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Portland Atari Club and the Original Eugene Atari Computer Enthusiasts

A User Group Newsletter typeset entirely on the ST Computer

# COMPUTER NEWS

SEPTEMBER

PORTLAND, OREGON

ARTICLES  
REVIEWS  
ADS  
NOTICES  
LISTINGS  
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1500

## Exclusive Interview with Alan Reeve by Bill Pike(PAC) {C} Copyright 1989

This is the text of an exclusive interview with Mr. Alan Reeve, the creator of the Diamond Graphics Operating Environment, that occurred on August 6th 1989 in Portland Or. while Mr. Reeve was attending a Special Meeting of the Portland Atari Club. Present were: Mr. Alan Reeve, Mr. David Moore (PAC Special Projects Director), Mr. Bill Pike (PAC President). Starting things off was Bill Pike.

Bill: Alan why don't we start off by talking a little about how you got into Atari.

Alan: How I got into Atari or into computers?

Bill: Into computers then into Atari.

Alan: I got into computers in the sixth grade when the school got a Apple II...

Bill: Say a little programming bias?

Alan: ...then around eighth grade I bugged the heck out of

mom and dad to get me a computer. It was between the Atari 400 and the Vic-20 and I ended up going with the Atari 400 and around ninth or tenth grade I started picking up assembly language.

Bill: You started programming in Basic?

Alan: Oh Yes! I started in programming in Basic on the Apple II and then when I got it, a little Basic on the Eight-bit.

Bill: That's right.

Alan: I thought it was sort of neat to include a little machine language routine written in that

strange hexadecimal code. I started wondering why they did it.

David: [unintelligible]

Alan: Right, Dave.

Bill: Then you went into programming. I know one of the first things you brought out was the cx-85 interface.

Alan: Around 1986ish I got the idea of forming a company with another kid, but he lived 30 miles away and things did not work out, and then about 4 or 5 months later a man by the name of Bruce Kennedy talked to me about writing a PC window and I said I could do it and of course I got caught up in programming. The next program was one for a friend of mine on a IBM but it didn't sell so I changed it into a general business program for the Atari 8-bits and that was the second program. Bruce gave me a lot of starting information for Reeve Software...

Bill: That's right.

Alan: ...and that is how the company got started.

Bill: Is there anybody involved in Reeve Software besides yourself, or are you sort of a loner?

Alan: Myself, I do everything, my parents help out a lot.

Bill: Then came NewsStation did it not?

Alan: NewsStation, NewsStation Companion, and Publishing Pro. NewsStation came after a idea that I had from NewsRoom on the Commodore 64, at the time there was nothing like it for the Atari 8-bit.

Bill: There's still nothing like it for the Atari 8-bit even considering NewsRoom. When did you first get the idea of a graphics operating system for the 8-Bit? I know Commodore came out awhile back, a year ago with their GOES System and I have

# SWAP MEET

TUES SEPT 5th See details inside

seen your system work..

Alan: The idea was around pushing on it when John Nagy wrote a small article about it in Computer Shopper in the end of '87. And I started getting hundreds of letters from people who would like to see it.

Bill: So you've been working since '87, almost two years now, to put the cartridge together.

Alan: The programming really started around May of 1988.

Bill: I imagine it was sort of difficult. You were saying that Diamond is a 64k bank switched cartridge.

Alan: It started out as a disk based version. Most of the program of the disk was done in August and September and the cartridge was finished in October thru December.

Bill: What made you change from disk to cartridge? You could get more stuff in it? Or were you trying to keep Piracy down?

David: Or sort of a little of both.

Alan: Basically because we couldn't do what we are doing unless we went to cartridge. I mean because there is not enough memory in the computer. One of the big things

about the disk version is that if you would quit to Basic you couldn't get back to Diamond. You can't have both in the computer at once. However with the cartridge when you quit to Basic the cartridge is still plugged into the computer. And you can copy that data back into the computer and wheel it right on into the operating system right out of the banks. So when you are using Diamond

it doesn't take so much memory out.

Bill: ~~So it takes 8K of memory because of using that one cartridge and the rest is all available for program?~~

Alan: That's right!

Bill: Does Diamond support the extra memory of a 130xe or the upgraded computers yet?

Alan: It supports. Right now we have the three memory drivers. We have the 48k driver, the 64k driver, and the 128k driver. With these memory drivers we set up Lo-Mem and the point just above the desk accessories and the high memory point for a additional memory system. So regardless of the upgrade you have, if you have

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# PORTLAND ATARI CLUB

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## 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 advertising.

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## The Pres'

Just a short column this time I have asked one of my friends to report on the Picnic with Alan Reeve. The September meeting will be on Tuesday Sept. 5th. and will be a swap meet. The October meeting has the programmer of Xformer scheduled to be at the ST section. See you there.

Bill

## The PAC Picnic by Joe Iszusu

I have been asked to write this report by the president as he is busy in California helping to build the new Cray IV computer and he should have it completely checked out and on line by September.

As you know the Picnic had to be moved from the park to a building to accommodate all the expected visitors. Well the turnout wasn't quite what we expected. There was too much traffic on the street outside and the police had to be called to direct traffic so they closed off the street.

Actually we had to move the entire thing to the Portland Convention Center. Needless to say the food, Lobster and Caviar with Champagne, was excellent. You thought we were having Hot Dogs didn't you?

Mr. Reeve arrived by limo and was escorted to the stage by several Playboy Bunnies and PlayGirl Hunks. After the Chipendale dancers and the cast from Dirty Dancing finished he started his demonstration. He said that he was working on a upgrade for his cartridge that would contain a 300mhz 68030 processor and be able to run any program 100 times as fast as the computer it was designed for. He also showed his Diamond Paint program and did a free hand rendition of the Mona Lisa, which was purchased on the spot by the Metropolitan Museum of Art for a undisclosed amount. He also demo-

nstrated Diamond Write, the program and necessary hardware was immediately bought by Mr. Stephan King who was in the audience. Of course this completed his demonstration as there was no computer to use. He spent the rest of the time giving out copies of Diamond to all those present.

Sam and Jack Tramel were both in the audience and donated 50 Mega 4 computers and 10 ATWs for door prizes.

The Newsletter Editor was there and announced that due to the popularity and the amount of news about Atari the PAC Newsletter will be going to daily publication and satellite distribution world wide.

There were quite a few membership applications accepted but we had to turn down a lot of people as we ran out of applications. And the treasurer was unable to make change for all the \$100 and \$1000 dollar bills. Actually some people wanted to trade their Rolls Royce and Cadillacs but we didn't know what to do with the cars.

All in all the picnic was a success.

## XAGON By Jason, PAC

Hello, everyone out there in Atari land.

I know perhaps all of you have the game Xagon, however, it a great game that deserves at least a review.

It's has decent graphics and is one of the best P.D. programs in a long time.

Xagon is a game in

which you're a little ball with a face that tries to get all the hexagonal shapes go down and turn blue.

To do this you must jump on them twice. Obviously, someone is not to happy about that.

There are balls just like you, upside-down pots and in the higher levels, floating ballons and robots.

To kick them off screen you wait till they are right next to you and then hit your joystick button while pointing in their direction. Then watch it fly!

This games has great graphics. It's better than Q-bert by far and holds your attention. The monsters are cute.

This is definitely worth your time to download it.

## PAC HELP HOTLINES:

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## THE I/O CONNECTOR

The Amazing DeskJet Plus:  
The DeskJet's Big Brother  
by Dave Neff

Who am I? I am the engineer that did much of the DeskJet+ firmware (especially relating to performance improvements), and I also worked on the Epson and Landscape cartridges. I have been getting a lot of mail about the DeskJet+, so I wanted to print this information to answer common questions.

Here is a summary of the technical differences between a DeskJet and a DeskJet+.

The DeskJet+ has an 8MHz Z180 processor with 64K of RAM and 256K of ROM. The DeskJet has a 4MHz Z80 processor with 32K of Ram and 128K of ROM.

The DeskJet+ has a new paper motor that runs twice as fast.

The DeskJet+ has a different 'sled' which allows a better priming algorithm.

Note: These three facts imply that the basic parts needed to upgrade a DeskJet are:

a new logic board, a new paper motor, a new sled.

This also implies an upgrade is not simple, and it would be easy to blow up a power supply, smoke the new logic board, and break parts of the sled assembly. On the other hand, I, a mere CS type, have upgraded 2 DeskJets to DeskJet+'s and haven't broken, or blown up, anything yet.

The DeskJet+ has twice as large an addressing space allowing for twice as large ROM and RAM cartridges. Hence there are new DeskJet+ only font cartridges and there is a new 256K DeskJet+ RAM cartridge for soft fonts. (By the way, the DeskJet+ will download soft fonts about 4 times faster than the DeskJet).

Due to the increased processor speed, increased RAM, and some other hardware/software tweaks, the DeskJet+ will print graphics from the Centronics port 5 times faster than a DeskJet. When the serial port is used, the DeskJet+'s graphics speed is limited by the baud rate, not the printer.

**WARNING:** Your application probably cannot generate graphics data as fast as the DeskJet+ can accept it, unless you are using a very fast PC, or some very smart software. Hence the actual "speed up" relative to a DeskJet is host and application dependent. The maximum rate a DeskJet+ can do a page of 300DPI graphics is about 1 page per minute. The DeskJet could do 1/5 of a page per minute (a page in 5 minutes).

Simple text is printed at 120CPS on both the DeskJet and the DeskJet+. However, the DeskJet+ can keep up with this maximum rate in more complex cases (multiple fonts in a pass and so forth), as well as pick up and move paper faster. Both the DeskJet and DeskJet+ are rated at 2 pages per minute for text, but the DeskJet could only really do the most simple text at this rate. The DeskJet+ can do more complicated text at the same 2PPM rate.

The DeskJet+ has landscape mode built in; this mode is optional on the DeskJet. **WARNING:** the landscape support on the DeskJets was intended for printing simple spreadsheets. There is no support for mixed text and graphics in landscape mode, nor is there support for proportionally spaced landscape fonts via font cartridges. Hence if you primarily want a printer to do fancy spreadsheets with nice proportionally spaced text in landscape mode, you would be better off with a laser printer.

The technical reason proportionally spaced landscape fonts are not possible, is due to a hardware limitation of the chip that actually reads the font cartridges and renders the image on the page. Therefore, there isn't a software tweak I can make to work around the problem. Hence if you get a DeskJet or DeskJet+ you should 'write off' ever expecting to do anything really fancy in landscape mode unless it's graphics only.

Now the DeskJet+ does do nice fancy spreadsheets (using Excel, for example) in portrait mode, but not in landscape mode. This warning only applies to applications and hosts that render text with the built in fonts. Hosts such as an Atari which send out only graphics, and render the text images internally, do not suffer from this same problem. In this case the printer only sees graphics, and the PC does all the work of rotating, scaling, and so forth.

Due to changes in the internal hardware, the DeskJet Epson FX80 emulation cartridge will not work in a DeskJet+. There is a DeskJet+ version of this cartridge. This Epson emulation cartridge will print graphics 3 times faster than the original DeskJet emulation cartridge (which was comparable in speed to the actual Epson FX80).

The DeskJet+ supports internal fonts of up to 30 point, whereas the DeskJet supported fonts up to 15 points (technically 36 point for the Plus and 18 point for the DeskJet are possible but these fonts must have no descenders).

There is no difference in print quality or waterfastness between the DeskJet and the DeskJet+, since this is an ink cartridge, rather than a printer issue. The waterfastness issue is getting a lot of attention. Eventually there should be a new waterfast ink cartridge that can be plugged into the DeskJet family printers, but I cannot make promises or give any time frames.

The DeskJet+ will retail for \$995 and the DeskJet will now retail for \$795. This is not a technical difference but it is significant. Personally, if you factor in the cost of a landscape cartridge for a DeskJet, and an "A" (courier italics) cartridge, which are both built in to the DeskJet+, the price difference is negligible. On a related note, we have price reduced our font cartridges by about 30%.

Presently there is no plan to offer an official upgrade to convert DeskJets into DeskJet+'s. A supported upgrade would be expensive relative to the cost of the printer (it could easily be close to \$400). Although an unsupported, unofficial, "roll your own" upgrade would be possible, it would have no

warranty. If you hooked up a cable wrong and smoked a board, you would have to pay again for any part you damaged.

Servicing such an unofficial upgrade might be difficult, as it would be hard to tell the difference between a properly upgraded DeskJet and an actual DeskJet+. Also, if you use the DeskJet Epson cartridge you need to buy a new DeskJet+ Epson cartridge.

## PC PILOT (TM) MAKES DEBUT; NEW MAGAZINE TARGETS SIMULATOR PILOTS

NEW YORK, May 22--A new magazine for computer pilots will make its debut this summer.

PC PILOT, a monthly publication aimed at the more than two million users of personal computer flight simulation programs, "will cover the whole range and depth of computer flying, on all computers in all formats," says publisher Marc Robins. "We're going to be the 'Flying' magazine for people who fly their computers. Computer flying is more than just gaming--it's a comprehensive hobby in its own right," Robins says.

"We'll provide the same quality of information about flying that you'd find in an aviation magazine," says editor-in-chief Alan G. Ampolsk. "We'll report on all the available software, and we'll also cover control cover

yokes, joysticks, graphics cards, sound boards, monitors, and complete computer systems--all the hardware you need to be a top-flight simulator pilot."

Among PC PILOT's standing columns will be "Techniques, about civilian flying, and "Tactics," about air combat maneuvering. Richard G. Sheffield, author of "Jet Fighter School" and "Jet Fighter School I" will write the Tactics column. Charles Gulick, author of six books about Flight Simulator, will contribute a column entitled "Crosswinds." "The Real Stuff," a regular section of the magazine, will keep readers abreast of developments in real-world aviation.

PC PILOT is published by Computer Aviation International, Inc., a new company providing group purchasing discounts, special publications and additional services and information to simulator flyers in the US and abroad.

A year's subscription to PC PILOT, at a price of \$30, includes enrollment in CAI's discounting programs. Charter subscribers will receive a free Japan Scenery Disk for Flight Simulator as a membership bonus. "That's typical of the benefits we plan to provide our subscribers," Robins says.

For information, or to subscribe, write to:  
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## MISLEADING TERMINOLOGY

Have you ever noticed the fact that many of the terms involved with computers are terribly misleading?? Even the simplest phrase is confusing to a new user in this computer age. In fact how about that one?? "The computer age", just what age is the computer age. I mean what is the age at which you should give your children a computer.

My children are all highly entertained by my computer (an Atari ST), though at what age should we, as responsible adults consider a first computer for a child? This I decided was a good question.

So I brought the subject up with my wife, she could see no reason not to let the children play with my computer, but felt that none of them were actually old enough to own their own computer. Though she did think it an interesting question. Sensing the immanent departure of funds I asked my self, "how old were you when you got your first computer?"

Lets see I was around 24 years old when I got my first computer, an Atari 400. Now that seemed a nice rounded figure, 24 years old. I mentioned it to my wife as a good starting age for our children. In return she brought out the fact that computers weren't available when I was a child. I pointed out the fact that neutron bombs weren't available when I was a child either. The argument didn't impress her and sort of fell flat when she mentioned the fact that private individuals were not allowed to own atomic weapons.

At first I pointed out as how that was being rather small of her to side step the issue in this way by picking apart my analogy. She just shook her head and sighed. So there goes another excuse to avoid a big expense.

At what age does a child first find itself able to enjoy a computer? In response to this question I decided on a test. I let each of the children (my children that is, what the neighbors let their children do to their computers is none of my business.) play with the computer to see if they would enjoy it, and much to my surprise they all had a thoroughly good time with the computer. Though it did take several hours to get all the drool dried off of the keyboard after the baby was through trying to eat it. Next I thought we should see how they do with it plugged in and hooked up. Then we tried turning it on. It was at this point that I decided to eliminate children under 2 years old, as there seems to be a distinct possibility that they could be hurt by a painful electric shock while chewing on a plugged in computer. Though I feel that for the most part the standard 3.5 inch disks used on an Atari ST are just fine for babies and small children as there is little chance of electric shock from a baby teething on the disk. I would not on the other hand recommend ever trying to use the disk again after the baby has used it for teething on, as I find most computers

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the appropriate driver no matter how much memory you have.

Bill: So you have had Diamond out now for about 6 months.

Alan: The cartridge has been out for roughly about 6 months.

Bill: Does it seem to be fairly popular or do many people know that you have it out?

Alan: I think that people know that we have it out. It is just the competition with GOS right now. Some people are still waiting for that. There is still some bad blood about GOS you might say. Some people have ordered GOS and still haven't gotten anything. It's really hard to spend \$60 for another program when you haven't gotten anything for your first \$60.

Bill: I totally agree with you! I know that GOS came out to a lot of fanfare but it appears that the bottom line to the whole thing is that Diamond is here and GOS isn't. Oh! also there is the new upgrade, The Turbo-816 for the 8-Bit, is Diamond totally compatible with the upgrade?

Alan: Yes, we got the go ahead from Chuck who runs Dataque Software and he says the new version works fine with the Turbo-816.

Bill: Ah! Good. Well that should be quite a shot in the arm for the 8-Bit Atari considering the high speed operating system, (Turbo-816) and the Graphics Operating Environment (Diamond). We had the meeting here yesterday. Diamond surprised a number of people. Speaking of that, a number of the people in the audience were STers. Is there any particular thing that you can do on a ST graphics system that Diamond cannot do? I couldn't see anything myself.

Alan: The lasso-ing of files was mentioned. That's one thing.

Bill: You have to do the click and holding down the shift key to tag each one.

David: You're going to do the lasso, right?

Alan: I may eventually do the lasso but there is no guarantee that I will. It's not to big of a deal. Other than that Diamond has two windows and the ST has four windows. I don't know how you feel about that part.

Bill: It supports up to 6 disk drives?

Alan: Seven.

Bill: Seven Disk drives. And obviously from what David is running it will support Hard-Disk systems, ramdisks, and floppy disks.

David: And the MIO.

Bill: And the MIO. Is there anything it doesn't support?

David: Does it work with the P.R. connection?

Alan: A lot of people wonder if Diamond supports this and that. It's not a matter of Diamond working with it, if your DOS supports it, Diamond should work with it.

Bill: You just completed a patch so that Diamond will format correctly with Sparta Dos?

Alan: The SpartaDosX cartridge. When you called the format function it brought the format menu out in colors that were a little difficult to read. We made a little desk accessory that will give you the standard colors.

Bill: It works with SpartaDos 3.2?

Alan: The format function of 3.2 formats in DOS 2.0. Diamond doesn't like reading a DOS 2.0 disk when it is using

DOS 3.2. We're going to get a desk accessory that will work in 3.2 by calling the XINIT function of SpartaDos.

Bill: What desk accessories do you have out now for Diamond?

Alan: Right now we have a couple simple ones, The Re-Booter, and is X-Boot, which was written by a person in Michigan.

Bill: What does X-Boot do?

Alan: Basically it gets you back to the desktop. It does it a little neater than Re-Boot does.

Bill: I understand. Awhile back we were talking about why you went to the cartridge. You are using a 64k bank selected Super cartridge with it. Does Diamond work with Mydos?

Alan: Not at present. We have a version that does work with Mydos that was done by..... but the present version doesn't support it.

Bill: How about DOS 2.5?

Alan: DOS 2.0, 2.5, SpartaDos 3.2, SpartaDosX, SmartDos, and others.

David: TopDos?

Alan: I haven't had anyone say that it doesn't work. It will work with anything that uses a DOS 2.0 format. And TopDOS does that.

Bill: There was some talk awhile back, before Diamond came out, that Atari might be picking up Diamond to include with all its 8-bit machines. Have you heard anything more about that?

Alan: I talked with Atari or Sig at the Atari Booth at the Anaheim show. At first I give him three cartridges to look at. But apparently they were misplaced. The second time he gave us different list of people to contact to send Diamond to.

He said that the Atari warehouse was full of 8-bit computers right to the roof. I really think that if Atari was really interested in the product that they would be contacting me rather than the other way around.

Bill: I know David Sullivan was first working with Shelly Merrell to put together GOS for the Atari. While a number of demo disks have showed up as well as a number of rave reviews in a number of newsletters and some of the national magazines about GOS. Nothing past a demo copy has ever surfaced. Meanwhile Diamond is already here and it appears that it is fairly compatible with most Atari Software. Weren't you involved with Shelly Merrell, for awhile at least? Are you still involved with him?

Alan: As of April 24 we quit working with him. We never got paid any money so we cannot be responsible for any sales that were made by him. As of that date we were on our own.

Bill: How are sales going on the Diamond System or are people taking a wait and see attitude?

Alan: I think that people are taking a wait and see attitude. We have sold about 400 units. I think that a lot of people are waiting to see what applications come out.

Bill: I know that Diamond Paint is out. And you demonstrated it at the meeting. I was quite impressed by it. It appeared that you had just about all the functions of the ST paint programs duplicated. And many more functions than most of the existing 8-bit programs. Is that a fair...

Alan: I think so. The feature that I like the best is the cut and paste. I haven't seen that on any other system. It has a feature where you can cut sections out of a picture and paste them onto another picture. You can even load and save that section as clip-art.

Bill: You are going to be releasing Diamond\_Write in a week or so...

Alan: We hope to get it. We have the manuals at the printer and are putting the finishing touches on the program. Getting the last bugs out.

Bill: About how many pages will that let you work on in a 48k machine?

Alan: A 48k machine will be fairly limited, maybe one page (there's not a whole lot of memory in there), in a 64k machine about five pages and a 130k machine there is 64k of memory available here you can get 30 or forty pages.

Bill: And you were saying that it includes a spell checker?

Alan: It includes a Spell Checker.

Bill: Ha! Ha! Ha! That is something I really need.

David: Will it be able to merge two files together? Say I have a 64k machine and I've got a file that is 80K long. Will it do what TextPro can? Will it read it into memory and merge in more to the same document?

Alan: That is something that some people have asked for, also the ability to print out one file after another.

Bill: You mean batch printing?

Alan: That way you could mix functions; that way you could do one batch single spaced and the next double spaced.

Bill: You were talking yesterday about the possibility of coming out with multi-font capability on one document.

Alan: You can use multiple styles, you can only use one font but you can have multiple styles of that font on each document.

David: Will the program support graphical files?

Alan: That is one of the limitations of this program. There just isn't enough memory on the 8-bit computer. If you had a larger memory on the system then this could be programmed.

David: Then you could mix and match fonts also?

Alan: The big limitations of the program comes from the memory, fonts take up a lot of memory. And I really don't think that the user wants his memory cramped up with a lot of fonts when the text is already limited.

Bill: I didn't get a chance to see the entire Writer demonstration, someone had their head in the way. It appeared, from what I saw that it was fully implemented and does a lot of stuff that other word processor programs won't do.

Alan: The thing that is really nice is that you can use the slider bars to go up and down thru your document and you can use the mouse to position the cursor.

David: You can mark something and move it. Use the mouse for cut and paste as well as marking blocks?

Alan: Cut and paste, all the standard stuff.

Bill: You were saying that you are thinking of putting NewsStation together for it. Were you also thinking about NewsStation Companion or Publisher or just NewsStation?

Alan: Just NewsStation right now. We may, when the NewsStation is done, we just might include NewsStation Companion as part of the package. That's all that I can say right now. But I want to get as many applications out as I can. That's why I want to get [Diamond] NewsStation out to the general public. There's a little change in the program but mostly in the adequacy of the manual. But..

David: I can understand that.

Alan: ...the manual was stright to the point.

Bill: It was written more to the technical or programming minded?

Alan: The person who knows what they are doing.

David: Have you thought of asking people to tell you? To make suggestions and to put those suggestions inside the manual?

Alan: Well for the Programmers Manual..

David: More or less the user type programs. I know when I first read the manual there were some things that I didn't understand and I'm not a beginner.

Alan: Besides the changes in the main manual we are incorporating more information in the programmers manual. The programmers manual is up on Genie, when people ask for more information on windows and more information on icons, usually I end up writing up three or four pages to them. So I'll probably end up going thru and editing them and including them in the manual. If I had a little more time I would think of writing it on Genie.

Alan: [unintelligible]

Bill: What do you envision with the future of the applications you have already put together, are you going to sit back after you get the Publish and the Write finished?

Alan: The next programs will be NewsStation and Publisher after that I think I will sit back and see what develops.

Bill: What are your hopes? Some people say the 8-bit computer is dead and there are others who say the 8-bit machine has never fully been utilized. It sounds like Diamond is starting to fully utilize the 8-bit system. And with the Turbo-816 board on top of Diamond. Are you thinking of a revitalization of the 8-bits?

Alan: The 8-bit system is more than powerful enough to handle 90 to 95 percent of most peoples needs. But people usually want the biggest and best....

David: The newest one, the latest.

Alan: ...exactly.

David: Since the Turbo 816 is out and Diamond works on the 8-bit side of it. Do you have any plans for it to work on the 16-bit side of the Turbo 816 eventually?

Alan: Were having enough problems with the demands of the people who are using 8-bit machines to work on a 16-bit version.

David: If it [Turbo 816] does become popular will you support it?

Alan: Certainly if it does become popular and there is enough sales to justify a version that works with the 16-bit side we will produce a 16-bit version.

David: Will you try to keep it compatible so that you can use the files from the 8-bit version?



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Alan: Certainly if it does become popular and there is enough sales to justify a version that works with the 16-bit side we will produce a 16-bit version.

David: Will you try to keep it compatible so that you can use the files from the 8-bit version?

Alan: Definitely! It's no big issue.

David: I guess the big thing that I have seen is that when people make changes, all of a sudden none of your existing programs work with the new version. What works with version 1 no longer works with version 3 and so on.

Bill: With the popularity of the 8-bit machine in Europe. In the car, you said you were talking to somebody about about marketing Diamond in Europe but you hadn't had much luck. Do you have any other thoughts on that?

Alan: I talked to someone at ICD and he indicated that he would help us get over there but he hasn't done anything. I looks that we will have to do it ourselves. I have had about 10 or 20 letters from there and I have had several inquiries from reviewers who are interested in reviewing Diamond. Obviously we don't really care to have Diamond reviewed if there is no sales outlet to supply the product. It not much good reading about a new product that you cannot buy.

Bill: If somebody reviews Diamond in Europe you might get somebody interested in selling it contacting you and so on. So you have the flip side of the coin to....

Alan: The people who review it. I mean the people who want to buy it usually want to buy it when the review is written. They usually want to have people selling it...

Bill: Would you think of doing direct sales to Europe from your location?

Alan: I am more than happy to do direct sales. In fact I'm more than happy to do that for anybody who wants Diamond right now. People just haven't wanted to buy from Europe.

David: You said something earlier about Australia. Did you say you had sold some to Australia?

Alan: A couple of people from Australia purchased it. Occasionally we receive a order from this country or that country. We've received a couple from England, a couple from Australia, and some from South America.

David: Since they use a different television system in Europe is there any difference in the [Diamond] program sold to them?

Alan: No, it is the same program. We haven't had any problems yet.

David: If people do have problems what is the best way to talk to you about those problems? Where can they go to get the simple questions answered? Well TextPro won't work with Diamond. Where can they go? That is important too.

Alan: The best way is either

writing to me on GENIE or writing to me directly. That way you know it will get to me eventually. During the summer it is sort of hard to reach me by phone because I am in and out. During the fall after 4:00pm Central Time the answering machine is off and there is someone there. Or before that leave a message on the answering machine and I'll try to get back.

Bill: Do you have your own section on GENIE now?

Alan: I have my own category in the Atari 8-Bit section.

David: Is that ReeveSoft?

Alan: Category 14 and I believe file section number 26.

Bill: Your hoping to get those desk top applications that you and others write up on GENIE so that anybody can download them?

Alan: Everything I have right now. Every little accessory that I have gotten from people we have put up on GENIE. And we have had other people put stuff up there as well.

Bill: One thing that we didn't mention about Diamond is the price of all these things.

Alan: The Base Package is \$79.95, and the additional applications are \$29.95 each.

David: What is in the Base Package?

Alan: The Base Package, at present, is the Cartridge, the Programmers Kit and the Diamond Paint Program.

David: And your optional packages that will be coming out say like the Diamond Write program? What will the cost be?

Alan: The Write Program, the NewsStation Program and the Desktop Publisher will be \$29.95. And we might be eventually going to a Write/Paint cartridge package. Although that is up in the air right now.

David: How about upgrade programs? Say I have version 1.0 of the cartridge, and I know that you are working on version 2.0 right now, what will it cost me to upgrade the cartridge and where should I send it or can I do it myself?

Alan: Upgrades for the cartridge that involve the ROM chip are \$15.00 and you can either send the cartridge back to us with a check for \$15.00 or you can send us a check for \$15.00 and we will send you the PROM and you can plug it into the cartridge.

Bill: You need to be a registered user in order to get the PROM.

Alan: Yes, I need to have your warranty card on file. David: Well, that leaves me out because I forget to send mine in.

Alan: Would you want to give it to me?

David: I don't know where it is at.

Bill: I think that Alan would figure that possibly you have a legitimate version of the cartridge.

David: I think I'll make him autograph it first, that way when I send it back he will know it is a legal version.

Bill: What do think of the future of the 8-Bit. My own feelings are, like you said, people want the newest thing on the block. But the only reason that I went to a ST is that my wife wanted to do Desktop Publishing and use PageStream and this type of program. Other than that the 8-Bit did just about everything that I wanted it to do. I do recommend to people who are

just getting into computing and they want to do programming that the 8-bit is a heck of a lot easier to program than the ST. Would you concur?

Alan: I don't know that it is a lot easier but it is a lot better investment. You can spend a couple hundred dollars and get a solid base system. Where with the ST you will spend a thousand or more dollars to get the same capabilities. The software is also less expensive for the 8-bit. Especially with all the Public Domain programs and the ShareWare that is coming out now.

Bill: There is still about four thousand programs out there for the 8-bit...

Alan: I have no idea.

Bill: ... not including little utility programs and such.

Alan: What are you going to do with the interview?

Bill: I will type this up and cut it into different thoughts and such and put them together to where they make a little more sense.

David: I think that we should include a section that if you want to speak with Atari that you should write Atari and tell Atari that you want support for the 8-bit machine and Diamond. Alan how do you feel about this? Bill: I think that is a really good idea. What we were mentioning here is the idea if you have seen Diamond and you like it tell Atari about it. May it will make them get off their tooties a little bit. Atari does seem to have a habit that unless people are yelling and screaming about something they don't do anything.

Alan: Well [Atari Corp.] people show interest in the product but they never do anything about it. They just sit there and watch and watch, and if you rely on Atari solely then you are going to be out of business. You won't be making any money if you rely on Atari Corp.

David: That is the same as being a Atari Dealer. If you want something from Atari you are going to have to order it several months in advance because you are never going to get it on time.

Bill: What do you think the future of the 8-bit machine is?

Alan: I can't really tell, that is in the hands of the users. If people start supporting Diamond and programmers start using the Diamond shell and writing application programs it could have a bright future. But if people keep on with a wait and see type attitude or wait for me, I don't know. I'm only one person.

David: How hard would it be for the normal user to take something like one of the programs that currently don't run under Diamond and convert it. Or do you have plans to make a program that will take a program that won't currently run under Diamond and convert it to one that will?

Alan: Each program is so different that it really wouldn't be feasible.

Bill: Could a program be written, something like a monitor program, that would check the load addresses of a program and show where there are conflicts with Diamond?

Alan: Speaking of programs that are not written for the Diamond environment, right now if you try to load a program without a \*.APP or \*.COM extender Diamond will drop out

of the system and let the program run by itself. That's the way it should be. As for converting programs to use the Diamond environment that is going to take someone who knows what they are doing. A machine language program needs to have someone who has the source code and can make changes so you have a Diamond interface in the program. The Basic programs likewise need a programmer.

Bill: So a Diamond program has to have a \*.APP extender?

Alan: Diamond based programs have a \*.APP extender, \*.COM means command lines, like the parameters for a ST \*.TTP file. Other than that the Diamond kicks out and loads the program like the cartridge wasn't there.

Bill: In order to get the cartridge back you have to do a reset or a cold start?

Alan: It is possible to do it from software. But most programs were written before Diamond was produced and won't exit back to the Diamond Cartridge.

David: Your software has a option to exit back to Diamond?

Alan: We have a Exit and a Exit to Desktop provided in all the programs. To terminate a application all you have to do is a exit and then a exit to desktop.

Bill: Dave have you anything else you can think of.

Bill: What would you look for in the people outside who are programming. Diamond appears to be quite a challenge in that you can do a lot more then you could do before Diamond. What type of programs would you like to see?

Alan: I don't have any particular program that I would like to see. I think obviously spreadsheets, data bases, terminal programs, all those would be great to see. I would just love to see the community support Diamond and the programmers to support it. That's what we need more applications. Diamond sort of makes the 8-bit a new computer. The more software that you have that is Diamond based the better it will be.

David: What languages does Diamond support at the present time aside from assembly language?

Alan: Again it is not so much as Diamond supporting the languages. It will run any of the OSS language cartridges. But the link to Diamond is thru assembly language. All you have to do is load the accumulator with the function referenced and do a JSR to the Diamond vector and all languages have that power one way or another.

David: How about C language?

Alan: We plan on coming out with a Diamond Assembler, a Diamond Basic, a Diamond C and other languages eventually if the interest is there for them. Were talking if there are enough users who are willing to purchase the languages. Like I say I am only one person and I can't do it all by myself. I can't buy 200 printers to make printer drivers for all of them. I can't buy all the languages out there and convert them all to use the Diamond environment. If I did that the other major applications would never get ready.

Bill: It sounds like what you have done with Diamond is to make a new computer out of the 8-bit that is more friendly to the

end user, it is more intuitive and easier to use and it looks nicer.

Alan: That is what bugged me about one of the reviews that was in Atari Explorer the reviewer said that it works great and that everything looks fine but I am so used to the old way why should I get a new one?

David: At first I have to admit that it is clumsy for someone who is used to typing things in. However after you learn it it's great.

Alan: It's like learning one program, then having to learn a different program that is more powerful. I think Diamond is more powerful. The icons and the menus that are available replace all the programming necessary to set up the user interfaces in a old fashioned program. You just set up a few things and let Diamond take it from there. It also flattens out the learning curve on new applications in that there is nothing unexpected and the user is used to the display and what everything does.

Bill: Have you thought about writing a Icon editor for Diamond?

Alan: Not for the Desktop, you are not going to be able to put your own icons in. They are burned into the ROM. I am thinking of a Font Editor to be included with the Diamond Paint program.

Bill: Speaking of font editing. Will the paint program support the traditional 9 sector Atari fonts?

Alan: With the font editor you could import those fonts and convert them to Diamond fonts. Diamond fonts are different.

David: So there is a conversion program to take care of this operation?

Alan: The program is under construction now.

Bill: What about Print Shop icons?

Alan: I suppose that you could write a program to convert the file to a clip art file. However Print Shop icons aren't in a standard file format.

David: Clip art would be good especially since there are a lot of Print Shop Icons out there and you could send the clip art into the publishing program.

Bill: NewsStation does that now.

Alan: Diamond NewsStation will be released shortly.

Bill: Will Diamond NewsStation support that also?

Alan: It will support that and also the clip art and graphics from Diamond Paint.

David: In other words it will be almost a carbon copy of what you have now?

Bill: Except you will use the mouse.

Alan: Yes, you will have the Diamond environment with the NewsStation features with a couple of additions one of them will be to reverse the background. Sometimes if you load up a picture from Computer Eyes you have a negative image.

Bill: I can't think of anything more to ask. Can you Dave?

David: (shakes head no)

Bill: To sum everything up. Diamond looks like it is the next stage for the 8-bit Atari computer and possibly of rebirth for the 8-bit machine if enough people start putting out applications and using it. It seem that when the Atari first came out it was a challenge because it did so much and then people started losing interest in it because they

didn't want to push the limits to much. Now suddenly they have a new machine to work with. But I realize that the major software houses are not supporting the 8-bit, right now. I also realize that most of the support for the 8-bit is from programmers like yourself, users and user groups. So I guess that the bottom line is to support your local programmer and maybe that will get the big boys off their duff.

Alan: Atari mentioned when I talked to them the last time that they would like to see the big programming houses back in the act.

David: It would be nice to see them show some support for the Atari Machine. But first of all it would be nice if Atari would show support for their own machine, show that they care.

Alan: They don't even support me. Much less the big houses. It would be logical to support them and not me. But the major software houses.

Bill: As a sort of aside do you buy the argument from the major software houses that they are dropping the 8-bit Atari because because Atarians are the worst pirates ever seen on the seven seas ect. Or do you think that we are a small group and that they want to make a cheap example to the users of other machines?

Alan: It is not that the Atari Users are the worst pirates but it is the ratio. I have heard that for every one copy of a program that is sold ten copies are pirated, and if you only have say 100 users only ten copies are going to sell. But like with IBM there are thousands of users, I don't know what the ratio is between Atari users and IBM

users, but I think it is around 100 to 1, but if you are only going to sell a hundred copies in the Atari Market and you are going to sell 10,000 copies in the IBM market it is sort of obvious where you are going to go and if you are going to convert a program for the Atari Market you are going to place your energy in making a new program for IBM, that is where the money is. That's basically what it comes down to the size of the community. I don't think that Atari users are any worse pirates than IBM users there is just a lot less Atari users.

Bill: The reason that I brought that up is that I know Commodore and IBM users that don't have a single legal copy of any program period. I also know almost all Atari users have many more than one.

Bill: Do you have any last thoughts before we shut down?

Alan: BUY DIAMOND!!!

Bill: BUY DIAMOND!

David: Help him he has a birthday coming up. Support him.

Alan: Maybe I'll see you at the Dallas Show.

David: Will you be coming to the Seattle Show?

Alan: I'll be going to all the shows that I can make a profit at or break even. I'll definitely be going to the Anaheim Show.

David: So you can see Disneyland.

Alan: So I can finally see Disneyland.

/\* ZNET NEWSWIRE /\*

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Ron Kovacs July 21 #30

~ Federated has NOT been sold.  
Recent rumors of a purchase by

Wickes, well known in the midwest as a lumber and building supply company, are simply not correct according to Atari Corp officials. It had been reported that office equipment and other materials, bearing the Wickes name were being moving into the Federated stores. When Atari sells off the company, some official comment will be released.

~ Atari Corp legal department is looking for assistance to fight the piracy issue in Washington DC. Since local governments have not been cooperative in assisting with the piracy problem that exists in the market, 5 members of the Atari legal are attempting better action on the subject. Details on this as it becomes available.

~ Atari Corp is going to be attending the following Atari related shows, August 10-13 at the GENCOM Gaming Fair, sponsored by MillAtari in Milwaukee Wisconsin. TSR Games and SSI will also attending. This show will be held at the Meca Convention Center. The other will be the WAACE Atarifest in the fall. Additional appearances by Atari will be listed as they become available.

~ The long awaited and much needed index for the Calamus manual has at last been uploaded and made available on GENie by LSD Corporation. Calamus offers a myriad of controls and with no index available until now, learning the system has been a nightmare. A new book featuring a tutorial on Calamus products will be released shortly.

~ The DEMO MAKER program licensed by Atari is on its way to in-store use. Within days, LSD

Corp and others will be making self-running demos and tutorials available for dealers, using the imported system. No longer will an expert in the large-scale programs like LSD's Calamus and DynaCadd have to stay on-site at all times in order for customers to witness the power and options of the software. Expect more of this self-promotional software to become instrumental in dealer displays.

~ It has been rumored by several independent sources that Atari has engaged a new Advertising agency for the promotion of their Portfolio and Portable Game machine units. One source says that it will be SHIAT/DAY who will represent the new lines. Shiat/Day was the company that developed the MACINTOSH "1984" introductory ad campaign. It is unclear whether the new agency will represent other Atari products, which were only recently managed by MARKEN COMMUNICATIONS in Sunnyvale.

~ We've been asked to share details of the TEXAS WORLD OF ATARI SHOW by many readers who appreciated the complete coverage ST\*ZMAG offered the prior two shows. Unfortunately, we have no details for the August date in the Dallas area, and phone calls to ST WORLD (organizers of the shows) have gone unanswered for the last ten days. Dealers, developers, and interested corporations have apparently had no better luck finding anyone home at ST WORLD of late, so as yet we have NO committe appearances to report - not even ATARI. We hope to be able to update you on the situation next week.

July 28 #31

~ McGraw Hill recently purchased three computer networking magazines from Novell Inc. The three publications are, LAN Times, NetWare Technical Journal, and Selling Red. LAN Times currently has a subscriber base of 100,000.

~ MacGuide Magazine has folded and layed off all of it's 15 staff members. MacGuide is orientated towards the Apple Mac users and had a subscriber base of at least 110,000. Inquiries should be directed to MacGuide president, David Duty.

~ On Tuesday, August 1st, CompuServe will take over operations of The Source Telecommunication Service. As we previously reported two weeks ago, CompuServe purchased The Source for an undisclosed amount. August 1st was set for the official take over. Special membership sign-ups to CompuServe has been offered to Source members.

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August 4 #32

~ Atari's recently hired User Group Coordinator, Chris Roberts has been terminated, along with Assistant VP of Sales Joe Mendolia. Both men were terminated last Friday and have not been replaced. Presently, resumes and applications are being accepted by interested parties.

~ The Glendale Atarifest, a regularly scheduled event has been cancelled this year. Apparently a mix up with hall reservations has caused the show to be re-scheduled for 1990.

~ The San Jose World of Atari show has been cancelled by

Richard Tsukiji, promoter and ST-World publisher. Efforts to confirm the story have been made but no official confirmation has been stated yet. Any shows discussed or planned after the Texas show are included.

~ NEC Corp. has dropped plans to increase its output of one-megabit DRAM chips. Reasons for the drop are from poor sales, but the 6 million per month production rate will continue.

~ Xebec Corp, manufacturers of Hard disk and controllers has filed for liquidation under Chapter 7 of the US Bankruptcy Code. When IBM cancelled a major contract in 1987, Xebec's revenues dropped and ends a two-year to re-organize the company. Portions of the company will continue to operate during the liquidation.

~ A 17-year-old Michigan boy has been charged with posting stolen long-distance phone codes on a bulletin board system operated in his home. Brent G. Patrick, alias (handle) "Shadow Stalker" online, was arraigned this week on one count of stealing or retaining a financial transaction device without consent. Patrick was released on \$2,500 bond, pending an Aug. 11 hearing. The youth faces a maximum of four years in prison and a \$2,000 fine if convicted. His BBS "Wizard Circle" has been closed.

~ Apple Computer has been awarded a five-year 30.2 million dollar contract to supply the federal government with Macintosh Iix systems as part of the Microcomputer Acquisition for the Postal Service.



## BUMPAS REVIEWS by Jim Bumpas, ACE

### FORBIDDEN WORLD

FORBIDDEN WORLD (U.S. Gold) is not a science fiction movie. It is one of the latest arcade games to come to the States from Europe. The graphics are excellent as we have come to expect. The game action is as smooth as any I have seen in any game. The player-characters seem to move with almost effortless grace to the slightest joystick command. The box art looks like it is designed to appeal to the "punk" generation. The heroes depicted on the cover both have "new wave" hair styles and they are drawn in modern "comic book" mode.

Designed for one or two players to play simultaneously, the players cooperate to shoot the hundreds of enemies which appear in front, behind, above and below you. Each level of play consists of several screens. And there is a "store" on each level where the players may enter to buy additional equipment. The equipment includes extra body parts, medicine, heavier offensive and defensive weapons, including body armor.

Except insofar as players compete for the best score, this game depends upon cooperation to advance in the game. If one player is knocked out of the game because he has been shot by too many enemies, the other player continues until he has reached as far as he can go.

### ATARI LIGHT GUN

I just bought my two boys Light Guns for their 8-bit machines. I also got them three cartridge games which use the light gun. The light guns I got from Best Electronics in San Jose. At \$35, they are a bit spendy, but they are a good product (Best claims they are more accurate than Atari's own light guns). The three games I got the boys are "Barn Blaster", "Crime Busters", and "Crossbow". Best Electronics sold these to me for \$25 each.



"Barn Blaster" is the easiest to play. One or two players begin by shooting at cans and bottles lined up on a fence. I found that one of the guns sights above and to the right of the target if you try to use the sights on the gun. The other one seems to be more accurate. But as you can see the fall of every shot on the screen (unless you are so far off you did not hit the screen!) you can adjust your shots as though you had a laser designator on your gun. The cans and bottles make satisfying noises of metal and glass breaking. The next round takes you into a field where you can shoot watermelons, pumpkins, birds and rabbits. The last round takes you inside the barn to shoot mice, owls, rabbits,

birds, ducks, chickens, anything which moves. Between each round "Gramps" tosses bottles in the sky for a bonus round. Don't shoot gramps! The bonus round will end. On any screen a mole might appear. Shoot him for big points. To proceed to the next round, you must achieve a certain level of accuracy. The game consists of consecutive cycles of these same three rounds with each cycle requiring a progressively higher level of accuracy. I enjoy this game a lot. It's much cheaper than paying 50 cents each for bullets used at target ranges.

"Crime Busters" is more involved. One or two players begin by reacting to an electronic map of the city which highlights the neighborhood which needs attention because of the level of crime activity. Next you get in the squad car and race to the area, dodging and shooting cars carrying gangsters trying to stop you. You don't shoot the cars directly, but instead shoot arrows in a window at the bottom of the screen to maneuver the car forward and backward, and to aim shots at the other cars.

Once this screen is passed, you arrive at the crime scene. This may be the docks, warehouse, or various other buildings containing windows and doors. Gangsters firing guns will appear and must be shot to succeed. Sometimes innocent bystanders appear, such as children sucking lollipops and women. Shoot these, and you're in trouble! But sometimes the gangsters appear dressed as women and children, so you have to look closely to see if they are aiming a gun at you. If they are, shoot quickly!



"Crossbow" is the most involved game. It's an adventure game with a strategic map containing icons of the regions you must traverse. You cannot get to any region automatically, you must plot your course on the strategic map, one region at a time. As each region is successfully traversed, you may select the next region. Each region presents a screen with various hazards. Your characters must be able to walk across this screen without dying. They don't shoot any hazard directly. Instead, you shoot the hazards before they can harm your characters. A hazard might be a ghost or bushwhacker. It might be a glob of burning lava, or a lightening bolt. It might be a snake, spider or other animal. You have to traverse towns, jungles, mountains and deserts to reach the goal at the end of the game.

All three of these games are great for hand-eye coordination. Probably even more so than joysticks. The gun motif might be alarming to some. I never thought I would buy my kids toy guns. But when my younger son came along, he developed an early interest in guns, using almost any object he picked up

to shoot. So I gave in. Maybe I can guide his attitude towards guns so he won't be too destructive. Wish me luck.  
-- Jim Bumpas

## News and Reviews by Mike Dunn, ACE of Eugene

It has been a while since I have been able to write an article; no time to do so. I still do not have the time, but I received a product so nice, I needed to tell you about the special deal!

But first, some news about the club. We had our annual picnic recently, and a good time was had by all. Several of our local dealers had some hardware and software items for sale at very good prices, as well as many members selling things they no longer need.

There are now three active dealers in Eugene who sell and support Atari ST's: Key Advantage, Adept Computer and the University of Oregon.

Dick and Nora Young have recently revamped the exchange library and supply both Key Advantage and Adept with ACE public domain disks for sale; we get a profit from each one sold. You can also get the disks directly from the Youngs -- a new list is ready. (Nora and Dick Young, 105 Hansen Lane, Eugene, OR 97404).

The BBS has been moved and we now have a new Sysop, Brennan O'Brian, as well as membership in the Atari ECHO.

BeckerCad ST (Abacus, 5370 52nd S.E., Grand Rapids, MI 49512) is a new CAD program that usually costs \$395. Until September 15 by calling 1-800-451-4319 and giving authorization number BC-09 ACE members can get one for only \$95 + \$4 shipping.) This is the exciting new product and special offer I mentioned above.

I am not an expert CAD user, but in the past I have reviewed and used drafix 1 by Foresight for doing schematics for the newsletter. Drafix1 is a professional level program, based on the IBM version. It does just about everything but is somewhat difficult to use unless you use it often enough to remember all the commands, etc. There is a nice user group and newsletter for drafix owners, mostly geared to the IBM version, and the new ST version has file interchangeability with the IBM version.

The new BeckerCAD ST is much easier to use and seems to be as powerful. A full GEM based and GDOS output program, it is based on the familiar icons seen on many of the ST programs.

The manual has a nice tutorial as well as a reference section and an index.

Many printers and plotters are supported, including Postscript laser, Epson and NEC dotmatrix, and HP plotters. Using the mouse, and pointing the mouse to the correct icon, you can do free hand drawing, polygons with any number of sides, circles, ellipses, or one of 40

shapes. You can make any part of the drawing a object by just encircling it, and then manipulate it any way you want, including changing the size, move it, turn it, make multiple copies, rescale, etc. There are up to 300 layers, and extensive text capabilities, with multiple fonts, adjustable sizes and even an easy to use font editor. There is a Macro Interpreter that uses a language closely related to PostScript for complex graphic and arithmetic uses.

Included in the price are several symbol libraries that have many electric, electronic, hydraulic and architectural symbols that you can use in your drawings, as well as make your own -- usually an expensive option in CAD programs. The nicest part of the program is the ease of use for making complicated programs, and a nicely written manual that you hardly need to use. I hope to show you some output examples in the future. Recommended, especially at the special price.

## ATARI

### For Your Information

#### Atari Corp. BBS Phone Numbers:

300 - 1200 - 2400 Baud  
408-745-5308 - 745-5970 - 745-2642  
745-4758 -- 745-5664

Atari Corp. Main SwitchBoard  
408-745-2000

Atari Customer Relations  
408-745-2367 -- 745-5759

Atari Technical Support Group  
408-745-2004

Atari Usergroup Support  
408-745-4743

Atari FAX Telephone Lines  
408-745-4306 -- 745-5179

Atari Customer Relations Address Information:  
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390 Caribbean Drive  
Sunnyvale CA. 94089

Atari Mail Order:  
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P.O. Box 61657  
Sunnyvale, CA. 94088

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## Design it Yourself (A review of Becker CAD) by Bill Pike (PAC)

This program is a fully implemented CAD (Computer Aided Design) program. The original program is German and has been changed into English. This comes to us from the good people at Abacus Software. The suggested retail price for Becker-CAD is \$395.00, and includes 5 libraries of Symbols & Objects. If you were to purchase this type of program for the IBM-PC or clone you would be paying from \$800 to \$2000 min. This is another reason to buy Atari.

The program **REQUIRES 1 MEG OF MEMORY** and **TOS IN ROM**, 2 meg is needed for larger/more complex drawings, it also **REQUIRES A DOUBLE SIDED DISK DRIVE**, a hard disk is suggested but it is optional. Printers supported are the Epson LQ, Epson FX, Atari SLM804, NEC P5/6/7, Apple Laser Writer, HP-GL plotters, Epson HI-80 plotter, Post Script PS-A3 Driver for type-setters. The program also uses GDOS so if you put it on a hard-disk you will need to load the correct ASSIGN.SYS file, I would suggest the program G+Plus from Codehead Software to do this task.

The BeckerCAD is mostly mouse and icon driven. The program supports from 1 to 300 different transparent layers that can be overlapped, as you wish, for the final printout. There are 2 sets of 20 drawing icons for a total of 40 drawing icons including, but not limited to;

various lines, arcs, circles, elliptical arcs, ellipses, concentric circles, concentric ellipses, parallel lines, rays, as well as freehand drawing. There are several line sizes, pen sizes, and types of lines supported as well as many textures, for filling in objects. The dropdown menus as well as hot-keys are included and greatly speed up your usage of the program. There is also a MACRO LANGUAGE that can be programmed in and MACROS that can be used to greatly speed up various drawing routines that are used often. Four different lettering fonts are also supported.

You also have the option of snap to grid for your object placement and/or drawing/s. The program comes with a library disk with 5 libraries of objects, symbols, including; Electronic Components, Electrical Technology, Electrical Installation, Hydraulic & Pneumatic, Architectural Symbols. These libraries are normally sold separately, at a pretty fair price, as an addition to most CAD Programs. You can also create and save your own symbols/objects in your own symbol libraries.

If you have the idea that this program can do just about anything you ask for it to do except make the pizza and popcorn you are right. I am very impressed with this program, as if you haven't figured this out already. The program can do anything from laying out a screwdriver design to designing a house and landscaping. The output is a standard blueprint including

dimensioning and all other measurements including arc and angle descriptions, the drawings are all to scale and you can select the scale.

As I said before this system can output to dot-matrix printers, laser printers, and plotters. It works with all standard size drawings, including european sizes.

The program has many features that I just don't have room to write or time to divulge at the present time. You really have to see this program to believe it.

This is a rather expensive program to purchase unless you have a need for it, i.e. I wouldn't purchase it just to play around with it. However it can really save you lots of time and lots of money if you have need of it, no more erasing and redrawing just pick the layers you want to use on the final drawing or make several drawings using different layers.

In other words don't expect it to do the same job a \$25,000 to \$2,000,000 system can do but it sure beats the heck out of any other CAD for a personal computer.

~~~~~

## G + Plus by Bill Pike (PAC)

Awhile back I was asked to review the program G + PLUS

(pronounced G plus plus) at that time I didn't know enough about the ST computers to give a good review of the product. Well I hope to make up for this now.

To start things off your ST/Mega computer uses a program called GDOS for some other programs (for example DEGAS, Microsoft Write, EasyDraw, Publisher). GDOS is a program that reads a file named ASSIGN.SYS in various programs. ASSIGN.SYS is used to define the character set/s that are used by the program. GDOS selects the correct character sets for the screen resolution used (Low, Medium, High(monochrome)). GDOS uses a separate character set for each font type and font size (is given in points, each point equals 1/72" in height). For example you might have a font called TYPEWRITER in sizes 10, 12, 14, and 18 point, this results in 4 different font files. ASSIGN.SYS also tells the program the path to take to find the fonts and a few other things. Anyhow ATARI could have improved upon in its programming for GDOS.

One of the nastiest things GDOS does is that it must be loaded from the AUTO folder when the computer is first booted. It is at this time that GDOS looks for the ASSIGN.SYS file. Well if you are using a single floppy disk with all the files needed on the disk this isn't much of a problem. However if you are using a Hard-Disk and have a number of programs in separate folders then GDOS cannot find the

correct file and so you are stuck with using floppy disks for all your programs that use GDOS.

Another thing about GDOS is that it isn't quite as fast or as efficient as it could be.

Well as usual the solution to this problem has been solved by the people at Codehead Software with a program called G+PLUS. This program streamlines GDOS quite a bit, about 3-8 times as fast depending on the way the program uses its font files.

The other really nice thing it does is that it has a desktop accessory. This accessory automatically selects the correct ASSIGN.SYS file to use with each program as you use it. Each main .PRG file that uses a ASSIGN.SYS runs its own ASSIGN.SYS file as needed. This is allowed for up to 10 programs at a time. No, you can't run two programs at the same time but you can run each program individually without a warm or cold start of the computer..

The G+PLUS program costs around \$35 and I feel that this is a very good investment for anyone with a Hard-Disk or is contemplating a Hard-Disk in their future, and who isn't. This is an indispensable addition to your library.

~~~~~

## Spitting Image

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

Monty Python, Here I come!

I was sitting down one evening in a generally foul mood and was sick and tired of the whole world. My generally foul mood was getting deeper so I decided to blow something up. Of course I went to my 'Friendly?', computer. I found something to cure my mood. It was a British game called "Spitting Image". If you like British Humor or "the colonies" TV show "D.C. Follies" or "The Muppet Show" you will love this game. It is destined to become a classic for the ST.

The game package says, "Barry Manilow Free". On the back of the package you will find that "This game is guaranteed to contain no reference to Barry Manilow (except this one)(and the one on the front). There is also a WARNING: DAMAGE saying "A good way to really damage your cassette or disk is to smear marmalade all over it or leave it overnight in a bucket of creosote."

**SAVE THE WORLD**  
Within the next seven years a world war will take place, a war so great that even the Swiss will get involved this time. A war so terrible the Italians have already surrendered. One leader will emerge from this war to rule the world. It is your task to stop this leader and **SAVE THE WORLD**.

This is the title screen, you are then shown a map of

the world and the cursor will identify the various world areas for you. You will also be shown your antagonists: Grovey Gorby, His Holy Coolness, Ms. T, Ronald MacRegan, Mr. & Mr. Ayotollia, and President Botha who is a very nice man (Report compiled under the South African Reporting Restrictions). You will also be introduced to Her Royal Reffness who will judge all contests.

Pick your champion, pick their antagonist and have at it. You have to defeat all antagonists, totally discrediting them. You will then have to face the Prince in a real mud slinging contest.

When you have successfully completed your task you will be shown who will rule the world. You are told that the instructions are, "This is the most confusing bit. Ronnie got completely lost here and even Maggie took 5 seconds to understand it." Anyhow you also have a "sidekick" to help you if you need him/her.

The cost of this game is \$37.95, why they don't just say \$38.00 I still don't know. I know the cost is a might high but the program is worth it. This is the best program I have seen in a long time, however I do enjoy Monty Python. The graphics are excellent and watch the background scenes for some surprises during the combat sequences. I spent about 3 hours playing the game when I first got the disk and this is a record for me. Even my 16 year old son liked it. My wife hated it, she thought it was silly, she also thinks I'm silly so, take it for what it is worth.

P.S. If you get tired of playing against the computer you can also thrash your best buddy in a two player game. Tal Tal

# Elections are coming up



# get your speeches ready

# VOTE!

Hewlett  
Packard  
DeskJet

by LeRoy Valley (TAG)  
Atari Interface Magazine

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Instant success. Revolutionary.

I gotta have one! Once in a great while a new product arrives that impacts the entire computer community in this fashion. Not just the Atari community, but the ENTIRE computer community.

The Hewlett Packard DeskJet printer is such a product. Offering printing resolution comparable to a Laser printer (300 dpi) at about 1/3 the cost, it puts professional desktop publishing within reach of the home computer owner.

The DeskJet is an ink jet printer capable of printing graphics at a maximum resolution of 360 dpi (most programs only support 300 dpi). Instead of using pins that strike a ribbon to print on paper (hence the term "impact" printing), ink jet printers actually spray ink through nozzles, and the print head never touches the paper.

Due to it's [sic] method of printing, the DeskJet is virtually silent when in operation. All you ever hear is a slight whisper as the print head moves back and forth across the paper.

Printing speed is high -- 240 cps in draft mode and 120 cps in letter quality mode -- and print quality is excellent. Draft mode printing puts the NLQ mode on dot matrix printers to shame, and letter quality printing is indistinguishable from a high quality daisy wheel printer!

Paper handling is accomplished with the built-in sheet feeder (sorry, no tractor feed) which accommodates both letter (8.5" x 11") and legal (8.5" x 14") sizes. The sheet feeder holds about 100 sheets of paper. HP was even thoughtful enough to provide you with the ability to feed in envelopes! (But only 1 at a time...sigh). In operation, the DeskJet loads sheets from the lower portion of the feeder, and deposits finished sheets in the upper portion.

Ink jet printers have been notorious for clogging up (due to improper cleaning, bad ink, or worn out nozzles), but HP has solved this problem by using a disposable ink cartridge that includes the nozzles! Each time you replace the ink cartridge, you get a new set of nozzles. No

muss, no fuss, and best of all, NO cleaning! Replacing a cartridge is as simple as snapping it in place.

The right hand side of the DeskJet sports two cartridge slots and a key pad for changing settings. The cartridge slots can hold a variety of goodies like font cartridges, a 128K buffer cartridge, and an Epson FX-80 emulation cartridge. The emulation cartridge is a MUST. With this plugged into one of the slots your DeskJet looks and acts just like an Epson FX-80 printer.

The stock DeskJet is compatible with the HP LaserJet line, and many programs do not supply you with drivers for HP LaserJet printers. (Like Print Master and Certificate Maker). Also, the only internal font supplied with the DeskJet is courier, and it's only available in pitch settings of 10, 16.67, and 20. You get standard text options like bold, underline, and super/subscripts, but you don't get italics. The Epson FX-80 cartridge gives you Pica, Elite, and compressed, and also gives you italics! Looking at all the font cards available, the emulation card is the best buy.

BUT...(you knew there had to be a but, didn't you?) when the emulation cartridge is plugged in you've got an Epson printer. You can't switch off emulation mode with a hardware switch or an escape code. The only way to make your DeskJet act like a DeskJet is to remove the cartridge! It's a simple task, but it annoys me! I'd love to be able to software select it...heck, I'd settle for a simple switch located on the cartridge.

NOTE: The other font cards that are available simply add a new font to the DeskJet. They don't affect the operation of the printer and they can be left plugged in all the time.

HP sells a 128K buffer that takes up one slot -- you can even plug two of them in and get a whopping 256K! I opted for an external 256K buffer. It was considerably cheaper and I've still got two cartridge slots left to plug in goodies!

The key pad has 8 keys on it. The lower four keys let you do a form feed, select the font, select the mode (Draft or Letter), and set the printer On line or Off line. The upper four keys let you move the paper in fine increments in and out, feed envelopes, prime the ink cartridge (this is only done when a new cartridge is installed), and reset the printer.

Now that you've got an idea of some of the features that this printer has to offer, the next question is "How does it perform?" Since it's compatible with the HP Laser Jet printers, any program which supports that printer also supports the DeskJet. I've tested it extensively with Timeworks Publisher ST, Publishing Partner, Page Stream, Word Up, Easy Draw, and Athena II.

The output in all cases is superb. In fact, when compared with the Atari Laser Printer, the output is actually sharper and shaded images look much better! The only drawback to the DeskJet (when compared to a laser printer) is speed. With laser printers we're talking upwards of

eight pages a minute! With the DeskJet, you're looking at about 8-10 minutes per page (in a desktop publishing environment).

To perform an actual speed comparison with the Atari SLM804 Laser printer, I used the same Timeworks DTP file for both printers. The file included both text and graphics. The time to print the test document on the SLM804 was 52 seconds, while the DeskJet took 3 minutes and 26 seconds.

The next speed comparison was a simple screen dump using the Alt-Help sequence. The SLM804 took 18 seconds to print the screen while the DeskJet took 2 minutes and 5 seconds.

Using a print buffer speeded up the final output by about 20% and cut the cpu time by 50%! Printing a full page from Publisher ST took 17:25 without a buffer and 12:00 with a buffer. (These figures were obtained using the standard HP LaserJet driver supplied by Timeworks. Using a driver specifically designed for the DeskJet can reduce these times considerably.

What else do you need to know about a printer? It's quiet, it's extremely fast (compared to a dot matrix), and output is superb.

Should you buy a DeskJet instead of a 24 pin printer?

The answer is YES. It's not that much more money, and the output is considerably better (the resolution of most 24 pin printers is 180 dpi, the DeskJet's is 300 dpi).

The biggest argument I hear against the DeskJet is that it can't do labels. WRONG! Avery Laser labels (#5260) work great!

Should you buy a DeskJet instead of a laser printer?

You have to make that decision yourself. A laser printer is considerably faster, but it also costs a LOT more. Yeah, yeah, tell me about the laser printer you saw in Computer Shopper for \$799. Then add another \$300 for the HP laser emulation board (that is, if you're planning on using the printer for anything useful), and add another \$500 to upgrade it to 1MB. You don't need 1MB? If you're printing full page graphics you do. Laser printers (due to their design) have to print a full page at a time, and 512K just doesn't cut it. Now you've got \$1600 tied up in your laser printer -- just to print faster than me. Oh, and by the way, you've got to keep that sucker clean. You don't want any streaks or blurs on your printouts, do you?

The only maintenance on the DeskJet is to replace the ink cartridge about once every 1000 pages (this figure can vary anywhere from 500 - 1500 pages depending on the type of printing you do) and put paper in the feeder. For the average home computer user, I think that the DeskJet is a tremendous buy!

GEM Errors  
& Bombs

The following is an official list of the errors that can appear while you are operating your ST computer. This first list gives you the GEM error messages:

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

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

Description of bombs	Number
Reset: Initial PC2.....	1
Bus Error.....	2
Address Error.....	3
Illegal Instruction.....	4
Zero Divide.....	5
DCHK Instruction.....	6
TRAPV Instruction.....	7
Privilege Violation.....	8
Trace.....	9
Line 1010 Emulator.....	10
Line 1111 Emulator.....	11
[unassigned, reserved].....	12
[unassigned, reserved].....	13
Format Error.....	14
Uninitialized Interrupt Vector.....	15
[unassigned, reserved].....	16-23
Spurious Interrupt.....	24
Level 1 Interrupt Autovector.....	25
Level 2 Interrupt Autovector.....	26
Level 3 Interrupt Autovector.....	27
Level 4 Interrupt Autovector.....	28
Level 5 Interrupt Autovector.....	29
Level 6 Interrupt Autovector.....	30
Level 7 Interrupt Autovector.....	31
Trap Instruction Vectors.....	32-47
[unassigned, reserved].....	48-63
User Interrupt Vectors.....	64-255

Darryl May  
Tech Specialist

Downloaded from:  
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609-882-9195 <-> 300 to 14400  
HST <-> F-NET NODE # 351



-----\* ATARI \*-----  
**WE JUST DON'T PLAY  
GAMES ANYMORE !**  
by D. Moore (PAC)

I don't know about you but I still dislike it when I hear "Ahh, ATARI that's just a GAME MACHINE!". Even so I have to admit that, after studying the history of this great machine, it is more understandable how the name ATARI and the videogames are so closely entwined from the beginning.

The story of ATARI begins with a man named Nolan Bushnell. Bushnell was born in 1943, in a small town in Utah. Later studying at the University of Utah, Salt Lake City, Nolan received his degree in Electronic Engineering. During his four years of studies, he worked at a rather large amusement park in Salt Lake City, where he familiarized himself with the games of the time, PINBALL.

From there he went on to California where he was hired by the Ampex Corp, a business which would later lose control of the video recorder market to the Japanese. In that corporation he met a man who would become his future partner, Ted Daney.

Both experimented in the development of a curious project, a video- game.

A prototype of this project was tested for the first time in Bushnell's daughter's bedroom. "Computer Space" was a simplistic simulation of a space ship and a flying saucer. With this the first videogame was

born.

In 1972 with only 500 dollars, Bushnell and Daney became known as ATARI, INC. Bushnell gave that name to the company after the phrase "Atari", which means "Check" in the Japanese game called "GO". Later Bushnell developed Table Tennis and Breakout.

ATARI was the only company created to push the sale and use of videogames, from whence its paternity came.

In 1973 Nolan bought Daney's stocks, making him the sole owner of ATARI. By then ATARI was selling its home videogame , the 2600, as well as its modules, and in 1975 Bushnell improved his table tennis game, "PONG" which began selling very rapidly.

In 1976 Nolan decided to sell ATARI, a flourishing enterprise, to Warner Communications for 30 million dollars, demonstrating that ATARI was no longer just a "GAME MACHINE".

To Nolan who was then 33, this would have been a perfect deal. But he did not retire. He kept working for ATARI until 1979. It was during this period of time that the computer department was created at ATARI and the 400 and 800 computers were born. Remember those happy times?

Warner was also happy, ATARI had been able to duplicate Warner's global earnings for the corporation for the year 1980-1981, later tripling it in the first semester of 1982. In

this period ATARI represented more income than any movie produced by Warner including Superman.

In the 80's decade, bloody battles were taking place in the microcomputer market. Many companies entered the business, and every year you would see lower prices. Many companies vanished along with their hopes, for example Texas Instruments.

In this fast race, ATARI was always ahead of the pack, but even that soon gave way, in the explosive sales of the C-64 from Commodore.

Behind these sales there was a man, Jack Tramiel, who led the Commodore to "First in Sales". After all this in 1985, and in the middle of the battle, Tramiel left Commodore and bought ATARI from Warner.

The Tramiels now rule the destiny of ATARI, and have gone commerical/ business with the newer models XE, ST, MEGA, and now the ATW.

Looking at them together it would be impossible to say that they are :

**"GAME MACHINES".....**

but it is also hard to believe that everything begin with the game PONG !

Reference material: ZAPI The rise and fall of Atari.




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## LOMBARD RALLY

by Dr. Dave Brewton  
ST WORLD, JUNE

Racing games, car simulations and road war games. What do they all have in common? They are among Doctor Dave's favorite type of games. I love auto simulation and combat games. I guess that comes from being raised under the teaching of a very talented father.

That's right Dad was a professional mechanic. He built everything from diesel trucks right on down to race cars. That's probably why any kind of auto game sparks my interest. And these games have to reach a standard level of authenticity to fit into Doctor Dave's favorite game library.

I am sure this is a quality all serious ST gamers have in common. These games need to be entertaining and exciting, easy to play yet complicated enough to give you a real challenge. Not to mention super graphics and user friendliness. So when you pick up a software title at the dealer's store you find yourself faced with some very important decisions. You have to take a close look at the packaging the software comes in for some of the answers. But what do you do if the package gives you no hint of what you are looking for?

My first and most important tip is to ask the dealer to let you see a demo of the program. When a

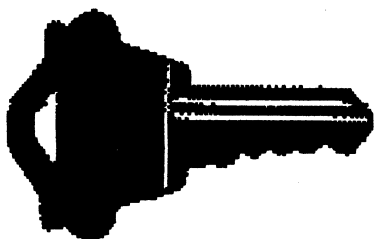
dealer is in business to sell software most often he will have demos of the top programs to display. Also, in some circumstances software companies will also provide a demo for the dealer.

The second most important tip is to subscribe to a magazine that is dependable enough to give you a responsible and honest review of a product. Most software companies will send their new products to these magazines for review. In these reviews there may be opinions you do not agree with but they will in most cases give you some of the important and interesting facts that will help you with your decision.

That's why I'm here. It is very important to me to give you an honest review and to be someone you can depend on to help you find the answers you need. Many times people stop and ask me questions about software titles and I always take the time to help them find the answers. My only wish was that I could have had dependable help like this when I first became an Atari ST user. Not to mention when buying a computer to begin with, there were so many advertisements in the market stating, "MY COMPUTER IS BETTER THAN YOUR COMPUTER!", that I became confused. Needless to say, I turned to friends and the computer magazines for the much needed answers. My friends gave me the answers they had that pertained to the systems they themselves owned but were unable to go any further. As far as the computer magazines were concerned, it was unfortunate

that I only found a few which based their reviews on honesty. Most of the reviews I read seemed to base reviews on who pays the most for advertising. But I was able, from these few honest and dependable magazines to obtain enough information to make my own decision and I have never regreted it since.

So it is to this statement of facts that I add to my favorite game collection, another classic game which I believe to be a real winner.



LOMBARD RALLY from Mandarin which is manufactured in the United Kingdom.

Yes it's another fantastic title to come out of Europe. Distributed in the States by those great folks at Top Ten software. What is LOMBARD RALLY? Well, it's correct title is LOMBARD RAC RALLY and it is a recreation of all the excitement from this world famous car rally. And Rac Rally drivers themselves guarantee its authenticity.

After play testing this program, I have to say, this is the best race car simulation game I have ever played on a home computer. The graphics are some of the best I've seen and the playability (is that a real word?) is excellent which is an understatement.

I was impressed enough with this one to take it to another friend of mine Leland Royce who is a veteran Atari computer owner and user (and one of the best arcade gamers I have ever seen-including my wife). After a short bout of arcade madness at the local arcade and a fantastic try at Atari's new arcade hit "Hard-Drivin", I figured this game would not stand up to game testing. First came the boot-up and he started racing.

LOMBARD RALLY delivered it's best and it's best was a winner. Leland was impressed.

LOMBARD RALLY is much more than a racing game, it is also the thrill of testing your driving and strategic skills. The ultimate object of the game is to finish the rally with the fastest time. Word of warning! This is not an easy game to master and your skills are tested to the limit. Many obstacles are waiting to ruin your race. Night driving, fog shrouded twisty roads, forest lanes and hairpin twising mountainous roads. Can you do it? All these obstacles await standing between you and your ultimate victory.

Take off in your Ford Sierra RS Cosworth and try to move into first place by beating the target times laid down for the competition. After the opening title, the screen will display the main options menu. Moving the joystick up or down will highlight each of these options in turn.

After you select the option you wish to use press the fire button and you are slipping into the drivers seat. You have quite a goal to accomplish. You must prove your competence to be admitted into this supreme honorable test of driving skills by playing all five legs, in any order you wish, along with winning at least one prize overall. Once you have qualified you may then participate in the full rally by selecting Full LOMBARD RAC RALLY from the options menu. At this time each of the prescribed legs of the race must be played in their proper sequence. The time taken on each stage is accumulated and you will attain a top score if you achieve the target time laid down. There are three stages to every leg of the course and the panel on the right of the screen will display the particular stage, route map, route type and route conditions not to forget the prescribed time you need to attain in order to win the prize money.

Just as in any major race, your car may experience damage to the tires, engine or suspension and if you have the money to pay for repairs it is advisable that you enter a workshop to get the work done. It isn't absolutely necessary that this repair work is performed however as with any automobile, if you let the problems build up and they are not taken care of, eventually the car will cease to run. Moving the joystick to the appropriate part of the car and that part becomes highlighted. Then repairs are as simple as pressing the fire button.

LOMBARD RALLY is a game that delivers what Doctor Dave thinks should be in a good race game including the selection of practising on one of the courses. Don't feel embarrassed if you get caught practising, you will need the practise because the game is not easy to master. Another word of advice here. When you first boot-up the game, select the demo option and take a look at what you are in for. You will find a racing test of pure skill and challenge. Doctor Dave thinks this one is just great.



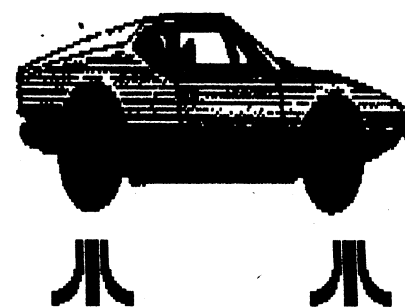
The manual is impressive and has a lot of detail including LOMBARD RALLY history and details on some of the cars involved in the real rally over the years. I believe you will have a wonderful time with this game and all you need is an ST, a joystick and place to hide so that no one can sneak up on you and take the game away.

LOMBARD RALLY is addicting and I have already missed two meals, one school conference, two days of work and I almost forgot to go to Anaheim to the ST WORLD, WORLD OF ATARI SHOW. I'm very glad I didn't though and I hope you were able to attend. The Top Ten software booth and staff including Doug VanAman were very friendly and answered any questions I had

about the game.

Not to mention letting my wife try her hand at LOMBARD RALLY. You see I have not let her play it at home yet. I liked the game so much I just hate to share it with her. I am sure she will take it over and I will never see it again. Well, maybe next month I'll let her play it just for a few minutes.

LOMBARD RALLY is a sure bet if your looking for an excellent racing game to add to your software library. I recomend giving this one a try at your local Atari dealership or give Top Ten software a call, I'm sure they will answer any questions you have about the game. A special thanks to ST WORLD for a fantastic show at Disneyland in Anaheim, California. It Was Great! Enjoy your race! .... Doctor Dave



----->MISLEADING CONT.

resent having to use a disk that has been abused in this fashion and could retaliate by destroying the disk drive head out of sheer spite.

Where were we?? oh, I know, as to the older children, well the 6 year old liked playing with it just fine but kept putting the disks in the drive upside down and or backwards, so I thus concluded in my research that pre-literate children should only use a computer with adult supervision.

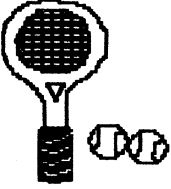





The oldest child (a girl) had absolutely no trouble at all using the computer by herself. Though she did have a big problem figuring out what to do about it when the computer glitched and a long string of bombs appeared on the screen. It took quite a while to calm her down afterwards (she thought she had broken it). So I would say that probably young children should receive supervision when using a computer.

So how about teenagers? Are they old enough to use a computer wisely? Do you have a modem? A credit card? A credit rating? Well, maybe it will be all right, as long as we remember that any toy or tool given to a child is likely to be misused, and abused. Especially, if the parents are unwilling to take the time, to find out how their children are using it, or to teach them how to use it properly.

So what age is, the computer age? Any age, for a child whose parents are willing to spend the time to learn and to grow with them, in this, the computer age.



SEPTEMBER, 1989

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
3	4 LABOR DAY	5 SWAP MEET	6	7	8	9
10	11 MIDI SIG CALL CHUCK FOR INFO: 642-4717	12 BOARD MEETING Call Bill for info 646-4471	13	14 ST SIG Call Paul for INFO 256-4199	15	16 
17	18	19 	20	21	22	23
24 	25 MIDI SIG Call Chuck for info 642-4717	26	27	28 ST SIG Call Bill for info 646-7711	28 	30 OCT MEETING WILL BE ON MONDAY THE 2ND

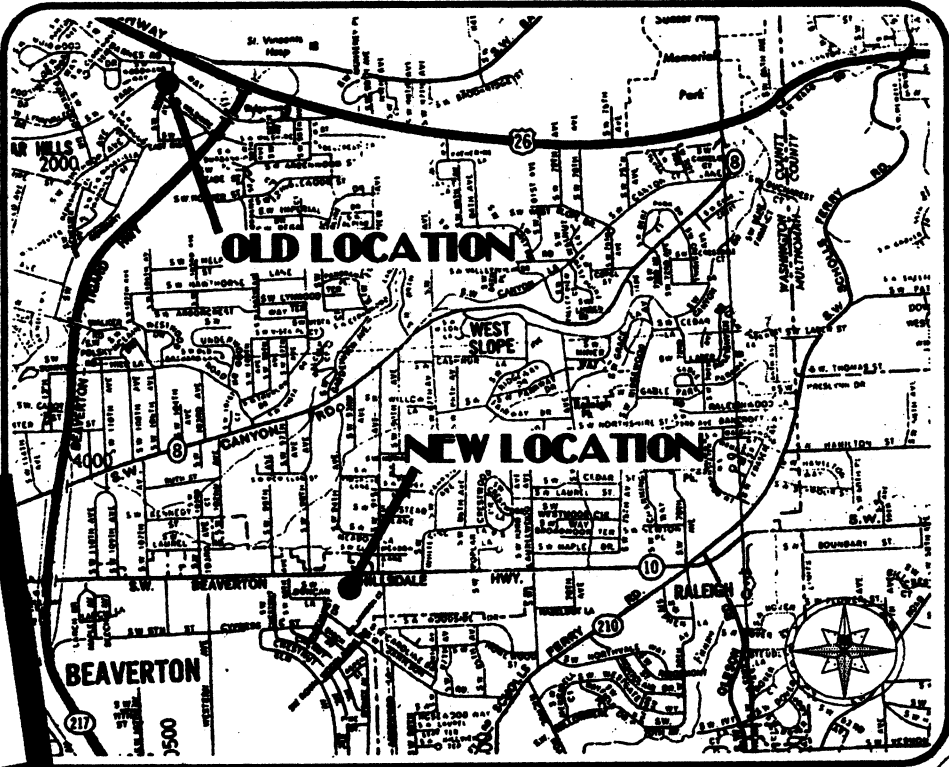
IB Moves!

New location is larger

PORTLAND -- IB Computers, long the mainstay of the Portland Atari community, have announced that they will be making a major change this July when they move from their Cedar Hills location to a new, larger home in the Valley Plaza Shopping Center on the Beaverton - Hillsdale Highway. An anonymous source placed highly in the organization has been quoted as saying "We were simply too crowded in the old location; the new place will give us a chance to improve and expand our operation."

"We will continue to serve our customers with the widest selection of Atari computers, accessories, and software in the state. We're proud to be Portland's only Atari Business Center, and I think when our customers see our new store they'll be pleased. All that space..."

The move, projected for early July, is the first ever for the eight-year-old store, but marks the second for the organization to move their Gateway store into its main location.



Come in and see our **Megas** with  
**The Genlock Video System**  
and  
**The 1280 X 960 19" Viking/Moniterm Monitor!**



Follow me to **IB Computers**  
9244 S.W. BEAVERTON - Hillsdale Highway  
(In the Valley Plaza Shopping Center)  
PHONE (503) 297-8425