



Atari Computer Enthusiasts

San Leandro Computer Club

Journal

March, 1984

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

President's Report

Bob Barton

I would like to see more of you getting involved with one of the special interest groups or in submitting an article for the newsletter. If more of you don't start getting involved in some of the club activities you just might see what is called "burn-out". We don't want that to happen, because if this happens then the club could come to an end.

We all would like to wish Phil Mitchell the very best of luck with Atari, because of his passion that he will be holding he will be stepping down from the position that he now holds with the club as secretary. Many thanks from all of us for his work and accomplishments with the SLCC. Good Luck Phil.

In the mean time, until elections in June, I have appointed Goerge Herres as temporary secretary. Thank you Goerge.

I would like to extend the clubs warmest and sincerest congratulations to Tom Bennett and his wife, for the birth of thier second child.

This is the last chance to sign up for those specials that I talked to you last month about, the Pill, the Protector, the Silencer and the XL "fix". So if you did not get a chance to sign up then be at the next meeting, I will have the sign up sheet their.

We go to great expence and trouble to bring these deals to you and we need to know if they are worth the trouble and efford. We have noticed that they do not generate the interest that we expect, so if you would like to see more of these deals then we need more interest.

I am still working on getting together with the other clubs in the Bay Area for a pow wow, I have only heard from two clubs. I will be sending out one more letter to the other clubs and if they do not respond then we will not concenter them as a part of the activities that we have discussed in the past.

From The Editor's Desk

Ron Seymour

As I sat down to write my current article, I realized just how hard it is to come up with an idea to write about. So I can see why there has been such a small turn out of articles turned in by the membership. It is not the easiest thing to do, but try it you might like it.

As I said in my first column, this is your newsletter and you can make it what you want it to be. It needs your input just as a plant needs water and sunlight to grow. Without your input it will not flourish and it will not be what it can become. If you are not one to want to write, you can always help with the set up of the newsletter.

There are also other club functions that can appeal to almost any of the club members. There are special interst groups (SIGS), that could also use your ideas, so that they may also grow. As it was announced at last meeting there is now a possibility to get into the television act. Yes that's true you can be a star in front or behind the camera, just talk to Bob Barton if you would like further information. You may notice that with this issue we have begun to accept commercial advertising on a limited basis. The rate will \$10.00 per quarter page, and is subject to space availability.

The types of columns that I would like to see are those dealing with the different languages like Logo, Forth, Pilot, or Action. There are also opportunities with an "Educating with Atari's", a graphics corner, a "Best Buys" columnist, software reviews, and any other column or art work of club interest. I think I've talked more than enough on the involvement that is needed. Any kind of suggestion will greatly be appreciated. I hope to hear from more of you, with ideas or suggestions that you think that might help.

I would also like to extend a greatful and much needed thank you to Tom Bennett. Tom was the one putting together the newsletter, before I took it over. He has helped and guided me through my first two newsletters. So with this newsletter I will be taking over the newsletter by myself.

Secretary's Report

Phil Mitchell

MINUTES OF REGULAR MEETING
HELD AT SAN LEANDRO COMMUNITY LIBRARY
FEBRUARY 2, 1984

8:05 Vice-President Bill George opens meeting by introducing Nolly Ruiz, Chairman of the TV show project. A report was given to update the membership on progress made, including taping done at the last swap meet in San Mateo. HELP IS STILL NEEDED as this is an ambitious undertaking. If interested in being a part of the show (in any way) contact "NOLLY" at 782-4187.

8:15 President Bob Barton describes new products available to club members at discount on quantity orders, these include the "X L FIX", the "PILL", the PROTECTOR w/ SILENCER, and an enhancement for the HAPPY enhancement. A disclaimer was given stating the club's official policy of not endorsing any product or device that violates the copyright laws.

8:25 Discussion broke out within the general membership regarding the performance of the new Translator disk, distributed by Atari, for the new XL machines. Comments were generally positive.

8:35 Software chairman Trey Pitruzzello (who forgot his clipboard) described the current Floppy-of-the-Month, the Best of the Floppies 1 & 2, the AMIS music disk, gave a live demo on how to set your smart modem to dial using a sprint or MCI code, and informed the membership on how to fix the problems encountered with an 80 column screen display program, from a previous Floppy.

9:00 Program Chairman Tom Bennett introduces the managers of the ORANGE MICRO store in Oakland, who gave an interesting, but short, discussion on available printers, what to look for, how to choose, and even how they work. A 'Q & A' session followed the presentation.

9:30 BREAK... and mass Kaos rules, as usual while disks were sold, tapes rented, magazines signed-up for, and refreshments. The Break at each month's meetings are a unique "happening" that one has to participate in to appreciate.

9:45 Order returns as the membership is informed of an Atari system being auctioned off by a private business, and how bidding process worked.

10:00 Brief reports were given by the heads of the various Special Interest Groups (SIG'S). Very brief due to time left in meeting.

10:10 A motion was raised to authorize elected club officers to use club funds to purchase stuff without a general vote by the membership, but with a \$300.00 limit. (needless to say) A discussion broke-out, a three officer agreement clause was added, and the motion passed by more than a 2/3 majority of the members present.

10:30 Meeting dismissed, Several devoted club members pitch-in to help clean up some of the mess left by the meeting. Janitor was grateful.

HARDWARE SIG

by Tom Bennett

Despite delays from my having the flu bug, we finally got our first official Hardware SIG meeting off the ground. Our main topic was to put together switches for 810's that will allow you to use both sides of the diskettes. We also took a look inside of a new 1050 drive, and a couple of members should soon have a switch designed for the 1050's.

Due to time constraints, I will have to find a club member to take over the duties of heading up the Hardware SIG. We will try to get a coordinator for this SIG at next month's meeting, or the group will not exist. My interests were to get the group off the ground, now we need you to keep it going.

The Pittsburgh ACE also held a forum on the feasibility of using the back sides of the disks, and the general comment was that it was O.K. Some of the comments against this practice were that only one side of the disk is polished on single-sided disks, and using both sides may cause premature wear of the media and the disk drive head. The other main case against flipping a disk is that this requires the disk to spin in two different directions, and this does not allow the diskette to trap dirt properly. Any comments from members of our club?

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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MISCELLANEOUS SIG	Phil Mitchell	351-2208
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17642 Via Rincon, San Lorenzo, CA 94580

The Game Room

Phil Mitchell

This is the second of several columns that will be aimed at discussing the VideOlympic Tournament being held by the S.L.C.C. for membership participation. In addition to keeping the Club up to date on all information pertinent to the tournament, there will also be a space donated to the disclosure of possible games and strategic pointers for competition.

The S.L.C.C. is happy to announce that it has been receiving very positive feedback from many of its' members at the SIG meetings. This means, of course, the actual debut of the S.L.C.C. VideOlympic Tournament is approaching us rapidly !!

Some of the topics that are being approached by the Executive Committee are : a time limit to be set for the arcade games. It would based on the game itself, and would allow the competitor a fair amount of time to achieve his or her high score. The possibility of a trophy or two to be awarded to winners, as well as Floppy of the Month certificates and free memberships; and the possibility of even having a cash prize for the Grand Champion. The membership will be informed of all final decisions as they are made.

Now it's time to reveal another game that is being considered for competition. This month, I have chosen Buck Rogers, a fast paced high score arcade game. The object of this game is to destroy the enemy Mother Ship and advance to the next level..... unfortunately, it is not that easy. Before you get to even see the Mother Ship you are confronted with enemy fighter ships that try to block your way to her by destroying you. Be careful, as they come at you from the front and behind, firing deadly photons and even attempting to collide with your ship. There are electron posts that you must fly between that fire electron pulsars towards the outer edges of the screen. Running into the posts or being hit by pulsar will destroy your ship.

Then there is the Space Hopper. This galactic menace will explode on contact with your ship and will also fire at you in advanced levels. It is possible to maneuver around them, but a direct hit will destroy them and increase your score.

There are three rounds to be completed before you meet the Mother Ship in each level, each round becomes a little harder and faster than the previous one. When you meet the Mother Ship, you will also be confronted with a number of alien ships protecting her. You must destroy these ships in order to fight her. To destroy the Mother Ship you must fire a shot directly to the center of her.

But beware, the shots not hitting the center will ricochet back to your ship and possibly destroy you instead !! The Mother Ship can also fire her own photons at you, so there is a lot of guaranteed action in this game. After destroying the Mother Ship, you are awarded 20,000 points, a full tank of gas, and a crack at the next level.

Point values are : Alien Saucers - 200 points; Space Hoppers - 300 points; passing between the Electron Posts - 500 points each; and the Mother Ship as mentioned above. You are also awarded an extra ship for every 20,000 points accumulated.

The game is joystick controlled. Moving the joystick forward will elevate your ship and increase your speed. The faster you fly, the less fuel you consume. Pulling back on the joystick will lower the ship until it skims the planet surface. Keeping the stick back will decrease your speed. You are more vulnerable to attack when you are skimming the planet surface, not to mention more fuel consumption.

This game provides the competitor with great graphics, excellent maneuvering ability, strategy, and quick reflexes.

*** DID YOU KNOW THE FIRST ***

Home video game was Odyssey 100, by Magnavox, introduced in 1972 ?

Game using the Trak-Ball was N F L Football, by Atari ?

Game with a Hyperspace Button was Space Wars, by Cinematronics, in 1978 ?

Game made into a T V show or movie was Tron (not Pac-Man or Star Trek) ?

Sit-Down style video game was Space Invaders, by Taito ?

Game designed by a woman was Centipede, bt Atari ?

Game to have a recorded 9 digit score was Robotron 2084 ?

The score (which has been topped) was 100,525,700 !!

Video game made into a cartoon was Pac-Man ?

Cartoon made into a video game was Popeye ?

Person to die playing a video game was 'Galactic Warrior' Peter Bukowski, who had a heart attack on April 3, 1982, in Calumet City, Illinois - at the Friar Tuck game room, River Oaks Shopping Center ? He was playing.....BERZERK !!!!!

FOLLOW
US
INTO
THE
WORLD
OF
ATARI



BaSIG Info

Michael Sawley

When I assumed the role of BASIC SIG chairman, I had hoped that the group could, among other things, help people learn to program in Atari BASIC. So far we have not had good luck with this idea because we lack a "core" of people attending the meetings on a regular basis. The key word is REGULAR. We are having a good turn out and some interesting discussions have taken place. However, we have been unable to get a project going because people don't know what happened the previous month.

I have given the problem considerable thought and have come to the conclusion that until/if we have our "core" of people, the meeting will have to be a Question and Answer session. This does not mean that if you have no questions you should not come. I will always try to have something to demonstrate. Most likely based on what was talked about at the last meeting.

Since this column is devoted to Atari BASIC, I would like to talk about a book that I think will help you greatly in programming your machine in its most popular BASIC dialect. At least it has helped me quite a bit as can be seen by its ragged and coffee stained pages. The book is titled YOUR ATARI HOME COMPUTER - A GUIDE TO ATARI 400/800 PERSONAL COMPUTERS. The authors are Poole, McNiff and Cook. The publisher is OSBORNE/McGraw Hill.

It is about 450 pages in length and filled with information ranging from Introductory/Advanced Graphics, to a detailed chapter on disk file structure including NOTE and POINT. It even has a chapter devoted to the Atari 410 Program Recorder and its file structure.

The first two chapters will probably be of little use to most of you, as they describe how to plug together the various devices to the computer. However, you will find yourself returning time and again to the remaining 11 chapters.

Chapters 3 and 4 are a well written mini-course in programming. With the aid of numerous programs, including a useable mailing list, the authors take you through most of the BASIC keywords. The second half of this mini-course (Chapter 4) also takes up the topic of user-friendly programming. Especially in the area of input prompts and the intelligent use of input masks.

We now get to external storage devices. Chapter 5 discusses in detail the Atari 410 Program Recorder. What is the difference between SAVE "C:" and CSAVE, and how can you PRINT to the cassette? Here is one excellent place to find out.

Chapter 6 will not be of direct use to most as it deals with the Atari 800 series printers which are not the most popular in the world. It will give you ideas on formatting output to the printer and when you need to open

a channel to the printer as opposed to using LPRINT.

The disk drive is come next. First you are given an item by item explanation of the DOS menu. Following this is an excellent discussion on disk files and how to use them. This discussion is not limited to simply telling you how a program is stored on disk, but goes on to show how the disk is used for storing, retrieving and updating data files.

We now come to everyone's favorite, Graphics and Sound. Chapters 8, 9 and 10 give you quite a lot to study. Including... Player/Missile Graphics. These chapters are complete with sample programs and 16 short sound effect subroutines.

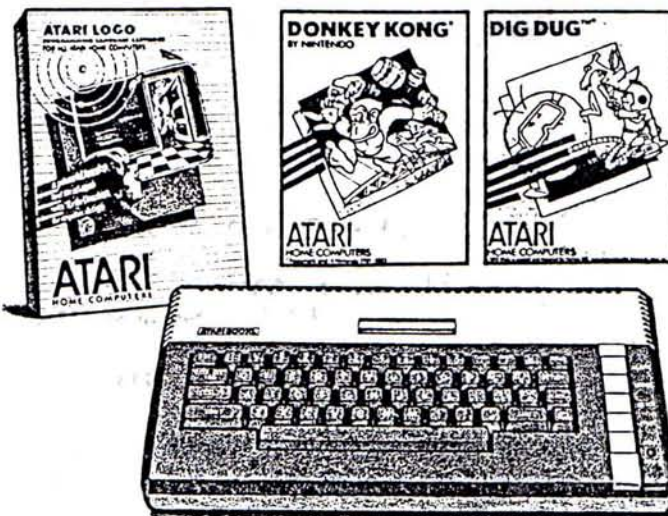
That about all the room I have for this month. Check the calendar for info on the next BASIC Group meeting.

Hardware Ideas

ET CETERA: The Pittsburg ACE reports that the Commodore 1701 Monitor has been discontinued and will no longer be manufactured by JVC for Commodore. Bill Wilkenson raved about this monitor at the meeting he spoke. Now may be a good time to pick up the 1701 if you were interested in buying one.

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Library/Floppy Update

Angry faces barred my entry into my study. "Oh come 'on you guys," I pleaded. "I need to write my Floppy-of-the-Month column for the SLCC newsletter!!!" "NO!NO!NO!", came the response from the Software Committee. They were mumbling something about Old MacDonald having Fastfingers, and 2nd Edition AMS Music Player Disks, as the door slammed shut in my face. I thought to myself as the anger welled up inside me, "Hey, this is MY study, and that's MY computer, and I'll use it when I need to!!!" I shoved the door open and not a soul was there! Now that's better!

So, my dear friends...here's what you have to look forward to on the March Edition of the Famous SLCC Floppy-of-the-Month!

BIORYTHM

You enter the correct dates, and this fun little program will plot your biorythms right out on the screen. Also plots out a compatibility study for you and one other person!

FAST-FINGERS

This nifty utility creates an Autorun.Sys file for you. The neat thing about it is that as your disk boots up, the command lines are typed out through the keyboard. The effect is that it sounds like there is a ghost typing at your computer!!

JOYSTICK MENU

This program came from The Buffer Zone BBS, and is a great menu that you select from using your joystick. The sounds and graphics are superb!!

SHUTTLE-LAND

OK, Folks. You did much better last month landing the Junbo Jet, so here is the Space Shuttle Landing Simulator that I promised you. Have fun!! (Good Luck!)

THE WEDGE!

Use this utility to help you access DOS functions while still in Basic! (Read the directions first!)

T-SCOPE

T-SCOPE is a Telecommunications program that allows you to download Atari programs from CompuServe using the B-Protocol. A MUST for all modem users and CompuServe subscribers!!

SCREEN-MAKE

Cursor Zipping is the latest fad on the local BBS's!! Use this program to build fancy Zippin' messages!

OLD MACDONALD'S FARM

A STAN OKERS favorite to help teach your young children to count. Very impressive sound and graphics!

HYPNOSIS AND ZIGZAG

These two GTIA demos will keep you dazzled and hypnotized for hours!!

Special thanks and applause go to the ANOLABBS BBS and the WOLVES DEN BBS for helping with this month's Floppy selections!!

*EXTRA*EXTRA*EXTRA*EXTRA*

You all loved the AMS Music Player Volume #1 so much that the Software Committee has Volume #2 now ready!!!! This one has Rock and Roll on one side, and all Beatles Hits on the flip side!!!!

See you at the meeting!!!! I'll have some special announcements in store for you!!!!!!!!!!!!

Our Next Meeting

Tom Bennett

The March 6 meeting will feature Fred Thorlen from the Atari Program Exchange (APX). Mr. Thorlen, the head of APX, will have a fast moving presentation and demo of many of the excellent programs marketed by this division of Atari, along with a look at what is new.

APX has brought us such excellent programs as My First Alphabet, Eastern Front, The Advanced Music System, Family Cash Flow and Budget, and Typo Attack. Fred will also be telling us how we can market our programs through APX.

Last month's meeting was our first attempt at the "open" agenda format in quite some time and the program was a little rough compared to our more recent meetings, but I can guarantee that these meetings will run much smoother in the future. My apologies to Kim Ellison from 3E Software for running long and not having enough time to get his demos in. We will attempt to reschedule Kim for April, along with a demo of the much acclaimed ATR-8000 from another member of the group.

I was a bit surprised at the number of owners of printers that was indicated last meeting. I would have figured the numbers to be much less. Hopefully Orange Micro was able to give the non-owners some insight on their printer purchase.

Broderbund Software will be represented at our May meeting. It will be another meeting you will not want to miss.

I am still trying to get input from you as to the speakers you would like to see at our meetings. If you have any ideas or interests, please call me at 276-4466.

Assembly Line

Frank Daniel

Assembled Notes

Here it is again, a new month and I'm fighting another deadline!

Well first with the news. I would like to announce, that I have persuaded Cliff Engle (of 'CliffKey' fame) to assist me with the Assembly S.I.G. We will be dividing the group in two sections, with Cliff take the beginners, and myself helping the more advance programmers.

One of the topics discussed at the last meeting, other than Cliffs Fascinating tutorial on 6502 OP code and my Great dissertation on the CIO, was the possibility of increasing the number of ASSY S.I.G. meetings per month. Another was the suggestion that members could call Cliff, Bob Barton or me concerning possible projects, subjects to be covered at the S.I.G. meetings or programming problems.

All of this brings me to a somewhat sore subject. (hmm... now where's that soap box?) The attendance this last month was down a bit from January. Now I know it was Valentines day, and it IS an important day (particularly for Hallmark)... But we need all the input and support we can get!!!

But seriously, if you are interested in the 6502 processor and its' particularities, the Atari OS, or using machine code subroutines to enhance your BASIC programs, please feel free to attend the next Assembly S.I.G. meeting. You will be greatly welcomed.

Glossary

THE VERTICAL BLANK:

The vertical blank is the period of time during which the TV is moving the scan beam from the lower right hand corner, to the upper left hand corner. This period of time will appear as a black bar on the screen of a TV that is out of Vertical Sync. (When the picture rolls). During this time the Atari, via the vertical blank routines, updates the real time clock, refreshes the screen colors, check for and processes and I/Os (ie. Keyboard, disk... etc.)

Processor time: 22k cycles (varies).

Scaled time (1 cycle=1 sec.): 6 hours.

Actual time: .0625 sec.

Time free for user's use: Varies depending on user's needs.

The user can either add their own routines, or completely change the handler to fit their own needs.

BEGINNERS SIG

What should I buy next?

What do I NEED next?

What do I do with what I have?

Answers to these and more at...

"Now that it's plugged in..." S.I.G.

We will meet on the last Thursday of every month from 7 to 9pm at the San Lorenzo Library in the conference room.

The Atari File Manager System, F.M.S., and its Disk Utility Package, D.U.P., will be our first and main focus. Subjects will range from Resdup to Long John, from Wild Cards to appending files.

We will also cover: different program formats; Enter, Load, Compiled, Object, and Binary; What's a peripheral and which one to get; Even what the Atari does that the others don't.

Write down your questions and bring them to the Beginners S.I.G., behind the Firestation across from Mervyns.

CHILDS PLAY

This program is designed for the little tots at home, so that they will not feel left out. Ages Two to Five will enjoy using the keyboard, as they learn the keys as they press them.

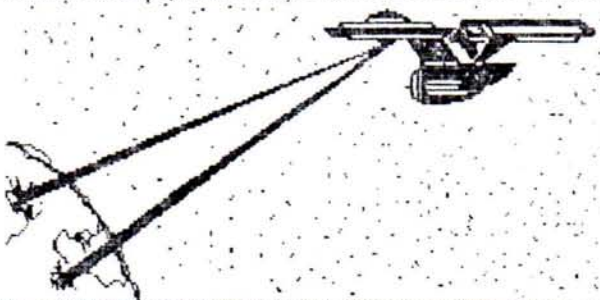
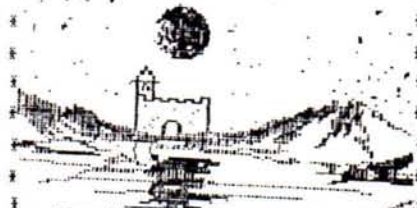
This program should be typed in by an adult, or by a person with some Basic knowledge.

```
1 REM :I=INPUT, L=LINE, R=ROW, T=TIME
10 OPEN #1,4,0,"K:"
20 GR.2+16:L=0
30 POKE 16,112
40 FOR R=0 TO 20:IF R=20 THEN R=0:L=L+1
50 POS.R,L
60 GET #1,I
70 IF I=155 AND I=11 THEN GOTO 20
80 IF I=155 THEN R=-1:L=L+1
90 IF R=18 AND L=11 THEN GOTO 20
100 ? #6;CHR$(I)
110 SOUND 0,2*1,10,8:SOUND 1,2.5*1,8,10:FOR T=1 TO 75:NEXT T
120 SOUND 0,0,0,0:SOUND 1,0,0,0
130 NEXT R
```

If you think that you might be interested in seeing more programs for children like this one. We are going to need your help in the way of contributions of programs for children, so as to build up a column for the young ones at home. Any kind of program will greatly be appreciated, and used in future issue's.

Contact any of the officers or the editor with those programs for the young at home...

SAN LEANDRO COMPUTER CLUB MARCH 1984

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6 0800 PM GEN. MEETING S.L. LIBRARY	7	8	9	10 0700 PM MSIG-GAMEROOM PHIL'S 351-2208
11	12	13 0800 PM ASSY LANG. SIG BOB'S 352-8118	14	15	16	17 0800 PM SOFTWARE COMM. BILL'S 538-2449
18	19	20 0800 PM BASIC LANG. SIG NAI-HSIEN'S 528-6630	21 0800 PM HARDWARE SIG TOM'S 276-4466	22	23 WEST COAST COMPUTER FAIRE	24 WEST COAST COMPUTER FAIRE
25 WEST COAST COMPUTER FAIRE BROOKS HALL	26	27	28	29 0800 PM BEGINNER SIG DENZIL'S 538-2227	30 	31

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.

QUESTION: I have had occasional problems with my television screen having wavy lines across it, which causes letters to become hard to read. How do I correct this problem?

ANSWER: The problem you have sounds like RF interference, and could be caused by a number of things. Your first check would be to go to the switch-box that connects to your television and jiggle the TV-Computer switch. The switch may have been accidentally moved and may not be in the right position. You may be having the interference coming from your peripherals. Try relocating your printer or drive to another spot in relation to your television screen. If neither of these remedies do not work, consult a club member or service center to help you further with the problem.

QUESTION: When I am editing a program by deleting a number of lines in a row, I occasionally experience a system lock-up. How do I prevent this?

ANSWER: This is a known bug in the first revision of Atari Basic that can cause you great headache. The first precaution is to save your program at intervals during its development. That way all is not lost should your system lock-up. Try not to delete too many lines during programming at one time. Before you delete blocks of information, save the program, then go back and delete. The other remedy is to buy the new revision of Atari Basic (Rev. C). Atari says it should be available in March for a mere \$15.00 in cartridge form. This bug is reportedly been corrected along with a few other minor bugs.

The officers and the members of the SLCC would like to extend a warm welcome to the following new members:

Frank Ward, Michael Kelly, Glenn Sant, Donald Parker, Charles Gillun, Tom Johnson, Bob Rice, Anne Konzi-Newport, Robert Newey, Mike McCarthy, Charles Buckley, A.B. Petrow, T.M. Walsh, John Marvis, Michael Mohr, Frank Kanellis, Susan Young

San Leandro Computer Club

Journal

15614 Calgary St., San Leandro, CA
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NEXT MEETING:

March 6 8:00 pm
San Leandro Community Library

SPEAKER:

APX

ATARI® PROGRAM EXCHANGE

TO:

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