



Atari Computer Enthusiasts

San Leandro Computer Club Journal

February, 1984

The Newsletter of the San Leandro Computer Club for Atari® Microcomputers

President's Report

Bob Barton

I have been in contact with a company in New York City on some new products. Two of these products I have purchased and there are other products I will be discussing at our next meeting. Those of you that have the 1200 XL, the 800 XL or an updated 600 XL with 64 K will be most interested in hearing about these new products.

" Don't miss it "

Also this month I will be sending a letter to other Clubs in the Bay Area asking their officers to meet with our officers to see about having an Atari Fest. Also, this would be a good time to discuss how we can improve our Clubs. I would like to get more communication going between Clubs. It's time that we unite all user groups of Atari in the Bay Area to form a power that Atari can not overlook. " Without us there would be no Atari. " Atari better watch out, We're Coming.

As for the S.L.C.C. T.V. show, they are planning to air the first show in February or March. We wish them all the very best of luck.

Merry Christmas

Phil Mitchell

And what a Christmas it was too. First, Thanks should be given to several officers who took time out from their holidays to help those in our community less fortunate. The San Leandro Computer Club and the San Leandro Community Library teamed up and presented a check for \$50.00 to the Davis Street Community Center run by Rev. Homer Richardson. The center provides Christmas baskets of food to eligible families in Alameda County.

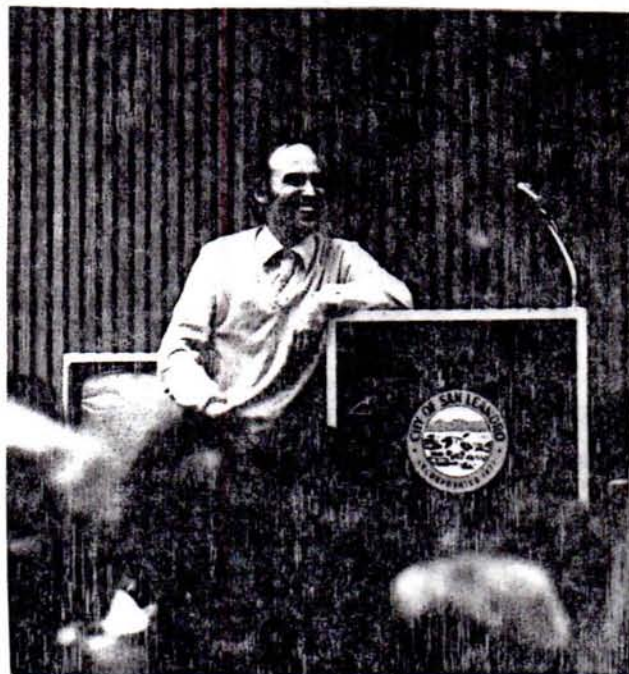
Thanks go out to Bill George who did most of the work by getting the card, having custom calligraphy done, got the check, and almost single-handedly brought the whole thing together. And to President Bob Barton, and Secretary Phil Mitchell for taking time out on Christmas Day to personally deliver the gift (in the rain). I think everyone involved got a real feeling of Christmas from the event. The Davis Street center was selected by the Library, as the community charity most in need.

Treasurer's Report

Nai-Hsien Mao

The financial state of SLCC is in an excellent condition as I reported to the general meeting in January 1984. Here is the summary. As of December 31, 1983, SLCC had \$918.12 in the checking account. We are expecting \$100 rebate from ATARI. We bought an 800 computer with Basic Cartridge in October 1983 and an 810 disk drive in November 1983. Our disk librarian Trey Pitruzello reported that we had an inventory of about 300 disks. SLCC has a total assets of about \$2000. Should any member want to see the detail report, please contact me.

As you are reading this newsletter, please take a look of your mailing label. The first line is the expiration date of your membership. If your membership had already expired or will expire soon, please renew your membership as soon as possible.



The S.L.C.C. members, officers and I would like to thank Chris Crawford and the two members from Atari, Mark Cator and Bill Bartlett for taking time out to visit us. We all thought they were Fantastic. Thank you again on behalf of all of us at the ' S.L.C.C. '

From The Editor's Desk

Ron Seymour

The New Year brings a bright future and also a new editor.

Hello, my name is Ron Seymour and I'm your new SLCC Newsletter editor. Because of my association with Bob Barton I have heard a lot about the SLCC (all great). When I told Bob that it was finally time for me to join the club. I asked Bob what I could do, to get more involved with the club. He told me that the position of editor was wide open. The rest is history, because here I sit, getting ready for what I hope to be a fine year to come.

I've had my Atari for about a year and a half, but I have not used it as much as I should. In my opinion, as all or yours, I think the Atari is the finest computer on the market. All the aspects from games to advancing my knowledge on programming, interest me. As time goes by I hope to get to know as many of you as possible.

In conclusion, I would just like to say that this is your newsletter. With your contributions we can make this the best newsletter and club in California. I would like to hear from as many of you as possible. Your submissions and ideas, will be greatly appreciated. Any ideas that you think will make this better, can be called in directly to one of the officers or myself. Submission of all articles should be turned in before the newsletter deadline (Feb. 18.) for publication in the March issue.

There was also a new column that appeared last issue, the SLCC Interface. This column will be used for selling of computer items, answering questions or problems that might arise. All items or questions must be phoned in directly to the editor, prior to deadline.

Thank you, and may this be the best of many years, to come, for this club. Good luck in the year to come for one and all.

C.E.S. Report

INFO COMPILED BY TOM BENNETT

The CES show in Las Vegas was a rather uneventful one for the Atari booth. They were displaying 600XL's, 800XL's, and 1450XLD's along with some new software and hardware items.

Yes, the 1450XLD's are still coming in 1984, but right now James Morgan, CEO of Atari, says "We are currently focusing our efforts on the 600XL and 800XL in order to meet the strong demand for these two products at retail." Mr. Morgan added, "The 1450XLD was exhibited as a demonstration of the company's intent to market a high-end computer in 1984, although the specifics of such a product are currently under review." Specifics of such a product are currently under review? This probably means it still is on hold and we will still have to wait before the final specifics of the products capabilities are known.

Atari did introduce some interesting items. An electronics laboratory kit called Atarilab will allow scientific experiments in the fields of physics and chemistry. The Light Pen was again introduced, that will allow you to draw designs or write text onto a television screen. There will be a software cartridge

available to use with the pen.

AtariArtist used with the Touch Tablet will allow the user to draw screens in any of 128 colors. It turns the computer into an art palette. They also announced new video games using the characters of the Tasmanian Devil of Looney Tunes and Captain Hook from Walt Disney.

The Syn-series of home management programs that were demonstrated to us by Jon Loveless in 1983 are now being marketed exclusively by Atari. They include SynCalc, the electronic spreadsheet program, SynGraph, and the other programs of the series. I do understand, though, that the word processor Mr. Loveless talked of has been scratched. The AtariWriter will be the word processor. That may be too bad, because Jon originally said that the Syn-series' word processor was going to be able to incorporate all of the different output from the series and allow you to include them in your text reports. Maybe the AtariWriter will be able to do this.

Finally, Atari announced the 1064 Memory Module to expand your 600 XL's to 64K. The Atari Translator is also available to make a large selection of third-party software compatible with the XL computers.

NEXT MEETING:

February 7 8:00 pm
San Leandro Community Library

San Leandro Computer Club

Journal

SAN LEANDRO COMPUTER CLUB
FOR ATARI MICROCOMPUTERS

is an independent, non-profit organization and users' group with no connection to ATARI Corporation, a Warner Communications Company. Membership fees are currently \$20 for one year, or \$12 for six months. Membership includes access to the computer library, subscription to the Journal, and classes, when held. Permission to reprint articles in any noncommercial publication is permitted without written authorization, as long as proper credit is given. Opinions expressed are those of the author and do not represent the views of the S.L.C.C.

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Library/Floppy Update

By Trey Pitruzzello

It was two or three in the morning when I finally stumbled off in search of my warm bed. As I passed by the door to my study, I heard muffled whispers from within, and thought I should go investigate. The room was dark, but I could still make out the familiar faces of the SLCC Software Committee. As they shuffled by me on their way to the front door, I saw many a stooped shoulder and blood-shot eye, indicators of their extensive fatigue. The front door closed quietly as the last one took his leave, and now the room was totally dark and silent. I turned to leave, but a strange light caught my eye. I made my way across the room toward the light, and was very suprized at what I found! There on my desk, which is usually covered with dozens of miscellaneous diskettes at this time of month, sat a single diskette! The floppy was glowing with an eerie blue glow and was ever-so-slowly inching out of it's sleeve and crawling across the desk, toward the 810 Drive!!

My heart raced as the realization came to me as to what this could be!!! By now the Floppy had eased into the mouth of the 810, and the door had slammed shut. The drive initialized with it's familiar whir, and the monitor came alive with brilliant color!!!

Yes, it's true.....

The latest issue of the SLCC Floppy-of-the-Month was unfolding before my eager eyes!!!! Let me share my discoveries with you!!!.....

✧Assembler/Editor✧

Yes, your eyes don't deceive you. The fact is, I listen to the club members, and last meeting when a small group of them cornered me during the break and asked for an assembler/editor, I decided to suprise them with one!!! Read the documentation provided on the disk, and transfer the three Asm/Ed programs to a disk by themselves. They will not work if you leave them on the Floppy-of-the-Month!

✎Cliffkey✎

I get really excited when a SLCC member brings me software they've written themselves for submission to the Floppy, and this is just such a program! Cliff Engle wrote Cliffkey, and boy is it GGGreeaaatt!! Cliffkey is for the "I hate to type" basic programmer. It ingeniously converts your keyboard so you can type nearly every basic command with the punch of one key!! Never type Goto,Sound,Color,Drawto,Position,etc,etc. again!!! Full documentation is on the disk! Thanks Cliff!!

Docgen

You may remember Docgen from a previous issue. This program enables you to write impressive documentation files to go along with the programs you submit to the club. Cliffs doc was written in Docgen format, so I included it on this months floppy for you to enjoy again!

✕Great-Maze✕

This is the most difficult maze game I've ever played!!! Just follow the prompts at the beginning, then wait for the CPU to initialize the maze. This takes quite a while, but it's worth it!! Use a joystick in port one to move through the maze. To jump from level to level, set yourself over one of the "x's" and push your fire button. Hope you can find your way out!!! Good luck!!!

X, let 1 and X

Last month you had ~~XNiteflyerX~~, and you had to land the Cessna at night. I promised you that if you did well, I'd let you land the Space Shuttle this month. Well, you did rotten!!! So, this month you get to land the 747 Jumbo Jet instead!! Come on gang!! Do well this time, and I'll let you land the Shuttle next month!!

Microtext

Our search for the "Perfect Public Domain Word Processor" brings us Microtext this month. Though not fully tested by this author, an initial peek suggests that this is a GGRREEAATTTTT program!!! Please test it out for me, and let me know what you think! Full documentation is on the disk in a "text file", so go to the DOS menu and "copy" it to the screen or printer. (If you don't know how to do this, just ask, and you shall receive!)

Thanks go to The Wolves Den BES for this one!!

XPassion

This one will really grow on you folks!!! It's music with graphics. "Oh, big deal", you say???? Just boot it up and see for yourself. It's GGGKREEEAATT!!!! It fully stretches the four voices of the Atari, and the graphics will keep you chuckling whenever you see them!

Thanks go to Tom Bennett and Paul Lew for this one!

FLASH!!!!

Be on the look-out for a Special Edition Music Diskette coming your way soon!!! It will be recorded on both sides, and may even be ready by the February meeting!!!!

Valerius

The final program this month comes from Computer Whiz-kid Jacob Brown of Riverside, California.(Age eleven) That's right gang. This is Lovers Month, and the 14th is Valentines Day. Just bring your Computer Widow into the Computer Room and run this program for her. She's guaranteed to melt into your arms!!!! Thanks Jacob!!

SURPRIZE...SURPRIZE...SURPRIZE

You remember that GGGRRREEEEAAAATTT Long John Silver DOS
that was on the Floppy four or five months ago???!! Well
you'll love the NEW ENHANCED REVISED LONG JOHN SILVER DOS
VER. 2.6J.

And.....

You'll be happy to find out that it is the resident DOS on this months Floppy-of-the-Month!!!!!!

SEE YOU AT THE MEETING!!!!!!!

The Game Room

Phil Mitchell

With the Olympics just around the corner, I'm sure there are a lot of people feeling energetic and competitive. It would be fantastic if computer games were a part of the competition, like running or gymnastics. Just for a moment imagine yourself surrounded by hundreds of computer fans, all eyes on the action as you maneuver the player missile graphics across the screen dodging asteroids and enemy fire, on your way to the Gold Medal !!

The S.L.C.C. is happy to announce their first annual VideOlympics Tournament is in the making. Here's your chance to compete with others in at least two categories: Head to Head AND High Score competition. Each category will have at least four games to compete in. There will be qualifying rounds to determine your difficulty level (so even if you don't play a certain game too well you could still win prizes).

Prizes, you say ?? Yes, and more. The competition is open to all members and associate members of the S.L.C.C. only (I knew there was a catch !!). Any non-member who would like to compete in this tournament will need to join the Club before the official starting date, which will be announced in a future "GAME ROOM" article.

Oh, by the way, I heard that 'JOUST' is being considered. Here's a little bit of information for you.

There are five types of enemies in this game. The first three are the ostrich-like birds that differ in color. The red bird is known as the 'Bounder', and that is about all it does - just flies around in any direction. The second bird is blue and is commonly referred to as the 'Hunters' and actually zone in on you and try to knock you out of the saddle. The most cunning of the birds is the grey ones known as the 'Shadow Fighters' or 'Lords' who hide near the edges of the cliffs and attack you when you go past. To attack the birds, you must hit them with the front of your pole and above their pole. At that time the enemy bird will loose its rider and lay an egg. You must collect the eggs (either by walking across it or catching it before it hits the ground). You should try to collect the egg before it hatches into another bird, which will happen in a few seconds after it is on the ground. Another way to dismount your opponent is to land directly atop the blasted thing. In case you were wondering... the yellow bird is you and it does not lay eggs.

The fourth enemy (not necessarily the fourth to be encountered) is the 'Lava Devil' who will grab anything that gets too close to his domain. Finally, the most feared enemy to deal with is the dreaded 'Pterodactyl' whose sole purpose in life is to remove you from the game. Alas, he is a very difficult one to destroy but not impossible. All you need to do is snipe him in the mouth with your joust pole. Sounds easy, doesn't it? Be forewarned -- it will take a lot of practice to successfully foil the Pterodactyl's attacks.

On occasion you will run across an 'Egg Wave'. You must try to collect the eggs before they hatch into birds, thus making the wave more difficult to finish.

This game offers the contestant good graphics, concentration, timing and fast reflexes. You receive a bonus of fifty points every time you are dismounted and are awarded one reincarnation for every 20,000 points scored, but don't waste them as you'll need them later in the game.

We would like to hear from all who are interested in entering the VideOlympics Tournament. You can stop by any of the SIG meetings and let us know what kind of games you would like to compete in, and sign up while you're there, too.

This is a list of the games being considered so far:

HEAD TO HEAD

STARLEAGUE BASEBALL

STARBOWL FOOTBALL

ARCHON

TENNIS

HIGH SCORE

RASTER BLASTER

POLE POSITION

BUCK ROGERS

JOUST

WE HOPE TO HEAR FROM YOU

DID YOU KNOW ?

* Nolan Bushnell, Atari's founding Father, originally named the company SYZYGY (the sun, moon, and earth, all in perfect eclipse). He re-named it ATARI because another company owned the rights to the name SYZYGY.

* BATTLE ZONE programmer Ed Rotberg left Atari after he was forced to convert his favorite game to Army specs. Named the MK-60 by the Army, it included 30 variations, and simulations of Russian and American tanks. The Army bought it for \$30,000.

* Code names have always been big at ATARI, there was "STELLA" the VCS, "CANDY" the 400, "COLEEN" the 800, and "PAM" the 5200. And then "SYLVIA" the 5200 that was never released. All were named after well-endowed female employees, (except Stella).

TELL THEM YOU HEARD IT IN THE GAME ROOM.

Best Buys

There are currently three local computer stores supporting the SLCC with discounts on showing your membership card. 3E Software has monthly specials that are posted at the store. The Computer Store of San Leandro has extended their 10% off offer to include Atari specific books, and will run through the month of February. The Software Center also offers a 10% discount to members with cards.

If you know of other outlets that will support the group, contact one of the officers. We are also looking for a regular columnist to take over the duties of "Best Buys" research. This is your chance to contribute to the Club.

Our Next Meeting

Tom Bennett

Thank you, Chris Crawford, for a superb talk last month. People are still buzzing about his colorful presentation. Hopefully this is just the first in a long line of quality meetings to come in 1984.

Our February meeting will be the first "open" agenda meeting of the year, although we have still made arrangements for presentations. Orange Micro, a chain of printer stores, has just opened a new store in Oakland, and have agreed to make a 45 minute talk on printers. They will demonstrate the different types of printers now available, as well as inform us as to what to look for in a printer. We will also have software demonstrations made by Kim at 3E Software. If you have just purchased something you would like to demo, feel free to bring it.

Looking forward to the future meetings, we have Fred Thorlen, the director of the Atari Program Exchange (APX), speaking in March. We will also be having representatives from Broderbund Software at our May meeting. If there are individuals or companies that you would like to see at our future meetings, please let me know. This is your club, and you should have a say as to what you want to be seeing.

I was happy to hear the very positive comments that Chris Crawford had to say about the good old 800. His talk revolved around the idea that he felt the 800 is still the best computer for the money on the market today. His animated style kept the interest up for everybody, and inspired us 800 (48K) owners.

We have just begun a newsletter exchange with other ACE clubs around the nation, and you will see some of their columns, comments, and program ideas in this newsletter in the future issues. There is a wealth of talent in those groups, and I know you will enjoy what they have to offer.

I stopped by the ATARI offices the other day to see what was going on with the Users' Group Support Team. Marc Cator was most cooperative in showing me what types of support publications are available for free through the customer service toll-free number.

A list of some of the interesting documents are:

DEMOPACS:

- #1. Strings and Formatting
- #2. Data File Processing
- #3. Programming Examples
- #4. Atari Color Graphics
- #5. Advanced Graphics
- #6. Advanced System Features
- #7. Some Special Features
- #8. Software and Hardware Timers

1200XL SUPPORT MATERIALS:

Agent Reference Manual

- H32. 1200XL Software Compatibility Guidelines
- H33. 1200XL Peek/Poke Locations
- H34. 1200XL Redefinable Keyboard
- H35. 1200XL New Graphics Modes
- H37. 1200XL General Information
- H38. 1200XL Memory Map

There are other publications available that have no reference numbers, but they are: 1025 Product Update; Getting Started in Assembly Language Programming; Corrections to the DOS II Manual; Atari Macro Assembler Information Sheets I & II; Assembler Editor Errata; Error Messages and How to Recover; Redefining the Function Keys; Transferring ATARI Speed Reading to Disk; Home Filing Manager Update; Mailing List Product Update; The Bookkeeper; Atari Basic Reference Manual Update; Atariwriter Update; and Atari Logo Product Information.

All of these publications are free and would be a welcome addition to anyone's Atari reference library. Just call (800) 672-1404 ((800) 538-8543 Outside CA) and ask them for the publications that you need.

The Users' Group Support Team is also sponsoring a public domain software contest. They are building a public domain library for use by the ACE groups across the nation, and have started this contest as an incentive for submissions. The contest runs until February 15 (although Marc Cator said it may be extended a bit longer) and has a prize of \$60.00 worth of APX software. You can get a copy of the rules and entry forms from me (415) 276-4466. There are prizes for each of the following categories: education, entertainment, business & professional, finance and record keeping, personal interest & development, and software development. Marc said that there have not been many submissions yet, so if you have some half-decent program sitting around, why not enter it (and donate it to our software library).

The Hardware SIG is finally in full swing. Our first meeting was just a get together to see what direction we wanted to go in. Our next meeting is February 15, 8:00 pm at my house, where we will actually be putting together a write-protect disable switch that will allow you to write to both sides of your disks, write protect notch or not. The cost of the switch is about \$15.00 which is about the cost of one of those disk punches. Why modify a diskette while you can achieve the same end electronically?

There are currently two types of 810 mods for this switch. One is a two-position switch that simply tells the drive that there is a notch on the disk and allows you to write to the back side of the disk. The second modification is a three position switch (published in the last issue of the ABACUS newsletter) that allows you to disable the write protect, run the drive in normal mode, or be in the write protect mode all times (which keeps you from mistakenly writing over important data). But this third option can just as easily be achieved by putting a write protect tab over the disk. We will publish the two modifications in future newsletters.

Atari 1025 owners: A number of you have had a tough time finding ribbons for your printers. You can use a ribbon for an Okidata 90 series printer. Do not use ribbons other than these or the Atari replacement to prevent unnecessary repairs to your printer head. The Okidata ribbons are a silicon base, while many other ribbons are oil based, which may cause damage. Call 1-800-654-3282 for your nearest Okidata dealer, and where to find tractor feed attachments for the 1025.

HARDWARE NEWS AND RUMORS: Good news for those of you that own 600 and 800XL's: The expansion box is not dead. It is apparently still in development. Dick Hiatt from the San Diego ACE reports that Austin Franklin is also putting together a expansion box for the XL series for release in February. Caution Austin, you better make sure you call Atari support to get some important information crucial to your product! Call Earl Rice. The box will sell for about \$200.00 with a built in RS232 and parallel printer port. A disk controller card and modem card will also be coming soon.

Don Perkins from the SOACE says that the Astra 1620 (inside joke at Astra, "as good as two 810's") has gotten over its overheating problem that caused the power supplies to blow out. It is a two double density drive system. He also reports that the Indus drives are very good. Indus is apparently made up of ex-Rana people.

Arthur Leyenberger of the Jersey Atari Computer Group (JACG) reports on the 800 XL:

"My only negative comments stem from the lack of a chroma output at the video output jack and the missing +5 volts on pin 10 of the I/O connector. The former makes it difficult to use the Commodore Monitor. ...However, you can cheat and insert the composite output of the computer into the chroma input of the monitor for satisfactory results."

Assembly Line

Frank Daniel

HI! The last time I ventured forth on this hollowed page was last September. At that time I said that I would try and make this a monthly happening. Well, little did I know that taking Poli. Sci. from a certain Mr. S (Those who have had him know what I mean) at Chabot would take up most of my time.

Well, enough of history. Now for the group news. The Assembly group has been moving right along. Some of the subjects we have covered have been:

The 6502 Micro Processor and its environment
The Atari Operating System
Peripheral Devices and Their control.
Interrupts and their uses.
Player/missles

One of the major problems encountered during the meeting was the lack of bodies at the assembly meetings! I am glad to say that this minor discrepancy was corrected at our last meeting.

I would like to say thank you to all the people who showed up Tuesday, and particularly to Cliff for that informative tutorial on the 6502 chip and a portion of it's instruction set.

With the advent of the new year and all the new members, both to the club and the Assembly SIG, it has been decided future meetings will cover more of the 6502 processor instruction set. The display list, how to use it to create a custom screen. And Player/Missles, are games all they are for? (hint--NO!!!) Interrupts, how to use processor time to the Max.

Well that's enough of business. Other than to mention that if you are interested in programing in assembly, or are curious about the workings of the Atari, please drop by at the next meeting.

Now for some fun! We all have seen the rotating 'rainbow' colors displays like the Atari logo on tv. Have you ever wondered how that is done? Well actually it is quite simple after you learn a few concepts.

First is easy to understand. A screen diplay, any screen display, uses at least two hardware color registers. All of these registers can be controlled by your program.

Second, the computer can change the value in the color registers many thousands of times a second. As a matter of fact the computer can adjust a color faster that your tv can put a single scan line on your screen! This ability is what we use to do the rotating colors.

Lastly, it is the hardware color registers, not their shadows that must be changed. The reson is that any change made to the shadow registers (the ones that are

changed by 'SETCOLOR') does not go into effect until the vertical blank which is at the bottom of the screen (more about this in later issues). This is WAY too late for what we want to do.

Well now that we know how to do what we want and where to do it, we're ready to let our little routine fly right? Well, almost but not yet. You see the speed of the computer can and does cause a problem. Since it can change a color faster that a scan line can be drawn on the screen, what is there to prevent it from happening right in the middle of the screen?

Fortunately there is a remedy for this. There is a location in memory where if you poke it with any value, the computer will be stopped until the next horizontal blank(end of scan line) has occurred. What this means is that the computer will wait until the scan line is not being drawn before changing the color register.

Here are the memory addresses and a simple demonstration.

	HEX	DECIMAL
Playfields 0 thru 3	\$D816-\$D819	[53270-53273]
Background	\$D81A	[53274]
Wait for Horz. sync	\$D40A	[54282]

```
10 FOR I=0 TO 9
20 READ A: POKE 1536+I,A:NEXT I
30 GRAPHICS 0
40 A=USR(1536):REM USE RESET KEY TO EXIT
50 DATA 232,142,10,212,142,24,208,76,0,6
```

To change color registers, vary the sixth number(24).

That's it for this month. Hope to see you at the next meeting.

Hardware Review

Koala Pad with Micro Illustrator is a great electronic drawing tool. However it has no provision for using the finished picture for your own program or to dump to your printer because the data file is in a specially compacted format not compatible with other graphic packages such as Graphic Master or Color Print or Micro Paint. I just learned from Ray Heince of Livermore that there were two undocumented controls which would communicate with Micro Illustrator in standard bit map format. With a picture on the screen insert a formatted disk in drive 1 and press ">" key. The picture shown on the screen will be saved to disk under the file name "PICTURE" (62 sectors). This file can be loaded by other graphic programs to add text or to be dumped to your printer. Similarly any standard bit map file can be loaded to Micro Illustrator if the file name is "PICTURE" by press "<" key. (Nai-hsien Mao 1/16/84)

Secretary's Report

Phil Mitchell

MINUTES OF REGULAR MEETING
HELD AT SAN LEANDRO COMMUNITY LIBRARY
JANUARY 3, 1983

8:05 Vice-President Bill George opens meeting, asks new members to introduce themselves and describe their systems. Introduction of club officers.

8:10 Nai-shen Mao gives Treasures' report: approx. \$900.00 cash in club treasury, assets comprising of 1 Atari 800 computer, 1 Atari 810 disk drive, approx. 300 disks. \$100.00 still due to the club through the Atari rebate program.

8:15 Software Chairman Trey Pitruzzello presents policy and procedure concerning the distribution of all club disks, the current and past Floppys-of-the-Month, Analog magazine, and the new Telecommunications Disk. Then gives brief description of programs on the current F-D-M.

8:20 Cassette Librarian Dan Chun begins by giving congratulations to young Nathan Hood for getting some of his Micropainter screens published in the Nov. Antic Magazine, then announced new additions to the cassette library, available to club members.

8:25 Frank Daniels gives brief report about the Machine language special-interest-group (SIG). Mike Sawley reported on progress made by the Basic (SIG) on their adventure game project.

8:30 Program Chairman Tom Bennet introduces three (3) representatives from Atari. Chris Crawford, from Game Research, Mark Cator, from User Group Support, and William Bartlett from Product Development.

This was the best Presentation the SLCC has ever had, Chris Crawford was FANTASTIC both with his showmanship, and his information, Speaking about adult computer subjects in a way that kept the younger crowd interested. I went away feeling I learned alot from this meeting.

9:30 Break. Floppies sold, and a whole lot of things happening all at one time. (you have to be there to appreciate it).

10:00 V.P. restarts meeting by announcing Honorary Memberships in the SLCC for our 3 Guests from Atari.

10:05 President Bob Barton actually got up and talked to the membership, concerning the club's new TV show project and asked for the help of anyone interested in producing a computer show on community-access channel 3 here in San Leandro. If interested, volunteers are still needed.

10:15-10:30 General modem and BBS discussion with several club-members who run Atari B.B.S.'s

10:30 Membership Dismissed.



"No thanks, Miss Lee. I'll wait for the electronic version."

MAGAZINE DRIVE TIME

At this time several computer magazines have offered us discounts on subscriptions. these are:

ANALOG.....\$4.00 DISCOUNT
POPULAR COMPUTING..\$2.50 DISCOUNT
BYTE MAGAZINE.....\$3.50 DISCOUNT
MICROCOMPUTING....\$3.00 DISCOUNT

No answer from either Creative Computing, or Compute (but I'll keep trying). And a DIRECT turn down from Antic. It seems they feel they're too big to have to help the the users groups (no Christmas spirit there). Most offers require a 10 subscription minimum order, prepaid, sign-up sheet should appear at the next general meeting.

PIRATES CORNER

AHOY, THERE YEE SKURVY DOGS, YE BE SAYN' YR TIRED O' TRYIN TA SCUTTLE DOES ANTI-PIRATIN SCHEMES? WELL ME, AN ME MATEIES BE SMARTER THAN THAT, HAR, HAR !

WE BE TAKN DEM FLOPPY DISKS AND XEROXING DEM, AYE, TWO BITS (25 cents) INTO THE PHOTO COPIER AT THE LOCAL DRUG STORE AND YOU'LL HAVE ALL THE BOOTY YE WANT. ONLY THERE BE ONE MOR PROBLEM, MATE, YR STILL MISSN THAT DOCUMENTATION HAR,

PLAN #2 BE A SMALL BIT BETTER....WE CALL IT YEE OLDE BROADSWORD WITH THE SKI MASK OVER YOUR HEAD TRICK, AYE. ALONG WITH FREE SOFTWARE YE BE MAKN LOTS O' TREASURE.

(WARNING) PIRATIN' BE A FEDERAL OFFENSE. HAR HAR !

YO HO FOR NOW, MATES
SHORT JOHN ALUMINIUM (pirate)

BASIC Info

Michael Sawley

There were several new faces at the last meeting of the BASIC Group. These folks came out because of conversations I had with them at the main meeting in January. They had many questions about their computer, and were looking for someone to talk with but didn't know who to turn to. I asked them to come to the BASIC Group to look for help. They were a little hesitant, feeling that the BASIC Group was a little too advanced for them and did not want to interrupt the group by asking elementary questions. This is not the case. If you are in a similar situation, then the BASIC Group should be of help to you.

In my last column, I said we would talk about strings in the January meeting. That is indeed what we did.

A string is a group of characters. These characters can be anything except quotation marks (") and the Carriage Return. The quotation marks are not legal because Atari BASIC uses them to mark the beginning and ending of the string. Going to our reference program, Adventure in the 5th Dimension (AD5), two of the strings are:

"You don't have that."

"Okay."

Notice that the strings are made up of letters (both upper and lower case). You can put numbers and special characters, as well as control characters in your strings.

Before using strings, you must tell the computer a few things about them. One thing is the name you are going to use for each string. The name must start with a capital letter and end with a dollar sign (\$). After the first capital letter, you can have any capital letter you want, and the name can be up to 120 characters. AD5 uses the following names for the above strings:

DH\$="You don't have that."

OK\$="Okay."

The other thing you must tell the computer about your strings is how much space will be used by them. The DIM statement does that for you. The format is as follows:

DIM DH\$(20)

DIM OK\$(5)

For DH\$, the computer sets aside twenty 8-bit bytes of RAM for use by DH\$. There is nothing put in the string by the DIM statement, memory is simply reserved for the string. You can DIM all your strings on the same line and save yourself some typing by using the comma (,).

10 DIM DH\$(20),OK\$(5)

After the strings have some memory reserved for them, you can go ahead and define them. Atari BASIC has several ways of defining strings. You can use the LET (or implied LET) statement such as:

10 LET DH\$="You don't have that."

10 OK\$="Okay." (Implied LET)

Another way Atari BASIC lets you define strings is with the READ and DATA statements. AD5 uses this method quite a bit and we shall have more to say about this in February. Don't miss it, and don't forget to check the calendar in back of the Journal for time/place info.

Programming Tips

BLINKING CURSOR

This neat machine language subroutine from Keeping Pace in Pittsburgh makes your cursor blink like crazy in BASIC. The REM statements will explain the use of this program.

```
10000 REM -----
10010 REM --
10020 REM -- BLINKING CURSOR
10040 REM --
10070 REM -----
10080 REM --
10090 REM --TO LOAD MACHINE LANG.:
10100 REM --SIMPLY HAVE A GOSUB
10110 REM --30000 IN YOUR PROGRAM.
10120 REM --
10130 REM -----
10140 REM --
10150 REM --TO BLINK-BLINK-BLINK:
10160 REM --TO START THE CURSOR
10170 REM --BLINKING, SIMPLY PUT
10180 REM --THE FOLLOWING STATE-
10190 REM --MENT IN YOUR PROGRAM:
10200 REM --'CURSOR=USR(1536)'
10210 REM --AND THE CURSOR WILL
10220 REM --BLINK-BLINK-BLINK!
10230 REM --
10240 REM -----
30000 RESTORE 30040
30010 FOR I=1536 TO 1567:READ A
30020 POKE I,A:NEXT I
30030 RETURN
30040 DATA 104,162,6,160,11,169,6,32
30050 DATA 92,228,96,165,20,110,243,2
30060 DATA 110,243,2,106,106,106,106
30070 DATA 46,243,2,46,243,2,76,95,228
```



SAN LEANDRO COMPUTER CLUB

FEBRUARY 1984

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	4
*.....Club Software						
*.....Special Interest Groups						
*.....Monthly Newsletter						
*.....Speakers and Demonstrations						
*.....Phone Numbers & BBS's						
*.....Software Rental Library						
5	6	7	8	9	10	11
		0800 PM				0700 PM
		GEN. MEETING				MSIG-GAMEROOM
		S.L. LIBRARY				PHIL'S 351-2208
12	13	14	15	16	17	18
LINCOLNS BRTHDY		0800 PM	0800 PM			0800 PM
		ASSY' LANG. SIG	HARDWARE SIG			SOFTWARE COMM.
		BOB'S 352-8118	TOM'S 276-4466			BILL'S 538-2449
19	20	21	22	23	24	25
		0800 PM				1000 AM
		BASIC LANG. SIG	WASHINGTON BRDY			PC SUPERMARKET
		NAI-SHEN'S				SANMATED FARGND
		528-6630				
26	27	28	29			
1000 AM		0800 PM				
PC SUPERMARKET		EXEC.COMMITTEE				
SANMATED FARGND						



S.L.C.C. Interface

The SLCC Interface is our monthly "input-output" column in which you may ask those technical questions and get them answered, make a short comment on club related issues, or buy-sell an item. This is not available to commercial outlets.

All technical questions may be addressed to Frank Daniel at 632-7181.



The S.L.C.C wishes to congratulate and extend a warm greeting to the following new members:

Steve Halford	Cindi Heller	Steve Koepke
Jeff Veach	Denzil Tipps	Richard Stiehl
Ray Cardenas Jr.	Lazaro Cardenas	Royle Langton
Lois Hansen	Paul Gifford	David M. Roman
Bert Van Roekel	Dale Harder	Dave Ruth
Ronald C. Seymour	Corky Cook	John Manning
Paul Kroll	Diana Beaudry	Art Bohart

San Leandro Computer Club

Journal

15614 Calgary St., San Leandro, CA
94579

NEXT MEETING:

February 7 8:00 pm
San Leandro Community Library

TO:

SPEAKER:

 **Orange Micro**
PRINTER STORE
Computer Printer Specialists