the current ST-Disk librarian. I really don't know how to go about this but here goes.

Each of the candidates wish to run on the record that they have established in the past year. I realise that some of the board members will have only been on the board for 3 months but before they were asked to fill in board positions both the board and I searched for the best candidate for the position and asked for confirmation from the membership on each position. I do have to confess to some possibility of prejudice as I was one of those who asked the people to fill the positions and I wouldn't have asked them if I didn't think that they could do a good job. I have been well pleased with all of the members of the board and the way that they have performed their duties. I hope you are also. Anyhow here goes:

For the office of President:
Bill Pike
For the office of Vice-President
Brian Hunt
For the office of Sec.-Tres.
Dutch Leonard
For the office of Memb.-Sec.
Paul Karczag
For the office of ST Prg.Dir.
Nabil Pike
For the office of 8-bit Prg.Dir.
Paul Gittins
For the office of BBS Dir.
Mel Waller
For the office of Spec.Projects
David Moore
For the office of Sgt.at Arms
Randall Leong

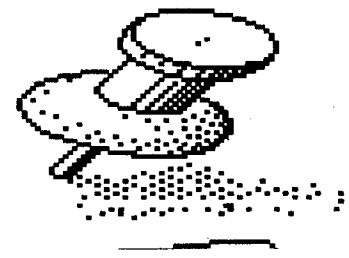
I hope you are pleased with the direction that the club has gone in the past year. There has been a lot of cleanup work and a few rough edges. All in all I feel that this years board has accomplished more for the membership than any board in the past 5 years that I have been a member of PAC. **Continue next page...**

PAC HELP HOTLINES:

BBS USAGE		**dBASE III**	
Steve Billings	246-1751	Calvin Partridge	297-3641
Melvin Waller	230-0248		
ST LOGO & C		**PASCAL**	
Randal Schwartz	626-6907	R. Deloy Graham	649-6993
DOS Operation		**ST Graphics Adv. games**	
Wayne Winterbottom	667-6073	Jim Miller	641-6356
dBMAN		**ST GENERAL**	
David Addison	645-6985	Chuck Hall	626-3717

Guest Speaker

Sig Hartman



PAC
XMAS - PARTY
MONDAY, DEC. 5th

6:30 PM

NORTHWEST SERVICE CENTER

1819 NW EVERETT, PORTLAND

(LOTS OF FREE PARKING)

FOR INFORMATION CALL BILL PIKE 646-4471

ELECTIONS CONT...

The bylaws have been updated and all old problems have been resolved. Much has been returned to the membership in both tangible and intangible areas. The club is in excellent financial condition and the membership is growing. I hope that you feel that we have done a excellent job of serving you and would wish that we could continue this successful year with a more successful 1989.

We thank you for your support!

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Battle of the 8's

Running for the 8-Bit librarian are the following 3 people. Jason Gaither, David Hunt and Melvin Anderson who have each wrote an article.

Jason Gaither

To the membership of PAC:

I think to be a good leader you must have good ideas. You must be willing to work hard, and to always get the job done. My name is Jason Gaither. I'm running for the postion of 8-bit librarian. You might think I am too young but I think that PAC should look into the future. I will provide you with some very good programs. I will be calling BBS 's all over the NW, get the best PD programs around. Please, if you want to to see PAC go foward, Vote for me in December as PAC'S 8-bit librarian and I'll serve the board with my very best. Sincerely, Jason Gaither,

---

David Hunt

Hi. I am David Hunt and I am currently the assistant 8-bit disk librarian. Do to the upcoming vacancy for the position of 8-bit disk librarian, I will be running for it. I feel that I am the best choice for the job for several reasons: A) I have a lot of spare time to devote to the job. (An absolute pre-requisite) B) I have spent the last month sorting & straightening out the library. I am a long way from done, but a new person would have to start all over as I did. C) I have in the last month put out over 20 new disks for YOU. These are disks that WORK & include FULL DOCUMENTATION!!!

So if you want a good library of quality programs that WORK.....

VOTE FOR DAVID HUNT for the position of 8-bit disk librarian.

Thanks, David Hunt

Melvin Anderson

As a new member of PAC let me introduce myself. I am married and have one son. By profession I am a magician. My wife and I own and opperate a large child-care facility in Milwaukie.

My background in computers is based on my training as a programmer and early experience in the CP/M environment. I have been an active member of the local CP/M Users Group for several years and have served as their 8" librarian almost since I joined. My interest in Atari began when I started obtaining machines for the school-age program we have at our child-care center. I began with what I could get and improved as I went along progressing from Timex Sinclair, to Vic-20, to the Atari 8-bit machines.

I am a firm believer in actively supporting organizations to which I belong. I belong to several magic organizations and have held virtually all offices at one time or another (most at least twice). As already mentioned, I am currently the 8-bit librarian for the CP/M Users Group and have been for some time. I rarely miss a meeting, and if I have a responsibility, I make sure it is covered.

Now that I am a member of PAC, I want to become actively involved. At this time I believe the 8-bit Librarian position would be the best for both PAC and me and therefore ask your support.

As I mentioned before I seldom miss meetings, however due to a long-awaited family vacation, I will not be in town for the December general meeting (much to my disappointment, especially since I understand a representative of Atari Corporation is to visit us that night).

In advance I appoligize for my absence and ask for your support in my running for the position of 8-bit Librarian.

Sincerely yours, Melvin Anderson

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BOARD MEETING MINUTES 11/15/88 GENERAL MEETING MINUTES OF 11/5/88

This meeting was a swap-meet. About 300+ people attended. Migraph demonstrated its new IMG format editor. Word was passed that Sig Hartman will be attending the December Christmas Party. Supra didn't show up.

BOARD MEETING:

Opened at 7:45pm ABSENT: Nabil Pike(work), Perry Bailey (ill), Mel Waller, Brian Hunt **PRESIDENT:** Bill reported that about 300+ people attended the November Swap Meet. Everyone seemed pleased except the people who came to see Supra, who didn't show due to unexpected problems. Migraph was there, demonstrating their products, especially nice was the a pre-release version of TOUCH-UP, a super graphics program. Sig Hartman will attend the December meeting; plan to attend with your comments, complaints, and questions for Atari

Publishing Partner Professional, has been released under the title PAGESTREAM, it is now shipping and the club will purchase the upgrade for the cost of $99. The club has secured a subscription to GENIE, to allow the newsletter editor, 8-bit librarian, and ST librarian to download public domain software and files

PAC #2 took a severe power-line hit which caused damage to the ATR8000, the Supra interface, and the Hard-Disk. I recommend the purchase of a better Surge-Suppressor be purchased.

VICE-PRESIDENT: No Report

SEC-TREASURER: closing the month of October. Checking Balance $476 in checking $1031 in saving Total $1507 Income $527.50. Expenses $878.71 There was a major expense of $715 for the DeskJet Printer.

MEMBERSHIP SEC.: 5 Memberships Expired, 4 New Memberships, One Renewal of membership. One of the New Memberships was from Hilo, Hawaii.

ST PROGRAM DIRECTOR: No Report

ST DISK LIBRARIAN: No Report

8-BIT PROGRAM DIRECTOR: There will be a XEGS at the December meeting along with several of the new cartridge games.

8-BIT DISK LIBRARIAN: 20 new disks are ready for the January Meeting. The club is purchasing a set of Analog, Antic, and Compute Disks and the magazines that go with them. These Disks/Magazines will be available at the 8-Bit Explorer SIG meetings.

BBS DIRECTOR: No report

SPECIAL PROJECTS: Everything for the December 5th Party is proceeding smoothly.The cakes and Sub-Sandwiches have been ordered; Soft drink arrangements are being made. Refreshments will be served by the board members.

I talked to Merril Ward (US Media). He said that the club could get up to 30% discount if we ordered the Diamond Operating system in quantity.

NEWSLETTER EDITOR: The 1988 board is running unopposed, there are three candidates for the 8-bit librarians position.

SGT. AT ARMS: No report.

OLD BUSINESS:

PageStream will be ordered. The GENIE account will be allocated $25/mth.

NEW BUSINESS:

The board discussed the purchase of a Surge-Suppressor for PAC#1 and PAC #2. The President will purchase same.The board discussed the utilization of the club BBS's and possible ways to improve usage. Elections will be carried out by ballot handed to each club member on entry to the meeting. All Candidates will be on the ballot for each board position. Voting will take place after the dinner. Results will be determined by plurality.

NEXT BOARD MEETING: 'Atsa Pizza in Progress 7:30pm, Dec. 20th, respectfully Submitted:

Paul Karczag & Bill Pike

B B S's

PAC BBS #1	*STEVE BILLINGS, SYSTOP*	*(503) 245-9405*
PAC BBS #2	*MEL WALLER, SYSOP*	*(503) 238-7130*
ACE BBS	*EUGENE, OR*	*(503) 343-4352*

PORTLAND ATARI CLUB — MEMBERSHIP APPLICATION

Please fill out the following information, then forward annual dues of $25,00 to:
(Renewals are $20.)
NEW: Newsletter only (year) $10.00

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

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? _____

THE EMPIRE STRIKES BACK

Paul Karczag, PAC: Review copy of game loaned by IB Computers

Do you remember what you were doing in 1976? If you can remember that year, it's a good bet that you spent some time watching STAR WARS, the movie. Three years later came THE EMPIRE STRIKES BACK with outstanding special effects and a somewhat unsatisfying plot (at the end of the movie the good guys are in worse shape than at the beginning of the movie).

Now, ten years later, you have the opportunity to re-live that second adventure, to test your skill as a pilot, to attempt to become a Jedi Knight!! If this sounds interesting, get ready for THE EMPIRE STRIKES BACK -- the computer game.

This game's style is very similar to its predecessor STAR WARS in that line drawings make up most of the graphics. However, the animation is very smooth and the overall game has a very polished feel to it. When the game finishes loading, you are asked if you want to play an easy, medium or hard game; reguardless of your choice, the sequence of play is the same (you simply must face more of each type of opponent, with corresponding point bonuses given when each level is completed).

Depending on the level of difficulty selected, a certain number of opponents must be defeated; if you are successful you are awarded a skill letter.

Get all four letters (spelling "JEDI") and you will appear as a Jedi Knight on the high scores list (until you turn the computer off. You must earn the honor each time you play).

The first screen takes you to the surface of Hoth, to the rebel's secret base. Darth Vader, trying to locate the base, has sent out PRObe roBOTS to locate the base. In the movie, Han Solo only had to contend with one of them; you get to do battle with dozens (I suspect this was due to faulty programming. They all had to start their search pattern on Hoth). On the positive side, you get a snow-speeder to fly around in and have unlimited ammunition to blast away at PROBOTS. In addition to destroying them, you are to shoot at their transmissions, thus keeping them from notifying Darth Vader. I was able to continually blast the required number of PROBOTS, earning the letter "J", but was unable to keep them from sending the signal out.

Once Darth Vader has been notified, you are thrust into battle against hoards of Imperial Walkers bent on destroying the rebels force shield. There are the smaller, faster two-legged type and the larger, slower four-legged walkers. Each as a small red viewscreen in the front; blast it and you'll see the walker explode. Additionally, you have a limited number of tow-cables that you can fire at the lumbering walkers to bring them down. It seems to be a good bet to save these tow-cables until you are forced to attack from the rear, after making your first pass (once behind them, it will be impossible to shoot thru the viewscreen in the front). You can also fly thru the legs of the larger walkers, earning a skill bonus. This is my favorite screen although I didn't earn the letter "E" as often as "J" or "D".

The third scene puts you into outer space, where you must blast as many Tie fighters as you can. This scenario is similar to one in the original Star Wars game, but just as much fun. It was relatively easy to earn the letter "D".

The last scene puts you into the asteroid field, were you get to show off your flying skills by dodging boulders that are at least twice the size of your ship. Shooting them had no effect; if you survive you are awarded the most valuable letter "I". This is the screen that consistantly gave me the most trouble.

If your flying skills and/or the number of shields you had allows you to finish this level, you are teleported back to Hoth to battle the PROBOTS again.

If you like action-arcade games, I highly recommend THE EMPIRE STRIKES BACK.

It is produced by Domark , and has a list price of $39.95.

==========

BLACK LAMP

A Look At A New ST Arcade Adventure Game!
Bill Estes, STDIO

Rainbird, the company that has brought us such graphic/text adventures such as "The Pawn" and "The Golden Path", now bring us a new entry in the form of "Black Lamp". This is an arcade adventure that is in some ways similar to "Gauntlet", but is very different in other ways. The story line revolves around 'Jolly Jack' the court jester to King Maxim of Allegoria. It seems that Jack the jester is in love with the Princess Grizelda, but the star crossed lovers cannot wed because of the differences in their stations in life. All is not lost though. It seems that bad times have fallen on the Kingdom of Allegoria. The kingdom owes much of its prosperity, not only to the wealth of the kingdom, but to a set of enchanted lanterns. The most revered of these is the "Black Lamp". It appears that these lanterns were stolen in the dead of night by dragons.

The kingdom is now beset by various evil creatures that are laying waste to the kingdom and its people. What will they do, what will they do? The King who was against the marriage of Jolly Jack the jester to Princess Grizelda has come up with a plan. If Jolly Jack can gather up all the enchanted lamps, including the "Black Lamp", then the King will give the hand of the Princess in marriage to Jolly Jack and half of the kingdom to boot. If Jolly Jack can do this and rid the kingdom of the evil that has befallen Allegoria, than this is a small price to pay to still be King and have a kingdom to still rule over.

Little does King Maxim know that Jolly Jack is not just the court jester, but a very cunning fellow also. Jack has made friends with the kings sorcerer, Pratweezle, who was able to conjure up two spells to aid Jolly Jack in his quest to save the kingdom. The first of the spells give Jack the power of recuperation, enabling Jack to cheat death a limited number of times. The second spell gave Jacks belt buckle the power to emit shattering bolts of pure magic.

So much for the story line. Jack will start his quest in any of twenty different locations each time that a new game is started. You will find an empty chest that has nine compartments, and each compartment is of a different color and you must return the different lamps back to the chest. Sound easy. It isn't as easy as it sounds. Along the way you will be continually attacked by various evil creatures such as dragonflys and wasps, bats, werewolfs, goblins, imps, crows, buzzards, witches, trolls, slayers (a warrior type) and worst of all, dragons. Every enemy that Jack encounters will attack him, and if the attack succeeds, it will drain energy from Jacks life force. When Jack is out of energy, Jack losses a life. When all of Jacks lives are gone, the game is over. Jack can defend himself by using his magic belt buckle to blast these enemies into eternity and continue lookin for and returning the enchanted lamps back to the chests that they belong in. One of the problems that Jack has is that he can only carry one lamp at a time, so he must remember where the storage chests are and return each lamp so that he can find the next lamp and so on. The Black Lamps are guarded by the dragons and can only be taken after the dragon is destroyed (also not an easy task to preform).

While Jack is on his quest he can regain lost energy by finding bonus objects along the way that will help protect him from his enemies and restore lost energy. Magic Armour to protect Jack from his enemies attacks, but only lasts for a limited amount of time. Musical instruments will give Jack an increased bounce factor that will prevent damage if he falls to far (also a limited time on this power also). There are other bonus objects that give Jack other powers to help in his quest so, I will leave some of the details to you to find out for yourselves.

As Jack destroys his enemies and collects the lamps and bonus items along the way he will score points that will be added to the hall of fame if Jack beats any of the scores that are allready listed. Getting high scores are difficult and take time and practice to improve Jacks abilities in defeating the various monsters he will constantly encounter.

The play of the game is through a joystick or mouse and keyboard as an option. So far, I prefer using the joystick to control Jacks movements. The layout of the kingdom is in three dimensions. You can move Jack up and down along with left and right movement, but with the added ability to go into many of the hundreds of rooms and screens that Jack will encounter along his quest. The animation of Jack and the many evil monsters that he is constantly fighting is very good and movement is smooth and flows evenly between screens. Learning to control jack takes some time to master, as each of the eight directions on the joystick will control a different movement that Jack will respond to.

The designers of Black Lamp have added several new twists to this game that are not usually found in arcade/adventure games. One twist is that no two games are alike and the lamps will not always be in the same location each time you play the game. The second twist is that you will start in a random location each time that you play "Black Lamp". As you play the game, getting farther into achieving Jolly Jacks quest, the action will increase and later levels will be more difficult, there will be more lamps to retrieve. Boy, isn't that nice to hear. More work and never the same game twice.

While I have played this game I have been impressed by not only the quality of the game but by the low price of "Black Lamp". It only retails for $24.95, but is being sold at Xanth for $22.95 and is a real bargain for those of you that like good deals as well as a great game. The graphics are good and the sound is fair. The game has a lot going for it. Not only do we have mindless violence in destroying all the monsters that Jolly Jack will encounter, but we have a good story line to follow and a seemingly endless maze to solve in gathering up the missing lamps and returning them to their chests. This game is not for amateurs who just want a fun game. While this game is fun, you will have to spend many hours mastering the skill that will be required to succeed in completing Jacks Quest so he can marry Princess Grizelda. There is much more to this game than I have included in this article and I recommend it to serious gamer's who like a challenge as well as playing a very well thought out and well developed game. My complements to Steve Cain and G.P. "Kenny" Everett for the game concept and design as well the ST graphics and programming. The sound and music are by Fred Gray. This is one of the better games of this type that I have seen to date and would like to see more companies put forth the quality and effort that went into this product.

A.C.E PAGE

BUMPAS REVIEWS
Jim Bumpas, ACE

DRAWART

Migraph has produced a sequel to their useful SCANART package of graphics for use with EASYDRAW on the ST.

DRAWART comes with two double-sided disks of line drawing in several categories of topics. There are animals, arrows, art tools, automobiles and parts, borders, buildings, clipart, computers, food, lights, maps, music, office, photography, sports, stars, airplanes and boats. This art is all well-drawn by professional artists. Each line drawing is sharp and detailed. This art package produces much better output than scanned clipart.

DRAWART is further evidence of Migraph's dedication to provide useful products to enhance their excellent EASYDRAW package. Moderately priced, this "system" (and EASYDRAW is becoming a graphics"system", with all the add-ons and enhancements) promises to become something even commercial artists might use in their business. DRAWART is definitely a product for one who is serious in their use of EASYDRAW.

MEGATOUCH

Regent Software is selling an accessory product called "Mega touch". For $12 and 10 minutes of installation time, they promise you can make your ST keyboard feel like a Mega keyboard. If you have tried the Mega keyboard and wish your ST felt more like it, you might want to give this product a try.

MY CHRISTMAS FAVORITES

This time of year makes me think of my favorite ST software for gift-giving. If you've followed my column, you already know my favorite graphics and desktop publishing page layout program is EASYDRAW, together with its various add-ons, like EASYTOOLS and UPERCHARGER.

For word processing, the one I use for great output on my 24-pinprinter is 1st WORD PLUS. It will even incorporate graphics into my documents.

For massive text-editing, massaging of ascii documents (data files, newsletter editing, etc.) there is nothing to exceed the power and speed of STWRITER. This program has made transfer of large (100k to 400k) data files possible between databases and spreadsheets, Macintoshes and STs -- nearly any kind of text-manipulations can be performed with this program.

For spreadsheets, I still use VIP Professional. I've ordered LDW POWER, which I expect to be even better. I'll tell you more after I've used it some. VIP is a good, solid "Lotus" clone (v.1.0). LDW POWER claims to be Lotus v.2 compatible. If so, I'll probably like it a lot.

For databases, I find I am using ZOOMRACKS even more than in the past. Paul Heckel of Quickview Systems is discouraged about the ST market, and he hasn't found nirvana in the IBM market, either. ZR3 is delayed, but we might hear he has collaborated on an exciting "fusion" product. The appearance of SUPERBASE promises to bring Professional-quality and easy to use databases to the ST world. I'm sure we'll hear more about this in the months to come.

For telecommunicating, nothing to surpass FLASH! I use it constantly. It's easy to use and very powerful, especially with the accessory which permits remote operation.

My favorite games are strategy games. And my favorite strategy games are EMPIRE by Interstel, and WARSHIP by SSI. Both are distributed by Electronic Arts. EMPIRE is a game of exploration and onquest for 1 to 3 players on a 58 by 98 square grid. The weapons are WW2 technology, although the manual postulates a sci-fi scenario. WARSHIP is a game of tactical ship-to-ship combat in the Pacific War (1941-1945). One or two players make up task forces of Japanese, US, British or Dutch ships to fight it out for supremacy on the highseas.

For arcade action, I still find myself enjoying TEST DRIVE by Accolade. I've been playing this for a year now. All my top scores are with the Lambourghini and Ferrari. The other cars don't seem to be fast enough to get into the top 8. I've only made it into the 42,000 range in scores. I've decided I don't like to drive the Ferrari. It's too much of a challenge for me at my present skill level. It's got the most powerful engine, but the steering and brakes don't seem to be up to controlling all that power well enough for me. Maybe when I become a better driver, I'll do better with it.

The "Ghini" has a good match of control and power. The Lotus Esprit and Porsche Turbo are "maxed-out" on control and are a delight to drive. Neither are as powerful as the two Italians, but with their better steering and brakes, I might be able to score better by getting through those last two laps without crashes or tickets. Dream on!

The hottest thing in adventure games now might be HEROES OF THE LANCE and other Advanced D&D offerings from SSI. HEROES is a little too difficult for me. I'm unable to finish it so far, although I know people who have finished it. It has excellent graphic quality which will impress anyone. And the two-dimensional animations are great.

Well, these are the programs I use on a regular basis. I know you also have your favorites. But if you're looking for good gifts to give this season, these items are well worth looking into.

-- Jim Bumpas

==========

TYPHOON THOMPSON SEARCH for the SEA CHILD

Fun! Clear and simple. This is a fun game. The graphics are very good and detailed. Sound is ok but nothing special.

About the game: You are Typhoon Thompson and you're given the task of rescuing the sea child (?) the sea sprites have hidden away. Don't ask why. Don't ask who, what, when... Boot the disk, grab the mouse and play away! This is an arcade game where you pilot a jet-boat type rescue craft. The enemy are the sea sprites. They have some high-tech weapons which can bump you, shatter your craft, suck it up, bubble it, splat it and vaporize it. You, of course, try to evade these weapons. While doing this, you shoot at the weapons and, if you hit one, the sea sprite falls out and you try to grab it before it swims to safety (and to another weapon).

The game is really more complex than this brief explanation. If you shoot too much, you activate other enemy weapons. If you don't catch the sprites soon enough, they start flopping around and must be shot again before you can capture them. At each level you must retrieve an item to advance to the next higher level.

This is not an easy game. When you have fifteen or twenty sprites swimming all around trying to get away from you while ten or more weapon pods are chasing you, it's easy to panic and shoot at anything and everything. Whoops! Wrong move. That can activate even more enemy weapons. I will tell you now that it is absolutly impossible to go beyond the third level! Ok! Ok! So my kids can do it. That doesn't count. Kids can do anything. Kids should not play games like this because it only confirms their belief that they are far more skillful than adults.

TYPHOON THOMPSON SEARCH for the SEA CHILD" produced by Dan Gorlin Productions and is marketed by **Broderbund, 17 Paul Drive, San Rafael, CA 94903**, (800) 527-6263. It requires a 520/1040 ST, color monitor and mouse. The disk is protected and will be replaced free if it fails within 90 days. After 90 days, there is a $7.50 charge.

Did I mention that if you're not careful, you could get "bubbled"?

-- Steve Golden, (ACE)

==========

Mixed-Up Mother Goose
Roberta Williams, ACE

Mixed-Up Mother Goose is a 3D fantasy adventure game designed for children ages 4 and up.

It started like any other night when we, the parents, say good night to our sleepy child. Our little hero or heroine (the child) has a wonderful dream of flying through the air on the downy back of a giant white goose to the Land of Mother Goose.

Mother Goose (herself in person) meets the child and tells about the awful mixed up. The characters or items from her 18 most popular nursery rhymes are scattered throughout her land. The child's quest is to find these misplaced characters and items and bring them back to their rightful place.

When the rhyme is completed, the character comes to life and performs the nursery rhyme. The animation of each character is smooth and delightful to watch. There is even a charming melody which accompanies the rhyme. The rhyme is also printed on the screen, so the child can read it at their own pace without being pressured to hurry on.

Get all the rhymes solved, and Mother Goose meets you at her house again for the farewell until the next trip into Mother Goose Land. (The objects are randomly located with each new game.)

The ability to read is not necessary in this game. The character talks to your child both in written and visual clues. The words are printed onto the screen and then a picture is shown of what is missing. A large colorful map of Mother Goose Land is included, so one cannot get lost while visiting Mother Goose Land. The game can be played either with a joystick or a keyboard. (Yes, even with a mouse, but it is a little hard to steer the character around.)

The pull-down menu windows are help in making the game easy to play. Here are the options of saving your game to a data disk; the joystick and/or the sound off and on toggle; and more.

Even the smallest children can play this adventure game because there are only a few necessary keys to know. They can play it by themselves when the adults are out of the room once the program has been started.

Mixed-Up Mother Goose can save up to 12 children (games) according to their names, to disk.

Great for classrooms and groups.

Mixed-Up Mother Goose is spiced with a personal touch for each child. The child can chose from one of the various hero (ine)s (four boys and four girls) for your children to represent themselves in Mother Goose Land. It also uses their own names (up to 10 characters) when s/he talks to Mother Goose and when saving a game to the data disk.

The directions are easy to follow. There is a walk-thru section for the beginner player. This section are especially great for the parent trying to explain the game for their child in a step-by-step manner.

My daughter, Katie, likes this adventure game because it is non-violent. There isn't a time limit to complete the game. The joysticks are easy to use but most of all, it is fun to play. Joe, on the other hand (who is older), likes this game because, like a puzzle, it needs to be solved to see what happens at the end.

There is probably more to say about this fabulous game, but go and check it out yourself at your favorite dealer for your little ones.

by Sierra On-Line, Inc.

The Music Maker Version II

"Type-in" Original Music Software for 8-Bit Programmers!

By Penny Ormston, R-ATARI CLUB

This is an all-new version of Music Maker with many new features not supported in the original Music Maker program (ED., PSAN, January 1988). This new version lets you load and play your files, edit, and save or convert them for use in your own programs.

Have you ever wanted to add a little music to your Basic programs, but didn't want to spend hours huddled with your refrence manual decoding the notes into decimal values your Atari could understand? Even entering short musical passages can become a boring, tedious task...especially if by some chance a wrong number is entered by mistake! Then you have to search through the DATA lines in a frustrating attempt to find and replace the errant code! Who needs all this hassle anyway? Isn't there an easier way to add music to Basic programs? Yes! That is where Music Maker comes in. With Music Maker you can add simple ditties or relatively long, complex musical scores to your own Basic programs. Music Maker takes all the hassle of finding the decimal codes for you. It even goes a step further, changing the decimal value for each note into superfast strings for almost instantaneous initialization! In fact all you need is sheet music and Music Maker to get you started.

USING MUSIC MAKER

In order to get the most out of Music Maker you really must know a little bit about Music, at least enough to recognize the notes on the Treble and Bass clefs and to tell the duration of notes. Music Maker uses both the treble and bass staffs, allowing you just over three octaves for use in your music.

Although creating music files is the main purpose of the Music Maker, it has many other important features as well. Not only can you create and save your music to disk, but you can also Load, Edit, and Play existing music files easily. Music files may contain from one to four voices. You might choose to create a single voice, Play it so you can hear how it sounds, and then Save it or move on to the next voice. Or you might want to put in all the voices one after another until the music is completed, THEN Save the file or use the editor to correct any mistakes. The program is very flexible that way.

The Main Menu offers the following options:

1. Create New Music Data
2. Load a Music File
3. Edit Music Data
4. Play Music in Memory
5. Save Music File
6. Music Conversion

I will explain each option in order.

1. CREATE A MUSIC FILE

When you select the Create Music option from Music Maker's Main Menu, you will be shown the entire staff including both the Bass and Treble staffs. You will also notice the note positions. A solid block shows where each note belongs on the staff, and beneath each note is the name of the note. Since all musical notes are limited to the names A-G, it was necessary to differentiate between the different A's, B's, etc. Music Maker does this by distinguishing between the octaves by assigning a numeric value to each octave. To help avoid confusion, the treble and bass staffs are drawn on the screen with the octave number and note name (A-G) under each note. This screen remains in place during the entire creation session, so you can refer to it as often as you like.

The octave number is entered first, then the note name. You don't have to enter the octave number with every note, however. For example, you are writing several notes in a row that are all in octave 3. After an octave value is entered that value is retained in memory, so you can now enter just the note names as long as you remain in that octave. When you want to enter notes in another octave, you give the octave number, the note name then press return. The new octave number will now be in memory. If you go back to the first octave, you will have to press its number in front of the next note. If this sounds a little confusing, just hang in there! I'll give you a sample music entry shortly.

Sharps and Flats can be denotated by use of a plus sign (+) for sharp, or a minus sign (-) for flat. In other words, to play a middle C sharp, you would press 2C+ and then RETURN when asked for the note. For a high B flat, you would enter 4B- and then RETURN. Please note that the lowest note Music Maker can accept is a low B (1B), and will not recognize 1B-. This is because the byte value for 1B is 255, and a higher value is unacceptable.

In the Create mode, you will always begin work with voice 0 (Atari registers its voices as 0-3 instead of 1-4) and note #1. After entering the note, the note will be played for you. This can often help you spot mistakes, so keep the volume turned up loud enough to hear it! You will now be asked for the duration of the note. The acceptable note durations are as follows:

Input:	Note:	Duration:
W+	dotted whole note	6 beats
W	whole note	4 beats
H+	dotted half note	3 beats
H	half note	2 beats
Q+	dotted quarter note	1 1/2 beats
Q	quarter note	1 beat
E+	dotted eighth note	3/4 beat
E	eighth note	1/2 beat
S	sixteenth note	1/4 beat

Please note that there is no dotted sixteenth note. Thirty second notes are not supported, nor are triplets.

Enter the duration value according to the above chart. Once a duration is entered, you will be asked for a value for note #2 and so on. To enter a rest as a note, simply enter R as the note (inverse and caps/lower all work) then enter the duration for the rest exactly the same as you would for a note. If you make any mistakes as you enter the notes or durations, you can press O (for Oops!) to make any needed changes. You will then be asked which note to go back to. Enter the number of the note you need to change and press RETURN. The creator will now send you back to that note and continue onward from that point. If your mistake is several notes back, you may wish to jot down the number and use the editor to alter it when you are finished with the voice. This will save you from retyping in all the notes between the mistake and where you noticed the mistake. Normally you will catch any mistakes as you make them, making O(ops!) a very handy tool.

Here as an example, is a simple, familiar tune. It is shown in the format: note/duration note/duration, etc. Enter the note value, press RETURN, then enter the duration value and press RETURN again. Keep going until you have entered all the notes and durations.

```
2C/E C/E D/Q C/Q 3F/Q E/H 2C/E
C/E D/Q C/Q 3G/Q F/H 2C/E C/E
3C/Q A/Q F/Q E/Q 2D/H 3B-/E B-/E
A/Q F/Q G/Q F/H S
```

When you are finished working on a voice, enter S (Stop) as the next note. You will be asked if you are sure you want to stop inserting data in this voice. Enter Y for yes to stop now, or N to continue working on this voice. If you enter Y you will be asked if you want to begin work on the next voice. If you press Y (yes) here, you will now be working on voice 1 and note #1. If you press N (no) you will be returned to the Main Menu. From there you may wish to Play your music, Save it, or Edit it. If you play the above musical entry, it should sound like the Birthday song. If it doesn't sound right, you may want to use the editor to make any necessary changes. I'll explain both the Player and the Editor a little later on.

Another special feature of the program is the ability to repeat certain passages in your music. Pressing the colon (:) as the note value will mark the beginning of the passage you want to have repeated. You press : again when you are at the end of the passage you want repeated. The notes between the first : and the second will now automatically be appended to the end of your voice data. You should see a considerable jump in the note number after this is done, depending on the number of notes you are repeating. If you want another area to be repeated, press : at the beginning of the new area, then press it again when you get to the end of that passage. You cannot have a repeating area within a repeating area. If you try pressing : to begin a second area to be repeated, it will be registered as the end of the first repeat area. You can, however have repeating areas back-to-back. For example, you want your second repeated passage to begin right after the first repeated passage. Press : to end the first repeat, then press : again to begin the second one. The maximum length of a passage to be repeated is 250 notes, one half the length of the total file.

2. LOAD A MUSIC FILE

Pressing 2 from the Main Menu will take you to the Load option. This option allows you to load a previously saved Music Maker File into memory for playing or editing. You can now enter a filename for Load, or RETURN for a directory of drive 1. Pressing ! will return you to the main menu. When entering Filenames, wildcards are acceptable. If the file isn't on that disk, you will be informed and given another chance to Load.

Once a file is loaded into memory (it is very fast!) you will be returned to the Main Menu. ** Please note: Loading a Music File will erase any file already in memory! Be sure to Save your altered/newly created music before Loading a new file. You may only load previously Saved files, not converted ones.

3. EDIT MUSIC DATA

Pressing 3 from the Main Menu will take you to the Music Editor. If there is no file in memory you will be told as much and then routed back to the Main Menu. If there is a file in memory, you will see the Edit Menu.

The Editor Menu has several options:

Insert a single note
Delete a single note
Change a single note
Major note changes
Add a Voice
Exit to Main Menu

In all Edit modes except Add a Voice, you will be asked which voice you want to edit. Here you enter 0-3 for the voice to edit. If you enter 3 and there is no data for voice 3, you will be asked to try again. (Any invalid response will take you back to the Main Menu.) In the Add a Voice option, you will automatically be advanced to the next voice note #1 in the Creation area. If all voices are already used, you will be informed and returned to the Menu for another selection.

The first three editing modes are what I refer to as "simple" editing modes. These modes edit a single note, leaving the remainder of the music data intact. In the simple edit modes (Insert, Delete, or change a single note) you will be asked for the number of the note to change. Once again, invalid responses will return you to the menu. Delete will

Delete will merely remove the note you designate, moving all the notes after the deletion up one space to take up the slack. Using Insert or Change will take you to the musical staff, and you will be asked the new value for the note and its duration. When the change is made, the message "Mission Accomplished!" will be displayed and then you will be returned to the Editor Menu to make more changes if necessary. Please note: the S(top) and O(ops!) functions do not work in the simple edit modes. If you make a mistake here, use the editor to make a single note change.

If more extensive changes are necessary, or if you stopped creating before reaching the end of your music, you may use the Major Note Changes option. This option works exactly like the Create File option works, except you are starting in the voice of your choice and not necessarily at note #1 (although it will register as note #1). Also, in this mode you cannot automatically move on to the next voice when you are finished. You would have to return to the Editor Menu and use the Add new Voice option to do that.

Using the editor to continue adding to an existing voice is quite simple. You will be asked which note to begin editing. The range of (1-your last input note) will be shown. Enter the last number to begin adding to the voice. Although you may not be starting over with note #1 in the Editor, the counter will start with #1. This way it will probably be easier for you to enter your music in installments. Simply mark off where you begin on your sheet music as the new #1 and keep track of it from there, instead of having to go all the way back to the beginning for your note count.

If you are making major changes from anywhere other than the end of a voice, you will actually be recreating that voices data from the point you entered. This option is good if a voice is really messed up and you just can't locate the exact problem to use the simple edit modes. Once again, the notes shown will begin with #1, even though you may have selected #25 to begin your editing. Just mark this point on your sheet music as the new #1.

When you are finished making your changes, enter S(top) for the note, the same as you would in the Creation process. O(ops!) may also be used here, as well as : (repeat) just as in the creation process. When you are finished, your "new" music will be appended to the end of the voice at the point you selected.

4. PLAY MUSIC IN MEMORY

This gives you an opportunity to hear your music. If there is no music in memory, then you are returned to the Main Menu. Otherwise you will be asked for the playback speed. The speed ranges from 1 (fastest) to 9 (slowest). Most files will play best at speeds 1-3, but you may want to use the slow speeds to find problem notes.

As the music plays, you will see a display on the screen. The display will show you the voices being used and the number of the note each voice is currently playing. The number of the note is NOT the note's value, but rather it is the number of notes for that voice since the beginning of the music. (All used voices begin with note 1 and progress as the music continues). The display may show something like this:

```
 V0    V1    V2    V3
-------------------------
 23    15    19
```

This shows you several important things: Only 3 voices are being used. Voice 0 is currently on note 23, voice 1 is on note 15 and voice 2 is on note 19. If this were the end of the music, then you would now know the exact length of the strings used by your data, and could use this information to Dimension your Strings to enter the music in your own program.

Occassionally there will be a problem with the playing of the music. Perhaps a note was missed in the Creation process. Or perhaps the wrong value was entered for the duration of one or more notes. If the music ends up sounding very strange, or the program encounters this type of error then let the music play through. The Player is trapped to find errors in duration between the voices. The durations for all used voices will be compared, and if there is an inconsistancy in them the durations will all be displayed on the screen for you. If all voices have different values, then there are a lot of errors! If only one voice is different from the others, then that voice is probably the culprit. Play the music again, only this time pick a slow speed. Listen for anything that just doesn't sound right.When you hear something you don't like, press any key. The music will now stop and the current note count for each voice will be displayed. This will tell you which note to change/ delete/insert in the Editor. Press any key to get to the Main Menu.

5. SAVE A MUSIC FILE

At last! You can save your music file to disk. Press RETURN for a directory of drive 1 or type in the Filename for SAVE. Once a file is successfully saved the message "Operation Completed!" will appear on the screen. If any problems occur, such as the disk being full, or no disk being in the drive, you will be informed so you can remedy the situation and attempt the save again.

6. CONVERTING A MUSIC FILE

This option converts the Music file into a file for use in your own programs. You will have the choice of saving the data in string or numeric format. Just enter the filename for the save. Converted files can not be loaded into the Music Maker for play or editing. You must use the Save function to do that. You should also use distinguishing extenders for your filenames so you know if the saved file is a Music Maker file, a converted String data file or numeric data file.

ABOUT THE PROGRAM...

Music Maker uses strings to hold the music data. The strings PI1$, PI2$, PI3$, PI4$, D1$, D2$, D3$, D4$, DUR$, P$, ED$, and EP$ are all used for the music data. These strings are all DIM(ensioned) to 500 at the beginning of the program. This means that each voice may contain up to 500 individual notes. That would be a pretty long song! If you have memory limitations, you might try decreasing the DIM on these strings to 250 instead. Or if you have 48K or more and want to create really long music files, you might increase them to 1000 each. If you make either of these changes then you will also need to change the value in line 550 to match.

The program is heavily trapped, but the break key is not disabled. If you should accidently hit the break key, or if something else happens where the program gets stopped, don't panic! Type "GOTO 70" and you will be brought to the Player. Your music data should still be in memory. Play it to be sure. Then Save it. It is better to save imperfect data than to lose it altogether! You can always use the Editor to put it in perfect running condition, but a lost file is just lost!

I have found that most music sounds best with either two or three voices. Adding a forth voice tends to waste memory and doesn't usually add much to the sound quality. Of course that is not always the case. Let your imagination and programming space dictate your needs.

Using your Music data in your own programs is a simple matter. For numeric data use a load format such as:

```
10 DIM V0(NU0),D0(NU0),V1(NU1),D1(NU1),
V2 (NU2), D2(NU2),V3(NU3),D3(NU3)
```

Where V0-V3 represent voice 0 through voice 3 and D0-D3 represent the corespond-ing durations and NU0-NU3 represents the number you were returned in Play mode +1 for each voice. Of course you only need to dimension variables for the voices you used. Your load routine might look something like this:

```
100  CLOSE#1:OPEN#1,4,0,"D:MYMUSIC.DAT"
110 FOR X=1 TO NU0:GET #1,CH:V0(X)=CH:
NEXT X
120 FOR X=1 TO NU0:GET #1,CH:D0(X)=CH:
NEXT X
130 REM AND SO ON FOR EACH VOICE
170 CLOSE #1
```

To play this data you might have a player like this:

```
200 C0=1:C1=1:C2=1:C3=1:T0=0:T1=0:T2=0:T3=0:
REM You only need a Cn and Tn for used voices
210 SOUND 0,V0(C0),10,8
220 SOUND 1,V1(C1),10,8
230 REM continue the same for all needed
voices
240 FOR PAUSE=1 TO N:REM WHERE N IS
ANY NUMBER YOU WANT TO SLOW THE
PLAYER
250 NEXT PAUSE
260   T0=T0+1:IFT0=D0(C0)THENT0=0:C0=C0+1:
SOUND 0,0,0,0
270 T1=T1+1:IF T1=D1(C1) THEN T1=0:C1=C1+1:
SOUND 1,0,0,0
280 REM and so on for the rest of the used
voices
290 IF C0=N0 THEN END:REM IF THIS IS
THE LAST NOTE THEN STOP
300 GOTO 210:REM if not the last note then
keep playing
```

This can be easily modified for your own programs.

For string data just DIM(ension) your variables with the values returned in the Player, plus 1. Don't forget that each voice has a string for the notes and one for the durations. Both strings for each voice will have the same DIM length. Make a few slight modifications to the Player in Music Maker and insert it in your program. Make your program load in the music data and you are all set!

PROGRAM LISTING

TYPING NOTES: Inversed Characters are shown as UNDERLINED. Control Characters are shown in ITALICS.

```
10 REM MUSIC MAKER BY PENNY
ORMSTON
20 DIM P$(500),DUR$(500),EP$(500),ED$(500),
EP1$(250),ED1$(250)
30 DIM YN$(1),IN$(3),ID$(2),F$(15),FILE$(15),
CH(4),OCT$(1),IN1$(2)
40 DIMPI1$(500),PI2$(500),PI3$(500),PI4$(500),
D1$(500),D2$(500),D3$(500),D4$(500)
50 N0=0:GRAPHICS N0:POKE 82,1:POKE
710,152:POKE 709,N0:POKE 712,148:POKE
752,1:POKE 83,39
60  GOTO 570
70  REM ** PLAY THE MUSIC **
80  POKE 703,24:? CHR$(125):? :? :? "
MUSIC PLAYER":? :? :REM Inv chars - 12
blank spaces
90  IF V=N0 THEN ? "        No Music is in
Memory!":FOR PAUSE=1 TO 1000:NEXT
PAUSE:GOTO 570:REM 8 blank spaces
100  ? "  SPEED (1-9)";:REM 12 blank spaces
110  TRAP 570:INPUT SP
120  IF SP<1 OR SP>9 THEN 100
130 POSITION 16,10:? "Voices:":POSITION
9,16:? "Note Count per Voice"
140  POSITION 6,12:? "V0      V1      V2
V3"
150 POSITION5,13:?"RRRRRRRRRRRRRRRRR
RRRRRRRRRRR": REM All Ctrl R
160 LP1=LEN(PI1$)
170 POKE 764,255
180 C1=1:C2=1:C3=1:C4=1:T1=N0:T2=N0:T3=N0:
T4=N0
```

```
190 TRAP 340:SOUND N0,ASC(PI1$(C1)),10,8:POSITION 6,14:? C1
200 IF V>1 THEN SOUND 1,ASC(PI2$(C2)),10,8:POSITION 15,14:? C2
210 IF V>2 THEN SOUND 2,ASC(PI3$(C3)),10,8:POSITION 23,14:? C3
220 IF V=4 THEN SOUND 3,ASC(PI4$(C4)),10,8:POSITION 31,14:? C4
230 FOR PAUSE=N0 TO SP
240 IF PEEK(764)<>255 THEN 300
250 NEXT PAUSE:T1=T1+1:IF T1=ASC(D1$(C1)) THEN
T1=N0:C1=C1+1:SOUND N0,N0,N0,N0
260 IF V>1 THEN T2=T2+1:IF T2=ASC(D2$(C2)) THEN
T2=N0:C2=C2+1:SOUND 1,N0,N0,N0
270 IF V>2 THEN T3=T3+1:IF T3=ASC(D3$(C3)) THEN
T3=N0:C3=C3+1:SOUND 2,N0,N0,N0
280 IF V=4 THEN T4=T4+1:IF T4=ASC(D4$(C4)) THEN
T4=N0:C4=C4+1:SOUND 3,N0,N0,N0
290 IF C1<LP1 THEN 190
300 FOR D=N0 TO 3:SOUND D,N0,N0,N0:NEXT D
310 POKE 764,255:POSITION 7,19:? "PRESS ANY KEY TO
CONTINUE..."
320 IF PEEK(764)=255 THEN 320
330 GOTO 570
340 FOR D=N0 TO 3:SOUND D,N0,N0,N0:NEXT D
350 P95=PEEK(195):IF P95<>5 THEN ? "An error ";P95;" has
occured!":FOR PAUSE=1 TO 500:NEXT PAUSE:GOTO 570
360 FOR X=1 TO 4:CH(X)=N0:NEXT X
370 FOR NT=N0 TO V-1:GOSUB 2930:FOR X=1 TO
LEN(DUR$):CH=ASC(DUR$(X,X)):CH(NT+1)=CH(NT+1)+CH:NEXT
X:NEXT NT
380 ? CHR$(125);"I have found differences in duration  in this Music
Data.  These differences"
390 ? "may be caused by a note being  given the wrong duration
value.  This will"
400 ? "also happen if one or more voices are  incomplete at this  time."
410 ? :? "Here are the total values I receive:":? :? "Voice 0: ";CH(1):?
"Voice 1: ";CH(2):IF NT=1 THEN 310
420 ? "Voice 2: ";CH(3):IF NT=2 THEN 310
430 ? "Voice 3: ";CH(4):GOTO 310
440 P$="":DUR$="":GOSUB 2120
450 IF FLG=10 THEN 480
460 NT=N0
470 NU=1:V=NT+1
480 POKE 694,N0:? "Voice ";NT:? :? "What is note #";NU;:REM Inv
Chars - Voice
490 TRAP 1900:INPUT IN$:GOSUB 1430
500 IF IN$="R" THEN 520:REM Play the note, but skip if it's a rest
510 SOUND N0,PIT,10,6:FOR PAUSE=1 TO 100:NEXT PAUSE:SOUND
N0,N0,N0,N0
520 ? :? "Duration of note #";NU;
530 TRAP 2070:INPUT ID$:GOSUB 1960
540 P$(NU,NU)=CHR$(PIT):DUR$(NU,NU)=CHR$(D)
550 NU=NU+1:IF NU>=500 THEN 2640
560 GOTO 480
570 REM ** MAIN MENU **
580  POKE  559,N0:POKE  694,N0:POKE  703,24:POKE  764,255:?
CHR$(125)
590 ? "    QRRRRRRRRRRRRRRRRRRRRRRRRE":REM Inv Ctrl chars
- 5 blank spaces
600 ? "   QC     QLLLLLLLLLLE     ZE":REM 4 blank spaces
610 ? "   |     QCMusic MakerZE     |":REM Normal text
620 ? "   |     ZE Main Menu QC     |"
630 ? "   |      ZRRRRRRRRRRC       |"
640 ? "   |    By: Penny Ormston    |"
645 ? "   |       (C)  1988         |":REM Inverse text
650 ? "   | QRRRRRRRRRRRRRRRRRRRRRRRE |"
660 ? "   |QC                   ZE|"
670 ? "   || 1 Create New Music Data ||":REM Normal text
680 ? "   || 2 Load a Music File     ||"
690 ? "   || 3 Edit Music Data       ||"
700 ? "   || 4 Play Music in Memory  ||"
710 ? "   || 5 Save Music File       ||"
720 ? "   || 6 Convert Music Data    ||"
730 ? "   |ZE                   QC|"
740 ? "   | ZRRRRRRRRRRRRRRRRRRRRC |"
750 ? "   ZE                     QC"
760 ? "    ZRRRRRRRRRRRRRRRRRRRRRRC"
770 POKE 703,4:POKE 559,34
780 ? "          Your Choice";:REM 11 blank spaces
790 TRAP 570:INPUT CHOICE
800 IF CHOICE<1 OR CHOICE>6 THEN 790
810 ON CHOICE GOTO 440,2650,880,70,2450,820
820 IF V=N0 THEN ? "No file in memory!":FOR PAUSE=1 TO
500:NEXT PAUSE:? CHR$(125):GOTO 780
830 POKE 703,24:? CHR$(125):? :? :? "          _*Convert Music*_":? :? :?
"  Convert to String or Numeric data";:REM 9 blank spaces. S & N are
inv
840 TRAP 570:INPUT YN$:IF YN$="S" THEN 870
850 IF YN$<>"N" THEN 570
860 GOTO 3120
870 FLG=100:GOSUB 2480:FLG=N0:GOTO 570
880 REM ** EDITING FEATURES **
890 IF V=N0 THEN ? "          No Data in Memory!":FOR PAUSE=1 TO
250:NEXT PAUSE:GOTO 780:REM 10 blank spaces
900 POKE 703,24:POKE 559,N0:? CHR$(125):? "          Music Maker
Editor":? :? :REM Inv text - 9 blank spaces
910 ? "    QRRRRRRRRRRRRRRRRRRRRRRRRE":REM 5 blank spaces
920 ? "    |                        |"
930 ? "    | 1. Insert a Single Note |"
940 ? "    | 2. Delete a Single Note |"
950 ? "    | 3. Change a Single Note |"
960 ? "    | 4. Major Note Changes   |"
970 ? "    | 5. Add a Voice to File  |"
980 ? "    | 6. Exit to Main Menu    |"
990 ? "    |                         |"
1000 ? "    ZRRRRRRRRRRRRRRRRRRRRRRRRC":POKE 703,4:POKE
559,34
1010 ? "          Your Selection";:REM 10 blank spaces
1020 TRAP 1010:INPUT CHOICE
1030 IF CHOICE<N0 OR CHOICE>6 THEN 1020
1040 IF CHOICE=6 THEN 570
1050 IF CHOICE=5 THEN 1410
1060 ? "          Edit which voice (0-3)";:REM 8 blank spaces
1070 TRAP 570:INPUT NT
1080 IF NT<N0 OR NT>V-1 THEN ? "Invalid choice. Try again.":GOTO
1060
1090 GOSUB 2930:LP=LEN(P$):FLG=50
1100 ON CHOICE GOSUB 1120,1200,1330,1270
1110 FLG=N0:GOSUB 2850:? "          Mission Accomplished!":FOR
PAUSE=1 TO 500:NEXT PAUSE:GOTO 880:REM 7 blank spaces
1120 ? "     Insert a note where (1-";LP;") ";:REM 5 blank spaces
1130 TRAP 570:INPUT NU:IF NU<1 OR NU>LP THEN 1120
1140 GOSUB 2120:? :? "What is note #";NU;
1150 TRAP 570:INPUT IN$:GOSUB 1430
1160 SOUND N0,PIT,10,6:FOR PAUSE=1 TO 100:NEXT PAUSE:SOUND
N0,N0,N0,N0
1170 TRAP 2070:? :? "Duration of this note";:INPUT ID$:GOSUB 1960
1180
EP$=P$(1,NU-1):EP$(NU,NU)=CHR$(PIT):EP$(NU+1)=P$(NU,LP):P$=E
P$
1190
ED$=DUR$(1,NU-1):ED$(NU,NU)=CHR$(D):ED$(NU+1)=DUR$(NU+1,
LP):DUR$=ED$:RETURN
1200 ? "    Delete which note (1-";LP;") ";:REM 4 blank spaces
1210 TRAP 570:INPUT NU
1220 IF NU<1 OR NU>LP THEN 1200
1230 EP$=P$(1,NU-1):IF NU=LP THEN P$=EP$:GOTO 1250
1240 EP$(NU)=P$(NU+1):P$=EP$
1250 ED$=DUR$(1,NU-1):IF NU=LP THEN DUR$=ED$:RETURN
1260 ED$(NU)=DUR$(NU+1):DUR$=ED$:RETURN
1270 ? :? "Begin edit with which note"
1280 ? "      (1-";LP;") ";:REM 7 blank spaces
1290 TRAP 1270:INPUT NU
1300 IF NU<1 OR NU>LP THEN 1270
1310
BEG=NU:NU=1:FLG=10:EP$=P$:P$="":ED$=DUR$:DUR$="":GOTO 440
1320 EP$(BEG)=P$:ED$(BEG)=DUR$:P$=EP$:DUR$=ED$:GOTO 1110
1330 GOSUB 2120:? :? "Change a single note.":? "Which note (1-";LP;")
";
1340 TRAP 570:INPUT NU
1350 IF NU<1 OR NU>LP THEN 1330
1360 ? "What is note #";NU;
1370 TRAP 1360:INPUT IN$:GOSUB 1430
1380 ? "Duration of this note";
1390 TRAP 1380:INPUT ID$:GOSUB 1960
1400
EP$=P$:EP$(NU,NU)=CHR$(PIT):P$=EP$:ED$=DUR$:ED$(NU,NU)=C
HR$(D):DUR$=ED$:RETURN
1410 IF V=4 THEN ? "All voices have already been used.":FOR
PAUSE=1 TO 500:NEXT PAUSE:GOTO 780
1420 NT=V:FLG=N0:NU=1:V=NT+1:GOSUB 2930:GOSUB 2120:GOTO
480
1430 GOSUB 3060
1440 IF IN$="1B" THEN PIT=255:RETURN
1450 IF IN$="1C" THEN PIT=243:RETURN
1460 IF IN$="1C+" OR IN$="1D-" THEN PIT=230:RETURN
1470 IF IN$="1D" THEN PIT=217:RETURN
1480 IF IN$="1D+" OR IN$="2E-" THEN PIT=204:RETURN
1490 IF IN$="2E" THEN PIT=193:RETURN
1500 IF IN$="2F" THEN PIT=182:RETURN
1510 IF IN$="2F+" OR IN$="2G-" THEN PIT=173:RETURN
1520 IF IN$="2G" THEN PIT=162:RETURN
1530 IF IN$="2A-" OR IN$="2G+" THEN PIT=153:RETURN
1540 IF IN$="2A" THEN PIT=144:RETURN
1550 IF IN$="2B-" OR IN$="2A+" THEN PIT=136:RETURN
1560 IF IN$="2B" THEN PIT=128:RETURN
1570 IF IN$="2C" THEN PIT=121:RETURN
1580 IF IN$="2C+" OR IN$="2D-" THEN PIT=114:RETURN
1590 IF IN$="2D" THEN PIT=108:RETURN
1600 IF IN$="2D+" OR IN$="3E-" THEN PIT=102:RETURN
1610 IF IN$="3E" THEN PIT=96:RETURN
1620 IF IN$="3F" THEN PIT=91:RETURN
1630 IF IN$="3F+" OR IN$="3G-" THEN PIT=85:RETURN
1640 IF IN$="3G" THEN PIT=81:RETURN
1650 IF IN$="3G+" OR IN$="3A-" THEN PIT=76:RETURN
1660 IF IN$="3A" THEN PIT=72:RETURN
1670 IF IN$="3A+" OR IN$="3B-" THEN PIT=68:RETURN
1680 IF IN$="3B" THEN PIT=64:RETURN
1690 IF IN$="3C" THEN PIT=60:RETURN
1700 IF IN$="3C+" OR IN$="3D-" THEN PIT=57:RETURN
1710 IF IN$="3D" THEN PIT=53:RETURN
1720 IF IN$="3D+" OR IN$="4E-" THEN PIT=50:RETURN
1730 IF IN$="4E" THEN PIT=47:RETURN
1740 IF IN$="4F" THEN PIT=45:RETURN
1750 IF IN$="4F+" OR IN$="4G-" THEN PIT=42:RETURN
1760 IF IN$="4G" THEN PIT=40:RETURN
1770 IF IN$="4G+" OR IN$="4A-" THEN PIT=37:RETURN
1780 IF IN$="4A" THEN PIT=35:RETURN
1790 IF IN$="4A+" OR IN$="4B-" THEN PIT=33:RETURN
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1800 IF IN$="4B" THEN PIT=31:RETURN
1810 IF IN$="4C" THEN PIT=29:RETURN
1820 IF IN$="4C+" OR IN$="4D-" THEN PIT=27:RETURN
1830 IF IN$="4D" THEN PIT=26:RETURN
1840 IF IN$="4D+" THEN PIT=24:RETURN
1850 IF IN$="R" THEN PIT=N0:RETURN
1860 IF FLG=50 THEN ? "Option not available in simple":? "edit
modes!":FOR PAUSE=1 TO 500:NEXT PAUSE:POP :GOTO 880
1870 IF IN$=":" THEN POP :GOTO 3090
1880 IF IN$="S" THEN GOTO 1910
1890 IF IN$="O" THEN ? "  Oooops!  Made a mistake!":GOTO 2080
1900 ? "  _Bad input value--Please try again._";:GOTO 480:REM Inv
text - 2 blank spaces
1910 ? " End this voice data--Sure?? (Y/N)";:REM Inv except (Y/N)
1920 INPUT YN$
1930 IF YN$="Y" THEN POP :GOTO 2340
1940 IF YN$="N" THEN GOTO 480
1950 GOTO 1910
1960 IF ID$="Q" THEN D=4:RETURN
1970 IF ID$="H" THEN D=8:RETURN
1980 IF ID$="E" THEN D=2:RETURN
1990 IF ID$="S" THEN D=1:RETURN
2000 IF ID$="W" THEN D=16:RETURN
2010 IF ID$="Q+" THEN D=6:RETURN
2020 IF ID$="H+" THEN D=12:RETURN
2030 IF ID$="E+" THEN D=3:RETURN
2040 IF ID$="W+" THEN D=24:RETURN
2050 IF FLG=50 THEN ? "Option not available in simple":? "edit
modes!":FOR PAUSE=1 TO 500:NEXT PAUSE:POP :GOTO 880
2060 IF ID$="O" THEN ? "  Oooops!  Made a mistake!":GOTO
2080:REM 2 blank spaces
2070 ? "  I CAN'T USE THAT--PLEASE TRY AGAIN.":GOTO 520:REM
2 blank spaces
2080 TRAP 2080:POKE 694,N0:? "Go back to which note";:INPUT N
2090 IF N<1 OR N>NU THEN GOTO 480
2100 IF N<BRE THEN BRE=N0
2110 NU=N:GOTO 480
2120 REM DRAW MUSIC STAFF
2130 POKE 703,24:POKE 559,N0
2140 ? CHR$(125);:
   ? "       _Basic Music Maker_       U ":
   REM Inv chars & Ctrl U - 8 spaces and 9 spaces
2150 ? "                          U  R_R RUR":REM Ctrl chars - 2d U is inv
- 28 blank spaces
2160 ? " treble clef          U R_R RUR RRR RRR":REM 2d U is inv- 9
spaces
2170 ? "RRRRRRRRRRRRRRRRUR_RURRRRRRRRRRRRRRR":REM
2d U is inv
2180 ? "RRRRRRRRRRRUR_RRURRRRRRRRRRRRRRRRRR"
2190 ? "RRRRRRRRUR_RURRRRRRRRRRRRRRRRRRRRRR"
2200 ? "RRRRUR_RURRRRRRRRRRRRRRRRRRRRRRRRR"
2210 ? "RR_RURRRRRRRRRRRRRRRRRRRRRRRRRRRRR"
2220 ? " 3E F G A B C D 4E F G  A   B   C   D"
2230 ? "                              U":REM 29 blank spaces
2240 ? "                     U R_R RUR":REM 22 blank spaces
2250 ? "RRRRRRRRRRRRRRRRRUR_RURRRRRRRRRRRRRR"
2260 ? "RRRRRRRRRRRRRUR_RURRRRRRRRRRRRRRRRR"
2270 ? "RRRRRRRRUR_RRURRRRRRRRRRRRRRRRRRRRR"
2280 ? "RRRRRR_RURRRRRRRRRRRRRRRRRRRRRRRRRR"
2290 ? "RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRR"
2300 ? " Bass"
2310 ? "     1B C D  2E F G A B  C   D":REM 5 blank spaces
2320 ? " __[R]=Rest____[S]=Stop___[O]=Oops!__":REM Inv text
2330  ? "  _______[+]=Sharp_____[-]=Flat_______":POKE  703,4:POKE
559,34:RETURN:REM Inv text
2340 P$(NU)=CHR$(0):DUR$(NU)="L":REM Ctrl char
2350 IF FLG=10 THEN POP :GOTO 1320
2360 IF BRE>N0 THEN BRE=N0
2370 GOSUB 2850
2380 IF V=4 THEN 570
2390 ? "Move on to next voice";
2400 TRAP 2390:INPUT YN$
2410 IF YN$="N" OR YN$="n" THEN 570
2420 IF YN$<>"Y" AND YN$<>"y" THEN 2390
2430 NT=NT+1
2440 GOTO 470
2450 REM ** SAVE THE MUSIC FILE **
2460 POKE 703,24:? CHR$(125):? :? :? "          Save_Music_File":REM
Inv text - 10 blank spaces
2470 IF V=N0 THEN 90
2480 ? :? :? "   Give FILENAME for SAVE ":REM 4 blank spaces
2490 ? "  RETURN for a directory of D1:":? "  or ! for the Main
Menu.":? "      ";:REM RETURN is inv - 2 blank spaces
2500 TRAP 2480:INPUT F$
2510 IF F$="" THEN 2610
2520 IF F$="!" THEN 570
2530 IF F$(1,3)<>"D1:" AND F$(1,3)<>"D:" AND F$(1,2)<>"D:" THEN
FILE$="D:":FILE$(3)=F$:GOTO 2550
2540 FILE$=F$
2550 TRAP 3010:CLOSE #1:OPEN #1,8,N0,F
```


Can you name
the only
virtual page
image creation and
editing program
available for
the Atari ST?

Touch-Up
by
Migraph.

Touch-Up
Facts and Features

Version 1.0 for the Atari ST

Migraph Touch-Up™ is a comprehensive image design tool for producing high-resolution monochrome bit-mapped graphics on the Atari ST. It combines a wide range of drawing tools with special effects, outline font technology, and screen editing functions, and makes them accessible to all levels of users. Whether creating an image from scratch, or using a scanned or a painted image, Touch-Up provides the means to produce high-quality image files that can be used in many Desktop Publishing systems. From concept to completion, Touch-Up allows you to produce the images that you need!

Editing
- Memory buffer allows the creation and editing of images larger than the screen size
- Common drawing tools for basic shapes--lines, boxes, rounded boxes, circles, ellipses, arcs, pies, polylines and point
- Freehand sketch tool for added creativity
- Flexible and precise complex curves: Bezier and B-Spline
- Select any area of an image to use as your fill pattern
- Ability to set pen color and size, line style and thickness, fill patterns and writing modes (XOR, transparent/reverse transparent)

Interface
- Full GEM implementation featuring drop-down menus, on-screen icons, tear away menus and keyboard shortcuts

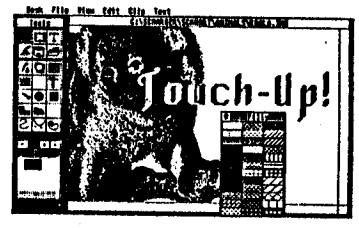
Clip Area
- Ability to select and manipulate any area of the image
- Editing functions include--clear, set, invert, flip, mirror, rotate, slant, cut, paste, move, copy, stretch and compress
- On-screen image size information box
- Load .GEM and .IMG files into the clip area
- Process control for masking, edging and contrast

Printer/Scanner Functions
- Produce .IMG/.GEM files which can be printed via Output or Outprint
- Quick print mode writes directly to GDOS drivers such as Atari laser printer
- Expandable for future support of popular scanners

Screen Editing Functions
- Screen editing mode provides a complete paint program with the expected features
- Includes most of the memory buffer editing commands plus additional features like lasso and air-brush

Formats
- Load color & monochrome formats including: .IMG, Neo, MacPaint, Degas, Printmaster. Also PCX (mono only)
- Save in monochrome formats including: .IMG, IFF/ILBM, TIFF, GIF and paint formats such as MacPaint, Printmaster, Degas, and PCX

Text
- Scalable outline fonts for optimum control and clarity
- Variety of typefaces and styles
- Ability to fill text with patterns



MIGRAPH 200 S. 333rd St. (220) Federal Way, WA 98003 800-223-3729

Touch-up is a monochrome image editor that runs on all color and monochrome Atari ST systems with 1Mb of RAM. If you're using your ST for Desktop Publishing you'll find this program to be invaluable. Available December 1988. For complete information call our toll free line, or outside the U.S. call 206-838-4677.

A.C.E PAGE

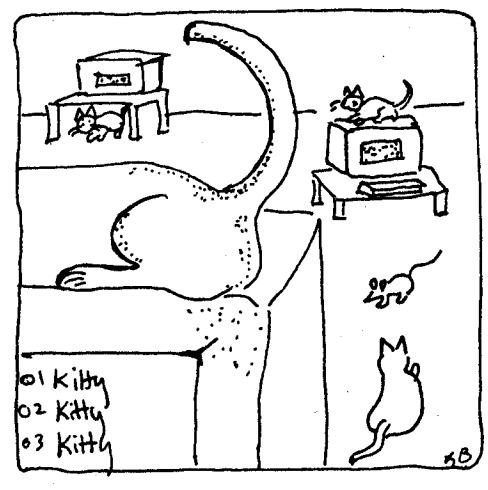
News and Reviews from ACE (Eugene)
by Mike Dunn

This is my first column for our new format with our friends up North in Portland. All our members should have received the last issue of ACE by now, and it was a beautiful one indeed-a collectors item.

First, some News from Eugene. Because of continual trouble with the BBS, we are now collecting money for a IBM system to run OPUS, a public domain BBS that is supposed to be very good. The ACE system was running on an expanded Atari 800XE with a MIO board and Hard disks, but there always seemed to be a problem. We sent the MIO board back to get repaired, and after about 6 weeks had it returned from ICD with a note saying it was OK, and the board updated for AC/DC operation. We also hope to get the update for OASIS 4, and if that works, fine; otherwise we are passing the hat for the IBM system. We are accepting donations of money or old IBM boards that you might have lying around that we could use. For those of you already payed up, you will continue to get the PAC Newsletter with the ACE section. When you renew from now on, send $20, half will go to PAC for the newsletter, the rest to use to support the BBS, etc. Send your ACE renewals to:

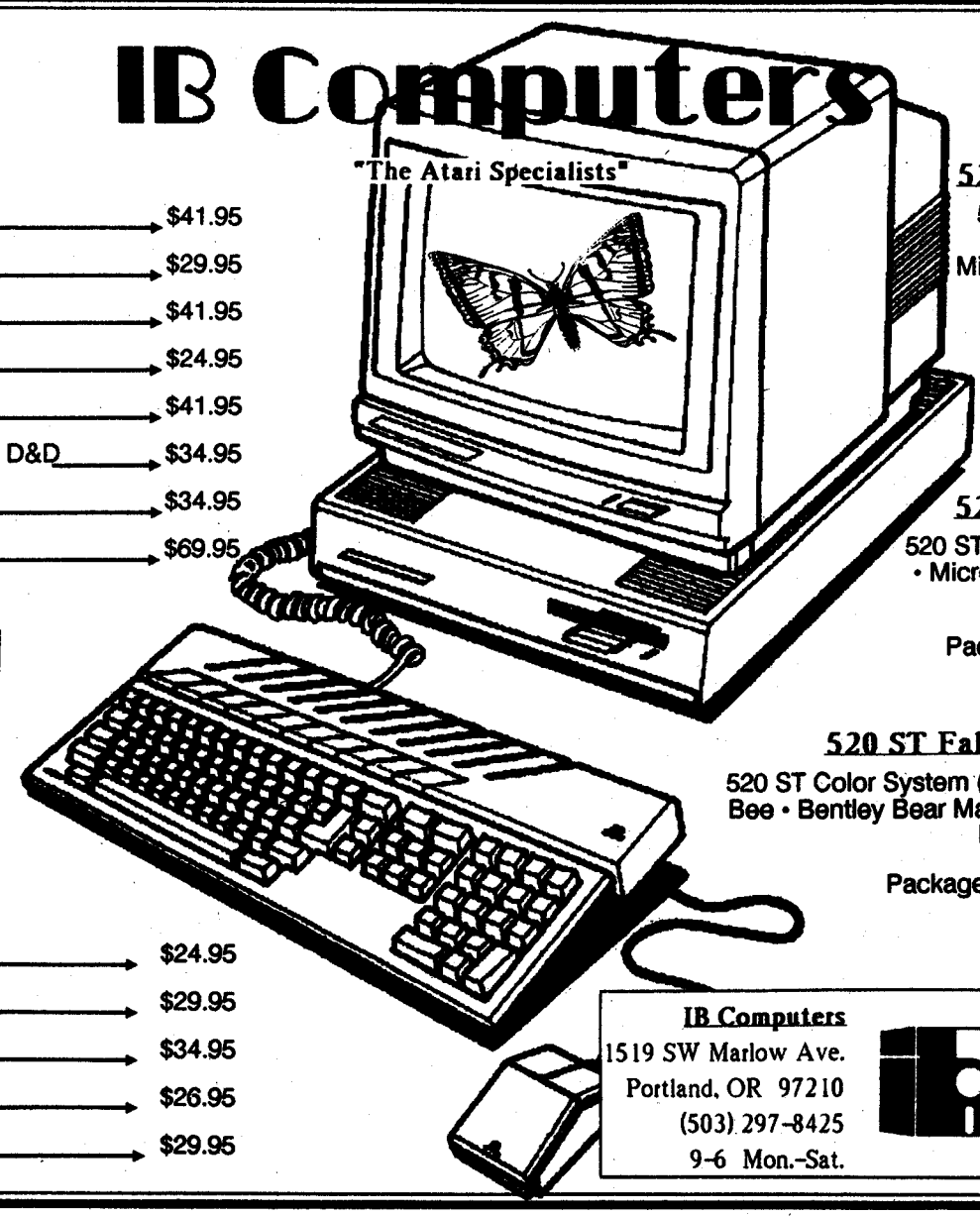
ACE,
3662 Vine Maple
Eugene, OR 97405

and I will forward the money to Portland. I have recently set up my Atari ST in my office rather than at home, and I would like to review some products that have been reviewed before but as a user review. I am a Pediatrician, and have many phone calls every day to call lab results, etc to patients. I also have many meetings to go to and have to remember to recall certain patients. I also like to keep up with the news and the stock market, even though I have nothing invested yet. After several years of thought, I think I finally got it all together. First I have my ST hooked up to the TV cable outlet to catch X-press/ x-Change. This is a cable service that feeds continuous news, sports, financial data, stock market quotes, computer info including the best of BIX (Byte Magazine), and many other services. It all goes through a 9600 Baud modem attached to the cable; the software, written by the author of Flash!, captures what you tell it to. There are many more features, call 1-800-7PC-NEWS. The basic price includes the software and modem, no monthly charge unless you want the deluxe service that includes 15 minute delay stock quotes and a descrambler for the modem; that is extra plus a $19 a month extra charge. So I get continuous News, etc., but for my other tasks I use a super Desk Accessory called **Partner ST** from **Timeworks** ($50). The original review in ACE was lukewarm, but look what I can do with it. Without getting out of X-Press, I can click on Partner-ST and get a fancy Calculator, an elaborate Alarm Clock, an Expense Manager, a Disk Manager, a Thesaurus, and other less useful things; most importantly for me, is the Memo Pad, the Planner/Calendar and the Address/Phone List. Now when I order a lab test, I type in the Name of Patient, the lab test, other info and the phone number. In the past, when the test came back, I needed to find their phone number somewhere, then dial it, usually finding the number busy or no one at home. Now, I click on Partner-ST, go the the Mailing List, search for the name, click DIAL, and the number is quickly and automatically dialed! Saves much time and trouble, and also gives better service to my patients, then click back to the News coming in. The Planner/Calendar is also very useful to me- especially with the Alarm features. If you would rather not use a desk accessory, you can also configure X-Press to use a part of memory, and run GEM programs at the same time, switching back and forth between background and foreground. I have not tried this mode. Of course,there is a little problem-two modems and one serial port. I bought a beautiful A-B Switch box from National Computer Accessories in Sacramento, CA (916-441-1568) for $13! You also need a RS-232 25 pin Male to Female cable to go from the ST to the box, and, since the box has only Female sockets, a Male to whatever you need for the other two. Cost only $5 from the same place; they usually ship the same day you call (VISA) with minimum shipping charges. It all seems to be very well made and very inexpensive.



IB Computers

"The Atari Specialists"



ST

Revolver	$41.95
Crack'ed	$29.95
Road Raider	$41.95
Virus	$24.95
Space Harrier	$41.95
Heroes of the Lance / Advanced D&D	$34.95
Off Shore Warrior	$34.95
Art & Film Director	$69.95

MEGA ST2 TEMPORARY REDUCTION!
Mega2 Color System:
$1499.95
Mega2 Mono System:
$1299.95

8-Bit

BattleZone	$24.95
Gato	$29.95
Sons of Liberty	$34.95
Bismarck	$26.95
Celebrity Cookbook	$29.95

520 ST Summer Mono Bundle
520ST Monochrome System (SS drive) • Home Planetarium • Microsoft Write • Arrakis Educational Software • BattleZone • Missile Command
Package Price: $699.95
Limited Quantity!

520 ST Fall Mono Bundle
520 ST Monochrome System (DS drive) • Microsoft Write • BattleZone • Missile Command
Package Price: $699.95

520 ST Fall Color Bundle
520 ST Color System (DS drive) • Bentley Bear Spelling Bee • Bentley Bear Magical Math • Neochrome • Home Planetarium
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Portland, OR 97210
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9-6 Mon.-Sat.

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1346 NE 100th
Portland, OR 97220
(503) 254-9177
Mon.-Fri. 11-7, Sat. 10-6

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 recommendingClub 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 then 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 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 fourty-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 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.

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.

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
Sergant-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 coordinater 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.

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 theBoard 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.

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LETTER TO PAC

Dear Mr. Moore,

Many thanks for uour help. Out here there is no Atari group to call on. I've been trying to get rhe published Syncalc template for some time, but it seems to be off the shelves. My object is to tear apart someone else's work to get some new idea. Your programs are just what I need. The Spartados tutorial in your Sep./ Oct. newsletter was also very helpful in clearing up a number of difficulties, and to make sure I get the rest of the series I'm sending

$25. for a one-year membership in PAC, even though I'm 2,000 or so miles away. By the way, your club troubles over the last few months sound to me much like many I've experienced in a number of drama groups in many parts of the world. Perhaps, it is merely a sign of the exaggerated interst that is so important in keeping a club alive, active, and strong. Many thanks again for helping a stranger. Sincerely,

Howard F. De Kalb
Oct. 26, 1988

Welcome to our four new club members:

Jim & Linda Bumpas
Robert & Marlene Beck
Melvin & Jeanne Anderson
Howard F. De Kalb

NOTICE

The GOE Cartridge, which was reviewed in a past issue of the Newsletter is now available from the:

Total Control Systems
4156 Tolowa
San Deigp CA
(619) 270-0111

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Newsletter Deadline
Dec. 10th

DECEMBER, 1988

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Merry Christmas				1	2	3
4	5 XMAS PARTY	6 8-BIT EXPLORERS SIG Call Dave Moore for info 297-7223 7 PM	7	8 ST EASTSIDE SIG Call Teri For Info Afternoon or Eve. 771-7337	9	10
11	12 MIDI SIG Call Dave Holliday for info 642-4717	13 PAC BOARD MEETING 7 pm For location, call Bill Pike, 646-4471	14	15 ST WESTSIDE SIG Call Bill Pike for info. 646-4471	16	17
18	19	20 8-BIT EXPLORERS SIG Call Dave Moore for info 297-7223	21	23	24	25
25	26 MIDI SIG Call Dave Holliday for info 642-4717	27	28 Peace	29	30	31 NEXT GENERAL MEETING JAN.2, 1989

P.A.C. Special Project Survey

In order to serve you the member better in the up comming year, I need to know more about you. Please fill out this survey and send it to:
P.A.C. User Group , Special Project Director, P.O.Box 1692 , Beaverton, Or, 97005

Type of Computer owned: 400/800____ XL/XE____ XEGS____ ST-520/1040____ Mega ST____

Type of Periherals owned: Disk Drives: 810____ 1050____ Enhanced 1050____ Indus GT____ Astra____others____ Sh-314____ XF-551____

Modems:835/1030____ SX-212____ Supra 1000C/E____ Supra 2400____Avatex 1200/hc____ Hayes____ 9600 baud____Other____

Printers:Epson(all types)____ Gemini 10x____ Pansonic ____ Others____

Types of Languages used: Basic____ Assembler____ ACTION!____ Logo/pilot____ "C"____Others____ No languages____

BBS Usage: What BBS's do you call ?P.A.C.#1____ P.A.C.#2____ GREAT-8____ Q-Meg____ STep BBS____Other____

Do you attend a group meeting?General meetings____ ST-sig only____ 8-bit Explorers____Never attended ____ Other____

What would you like to see more of at P.A.C. ?Information on: Hardware/Demos____Software/Demos____Usage of BBS's____

Other_____

What can the P.A.C do to make the User Group more interesting ?You can see the results of this Survey in a upcomming newsletter.
Thank you for taking the time to fill this survey out.

Special Projects Director , David Moore