



Atari Computer Enthusiasts

San Leandro Computer Club

Journal

JUNE, 1984

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

OUR NEXT MEETING

TOM BENNETT

Well, I have bad news for our next meeting, Mr. Martin Hummel, Director of Advertising at Atari, apparently had to cancel his talk at our meeting this month due to a conflict with the Chicago CES. As of press time there was an outside chance that he may have a change in schedule, and should he decide to come to the meeting, he will then be our featured speaker. But otherwise we still have a structured agenda for June.

As you may know, we will be holding our general elections this month, so perhaps it is just as well that we have an open meeting. Our meeting will look something like this:

SOFTWARE SWAP:

We will try for the first time an activity that we have talked about in the past and have seen other groups do on occasion, and that is a software swap. For one-half hour before our general meeting (7:30 pm) we will hold a very informal software trading session. You can bring those programs that you have bought and have grown tired of and trade them for something you may be able to use. All software for trading must be purchased programs and should include the instruction manual and original packaging if available. You make your own deals with other members of the group for trade. All trading must stop at 8:00 pm sharp, so if you want to trade, come early!

ELECTIONS:

After opening the meeting for general business, we will hold our club elections. There will be one last chance for nominations at that time.

PROGRAM DEMOS:

We will try something else new. If you have a HOT program that you have just purchased, or maybe have programmed, and are itching to show, bring it to the meeting. We will have you boot the program up and demo it to the club. Don't assume everyone has seen the program, because most probably have not. The program demos can be fun to watch, so bring your programs in. (You will have a maximum of 5 minutes to show the program.)

BREAK:

We will have our famous disk-of-the-month and raffle

tickets sold at break. We will be raffling off two APX programs: Dandy and Getaway.

SIG DISCUSSION:

After our break, we will have a question and answer period with the SIG leaders. You can ask questions about the SIGs or any questions about Atari in general.

This should prove a light but fun meeting!

ET CETERA: In this chapter of "who is not working at Atari now", we have further bad news to report. David Wilson and Bill Bartlett of Customer Relations and Product Support have recently left. Those two individuals were very supportive of Users' Groups, and sort of puts the department that is in control of Users' support in a questionable state. It may be a while before the club hears from Atari. David Kingsborough, the top sales executive at Atari has gone to Coleco. It is also rumored that Alan Kay, head of special Research and Development, has also parted company with Atari. I wonder if they have revolving doors at the corporate headquarters?

I do not want to really criticize Atari, because they have been very helpful to the group. And we shouldn't worry about Atari getting out of the home computer business. The honor that has been bestowed on the S.L.C.C. of Mr. James Morgan, Atari's Chief Executive Officer, coming to our combined Bay Area Users' Group meeting in August shows a commitment to us.

INSIDE THE JOURNAL:

NEW LUCASFILM/ATARI SOFTWARE

NEW LOGO AND ATR8000 SIGS

REVIEWS:

CONGO BONGO AND BRUCE LEE

FIND A WORD

KOALA PICTURE LOADER

REGULAR FEATURES

SECRETARY'S REPORT

GEORGE HERRES

MAY 1, 1984

8:00 Vice-President Bill George calls meeting to order, introducing Club officers. He then thanked everyone for not smoking at their seats.

8:03 Software Chairman Trey Pitruzzello takes the floor, demonstrating the new FOM. Trey also announced that the Club is offering blank DD disks for \$18.00 in lots of ten, and the A.N.A.L.O.G. # 18 is now in stock for anyone interested.

8:18 Bill George introduces our tape librarian, Dan Chun, who has added Doggit and Black Jack to the library's collection.

8:21 Bill George announces the prizes given away for this month's raffle - Pooyan and Sands of Egypt.

8:24 Program Chairman, Tom Bennett introduces Gary Carlston, the guest speaker, from Borderbund Software. Gary explains how the money is spent and allocated by his company. Gary then demonstrates a few games: Safety Last, an arcade game; Stealth, which is similar to Buck Rogers; and Print Shop, that is a very easy to use program, much like Micro-Illustrator.

9:00 Gary answers questions brought up by Club members.

9:30 Break time.....People buying FOM's, raffle tickets and renting tapes. Lot's of talking and general confusion as members wander around.

10:06 Bill George brings the confusion to order and has Gary Carlston demonstrate a program called Dazzel on the new Apple IIC, a completely portable computer with a built-in disk drive!! (I thought an Apple was something to eat with your lunch, ha! ha!). Highlights of Dazzel included Greeting Card, Sign, Letter Head, Banner, Scerrn Magic, and Graphic Editor. Anyway, it was a very interesting program and I hope an Atari version comes out soon, real soon.

10:23 Bill George introduces Kim from 3E Software & Systems who discloses a 10% discount on the ATR 8000 for Club members.

10:26 Bill George takes the floor to get a vote on whether our July meeting will be on the 3rd or the 10th, since most people will have a four day holiday to celebrate Independence Day. The membership voted to keep the meeting on the 3rd. Nominations were then open for the upcoming elections, but there were no new nominees.

10:30 Meeting is closed for this month.

Don't forget that the elections are being held at the

June meeting. Currently nominated are: PRESIDENT: Bob Barton and Trey Pitruzzello, VICE-PRESIDENT: Paul Gifford and John Manning (Trey withdrew VP nomination), SECRETARY: George Herres, TREASURER: Jim Hood. You will have one more opportunity to nominate someone at the start of the election. We hope everybody shows up and casts their votes for the ones they care to see in office. 'Till then.....Bye!!

San Leandro Computer Club

Journal

The 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 per 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 non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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SPECIAL REPORT

(Editor's note: The following is from THE TRIBUNE Business Peach, Wednesday, May 9, 1984. Permission to reprint was granted to the SLCC by the Business editor of the Oakland Tribune.)

Date: May 9, 1984

Headline: ATARI/LUCASFILM UNCAPS ITS ELIXIRS

By Donna K. H. Walters
The Tribune

SAN RAFAEL - Atari needs saving from the dark forces of the financial netherworld and the wizards of George Lucas' empire have been called in.

But instead of Jedi knights and X-wing fighters, the would be stars of this mission are called "Rescue on Fractalus!" and "Ballblazer" - two home video games.

From a tiny corner of the Lucasfilm Ltd.'s expansive and secretive Marin County digs, the Atari/Lucasfilm team went public yesterday (May 8, 1984), unveiling the two video games in the screening room of Industrial Light and Magic - the nondescript redwood building where much of the "Star Wars" special effects took shape.

The rescue has been in the planning stages for more than a year now, on two fronts. At Lucasfilm Ltd. for the past 18 months, a special crew of computer and video specialists has been developing the "edge of the art" games. Since his arrival at its Sunnyvale headquarters last September, Atari Inc. President James J. Morgan has been marshaling his troops, shuffling his generals, revamping his strategy and honing his weapons.

It was a first alert - the games won't be available until late summer or early fall.

Atari officials have acknowledged the difficulty of battle, if in understated tones. Dave Ruckert, Atari executive vice president, said "the video games business has been subjected to its ups and downs, as with any creative, entertainment business."

A company in as bad a shape as Atari is "rarely gets its act together enough" for survival, he said, promising that Atari was about to do the unlikely.

The downs have been great of late: The video game pioneer, a subsidiary of giant Warner Communications Inc., lost more than \$325 million last year. Just the year before, in 1982, Atari made \$320 million. Atari, said one analyst, has "murdered" Warners stock. The entire video game industry has been ravaged; the games' popularity has waned as consumers' attention has been lured away by home computers and attendant stockpiles of software (programming). The shakeout has crushed some of Atari's once strong competitors, such as Imagic, causing a glut of inventories to be dumped on the marketplace at tremendously reduced prices.

Reports that Warner is looking for a way to get the Atari monkey off its back by finding a buyer have been brandished about the investment community intermittently since last December, even though Morgan and Warner executives repeatedly have denied them. Philips N.V., the huge (\$17.4 billion annual income) Netherlands-based electronics and lighting concern, has been suggested as the latest possible buyer, but Philips officials will say only that discussions between it and Atari "about things of mutual interest" are "in the preliminary stages."

Analysts have said that Atari must divert much of its resources and energies from video games to combat the most potent forces in the consumer electronics market - home computer markets. Atari may be forced, said Michael Murphy, analyst with the California Technology Stock Letter, to find a company with deeper pockets than Warner's to give more time for Morgan's plan to get Atari back on its feet.

Ruckert said the two Atari/Lucasfilm games are the first in a whole string of video game and computer products Atari will introduce within the next 12 months.

He said "Rescue" and "Ballblazer" are the first of what is intended to be a whole product line of Atari/Lucasfilm games, although neither company would specify just how many more games will be forthcoming.

The games use sophisticated animation techniques and graphics technology, three-dimensional environments and electronics-generated music.

Both games are "player interactive", meaning the players actions dictate the course of the game. "Ballblazer" is a fast-action game played by two players on a split level screen, combining elements of hockey and soccer on a chessboard like grid. "Rescue on Fractalus!" is a space flight and rescue game based on sophisticated mathematical principles and real-time simulations of movement over a rocky terrain.

Ruckert said the games will help turn around Atari and the entire video game industry, because, like "Space Invaders" and "Pac-Man", they are the kind of innovative product that has found favor and great success in the marketplace.

EDITORS NOTES

Ron Seymour, our editor, has gone fishing (at the MGM Reno?), and I, Tom Bennett, am covering for this month. Please excuse the "look" of this newsletter because I took some shortcuts to save me time.

We are using, by default, the Atariwriter as the newsletter word processor. Note that there are four new Atariwriters left from our group purchase for only \$34. Call me at 276-4466 to reserve one for yourself.

The following Atariwriter parameters are used for the Journal's format: B12 D1 G2 I5 J1 L10 R44 S2 T2 Y132.

If you would like to write for the Journal, and have a word processor, we would like to have you submit your article on a disk file. If you do not, we will gladly accept any hard copy articles.

Tom

FLOPPY OF THE MONTH

TREY PITRUZZELLO

And now my Dear Friends, let me tell you a little about the New June Issue of the Famous San Leandro Computer Club Floppy-of-the-Month!!!!.....

Due to the overwhelming expection of last months double sided Floppy, and due to the magnificent software that continues to be sent in, we will continue to produce the Disk-of-the-Month in double sided format!!!! The cost to SLOC members will continue to be \$5.00!

Special thanks for software donations this month go to Tom Tisby (A Newcomer!), Frank Daniels, Mike Sawley, Paul Lew, Bill George, The Golden Gate BBS, The Oregon A.C.E, The San Luis Obispo A.C.E, and the Boise Users Group (B.U.G.)!!! Thanks Gang!!!

And now....on to the program descriptions for this months Floppy-of-the-Month!!!!!!!

AVOIDIT!

This program comes to us courtesy of the San Luis Obispo Atari ACE (The "SLO Pokes")!! At first glance you may be tempted to think that AVOIDIT is "just another slow basic game", but play it just once, and you'll soon be hooked!! Use the Option and Select keys to up your levels of play, and don't forget to.....AVOID IT!!!

CIPHER!

All Secret Spies need a way to create coded messages, and this program does the trick!! It's lots of fun watching the computer unscramble a set of incomprehensible gibberish into a real spy note!!

J GH!!! FEQ UZVIAV QMGLIY!! DJR TDUP ZBJRIAB RU LMJ!!!!

COLORBAR!

This is a screen test program that is designed to help you make sure your screen colors are set correctly. The best part is the extensive documentation file that tells you exactly how to adjust your colors!!!

DISKCARD!

This handy little program takes your disk directory and dumps it out to your printer in a 3x5 index card size. You can then take the "card" and tape it to the front of your disk sleeve for E-Z indexing!!

CAVES OF ICE!

This is a great maze game that appeared in Compute magazine a few months back. You are lost in a "cave of ice" and the object is to (obviously) find your way out!! The only hint you get is the changing screen colors as you get closer to the exterior of the cave. Use the keyboard to type in the directions you want to move, andgood luck!!!

KALIEDOSCOPE!

We are honored this month with an entry from our very own Frank Daniels, expert programmer and leader of the SLOC Assembly Language Special Interest Group!! This program, when viewed in a darkened room, will virtually hypnotize you! Just take out the cartridge and boot the program directly from the DOS menu. (Use the "L option".) If you want to know how Frank did it, just go to the Assembly SIG

and ask him yourself!!

MACRO-DOS!

This useful little utility lets you go to DOS from Basic without losing your Basic program in memory, and without using Mem Save!!!! Read the documentation file for further instructions!!

MENU-MAKER!

Mike Sawley gave us this handy utility that writes a menu for your favorite binary files! It's unique in that it only takes up three sectors at the beginning of your disk!! A word of warning....be sure to use only blank disks for set-up with this program, as it will retrieve deleted file names from the directory and print them in the menu!!

PATRIOT!

The 4th of July will soon be here with the picnics of hotdogs, hamburgers, watermelons, icecream, and fireworks!! But don't forget the real reason why we all celebrate that magnificent day in history. Run this program to jog your memory, and God Bless America!!

CART-COPY!

Cart-copy, By David Young, will effectively and safely dump the memory from an 8K cartridge out to disk for archival use only. It is written for the 800 computer, and I have no idea if it will work on the XLs, so try it at your own risk!! 800 people, just follow the directions, and you'll have no trouble. The program suggests the use of David Young Modified DOS, so please note that DYMD is the resident DOS on this months Floppy!!! Good Luck!!

VTOC FIX!

"VEE-TEE-OH-CEE!!! I've heard those initials before", you say!! "But what the heck do they stand for anyway!???" Well, put on your thinking cap for a minute, 'cause here comes a mini-tutorial.....

You probably already know that there are 720 sectors on a disk, right? But when you format a disk it informs you that there are 707 free sectors for your use! What happened to those other thirteen sectors?!! Well, DOS 2.0S has reserved those sectors for its house-keeping duties. Sectors 1,2, and 3 store the program that boots the disk operating system itself into memory. Sectors 361 through 368 are used for the disk directory. The last sector of every diskette, sector 720, is reserved for who-knows-what. Sector 360 keeps track of which sectors are in use, and which are free, on the whole diskette. This is called the Volume Table of Contents, or VTOC. Now every once in a while, for "unknown reasons", sector 360 becomes garbled, and you get that woeful thing we all know as the "Crashed Disk". (Ouch!!) Well, never fear! The Calvary is on its way with a super utility program called...VTOC FIX!!!! VTOC Fix will restructure your VTOC, hopefully salvaging your crashed disk! The program requires all 48K of your RAM, so remove the cartridge and boot the program right from the DOS menu with the "L Option". Complete instructions are written into the program!!

ARTIFACT.TUT!

This is the artifacting tutorial program that goes along with the "Trey's Tutorial" column in this newsletter. Read the column and run the program to learn just how

"artifacting" works!!

CENTURION!

"Phaser Banks locked on target, Captain." "Fire when ready Mr. Sulu!" Centurion is sure to keep the muscles of your trigger finger well toned!! Have Fun!!

ERROR TRAP!

If your tired of reaching for your DOS manual to constantly look up Error Codes, then this program is for you. Load it into your memory, and start your programming as usual. Every time you make an error, it will not only generate the error code, but also a brief description of what you did wrong!!! A GREAT timesaver!!!

MEM-WINDOW!

This program has a very nice display screen that tells you just what memory blocks you are using, or just which blocks you have left. (I'm not quite sure which!!) It should be a real gem in any Hackers library!!

METRICS!

A very well done metrics conversion program. Converts back and forth, up and down, side-ways and every which way!! You'll love it!!

MUSIC-FUN!

Heres three nifty little tunes you'll get a good chuckle listening to!!

PINBALL!

"How do you think he does it? I don't know. What makes him so good?" O.K. you Pinball Wizards!! Have at it! For the next few months the SLCC Disk-of-the-Month will be featuring user generated pinball games made with Bill Budge's Pinball Construction Set!! (Yes, the games are public domain, and no, we will not be featuring "Bob's Screw-Ball!!") This months game was produced by the folks at Golden Gate BBS, and next months game comes from the gang up north at the Oregon A.C.E.!! Nate and Jim Hood have promised a Super-Pinball game for a future issue as well!!! Get your flipper-fingers ready!!!

SKETCH!

If you like creating masterpieces on your screen using Micro-illustrator, or Micropainter, you'll flip over "Sketch". Use your joystick and draw,draw,draw! Paint with lots of colors, and lots of graphics modes, and you can even dump your masterpiece out to the printer!!

SUPER-COMPARE!

Variable names can become a programmers nightmare!!! Use this program to compare two versions of the same program, and list out variable name tables for proper indexing. If you do any basic programming, this program can really help you stay organized!!

SPEEDER!

Not just another disk drive RPM checker! This program actually directs you through the mechanical wilderness of your 810 Drive to that tiny little screw that, when turned, will slow or speed you drive's RPM!!

See you at the Meeting!!!!

Find A Word

by Mike Silveira

```
*****
*
* L R B X R I T H P A C M A N D *
*
* A I R E T F I L P O H C Z S I *
*
* F N M S E Q C I M S O C O O G *
*
* L F U E S D I O R D O R R L D *
*
* L I L I A A Z Z O R K I E O U *
*
* A D E B T S U O J L E S R F G *
*
* B E T M I N E R O G J U E L Q *
*
* E L A O M A S K D N K M C I I *
*
* S V H Z O R K I I E V A R G X *
*
* A I D Z E P L I N V Y H O H A *
*
* B P R A S P W I T N E S S T M *
*
* R E A E R O B O T R O N O O E *
*
* A R H Z A X X O N R O M G M U *
*
* T C E N T I P E D E O N F U L *
*
* S T A R G A T E B Q B E R T B *
*
*****
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ATOM, BLUEMAX, BUG, CENTIPEDE,
COSMIC, DIGDUG, DROIDS,
HARDHAT, HOCKEY, JOUST, MINER,
MULE, ODIN, PACMAN, QIX, QBERT,
ROBOTRON, SAM, SHAMUS I,
STARBASEBALL, STARGATE,
SOLOFLIGHT, SORCERER, VIPER
WITNESS, ZAXXON, ZEPLIN, ZOMBIES
ZORK I, ZORK II, ZORK III.

LOGO Signal

LOIS HANSEN

Hi. Welcome to Atari Logo, as the cartridge says. I guess I'm the host, since the new Logo Sig has met once and shall meet again at my house in Montclair, Oakland. (It's about 10 miles from the San Leandro Public Library, down the Warren Freeway until Park Blvd. exit, and then up the hill and turn Right for less than a mile to the Regional Park parking lot.) At our May meeting, around ten people (half of them kids) watched the Nova videotape about Logo, tried out a few procedures on two computers, got to know each other and talk about reasons for learning Logo. Our next meeting will be on Wednesday night, June 22, at 7:00PM (call 482-2222 for further info). We want everyone to know that we're a rank beginners' group. No one should hesitate to come because he or she doesn't know anything about Logo or has no experience with any computer language. Atari Logo only came out this fall, and our group assumes no prior knowledge of BASIC.

Because Atari has done little or no publicity, and because club members don't seem to know much about the language, Tom Bennett asked me to write an article for the newsletter about Logo, and why you might like to learn it.

If you are one of the "heavies" who has been programming in BASIC for years, you may not want to be in this group, although some "heavies" are. Despite the fact that many Logo commands can be compared to BASIC commands and "translated", we are not approaching Logo in this way. We are beginning with "turtle graphics" in which you command from one to four real little turtles on your screen to go in various directions in order to draw things. Once you have made a shape, you teach the turtle that shape as a procedure, give it a name, and then just tell the turtle to do that name, and he will. Once you define a few shapes, you can tell the turtle to draw one, turn a little and draw another until you make surprising designs. It's a little like playing with blocks, which is why it works well with young children, or with adults like myself who never understood a bit of algebra and geometry, but who memorized everything in school. Even if you hated math, you'll like Logo; I actually had to do long division problems as punishment in a school I went to, and I certainly experienced it as punishment! But Logo is fun. Let me give you an example. If you have Atari Logo (and I hope many of you picked it up at Pacific Stereo recently for \$32.95), enter this procedure: (or do a similar one in Pilot, if you have that.)

```
TO BOX
  REPEAT 4[FD 50 RT 90]
END
```

Now if you type "box" the turtle will draw a box. Ok, let's play with the box. Type this and see what happens: REPEAT 24[BOX RT 15]. Why have the squares turned into a circle?

I don't know the answer, but I have some suspicions. I have filed that information (that squares can make a circle)

without quite knowing what to do with it. A later discovery will probably make it all make sense some day, but I am in no hurry. If you know why, please don't tell me.

According to the philosophy expressed by Seymour Papert, the father of Logo, in his book, "Mindstorms: Children, Computers and Powerful Ideas", you are supposed to approach Logo with the mind of a child. The environments you create with turtle graphics are called "microworlds" wherein you start with a few Logo commands, but soon name everything yourself to suit your purposes. The idea is not to so much to make a picture, as to figure out how to get things done. Turtle graphics, then, become "objects to think with" much as a person taking apart a watch uses its pieces as a way to understand gears and springs and how they can be made to correspond to time. Learning to think in Logo can lead you to Lisp or Smalltalk 80 and the new ways computers are allowing us to think.

You know all those pictures that Atari puts out about the happy families gathered around the computer? So you bought the thing and dozed off as the kids went on for yet another round of Centipede? Logo can really be done as a group, with aspects of it to interest everybody. Please join us, borrow one of the club's Logo cartridges and see for yourself!

ATR8000 SIG

BILL GEORGE

The ATR8000 was just purchased by yours truly. I have anxiously awaited this fine machine and look forward to starting an ATR8000 special interest group (what, another SIG?). In a future article, I would like to tell you, step by step, the somewhat involved procedure of setting up the ATR8000. However, for the moment, I would just like to relate some of the features of this machine to you. Why would someone ever buy an ATR8000? My reasons may not be very typical, but let me explain. I currently own a CP/M machine, an 80 column monitor, and a couple of generic disk drives. My wife likes to use our other Z80 CP/M machine and may take it to her office. I LOVE CP/M, and will need another machine (the ATR8000) to replace our current one.

MY REASON TO BUY

RESULTS

- | | |
|-----------------------------|--|
| 1. Runs CP/M | - Seems to run OK. |
| 2. Larger disk capacity | - So far 184K vs. 92K for 810's but I am working on 737K. I already have the disk drives. |
| 3. Cost | - Cheap, I can sell my 850 and 810. |
| 4. Faster disk I/O | - Wrong, about the same disk I/O as 810's. I don't know about CP/M. It should be a lot faster. |
| 5. Newest toy on the block- | It is definitely that. |

YOUR REASONS TO BUY

RESULTS

1. Larger disk capacity - Two to eight times capacity of an 810 depending on what drives you buy. Drives cost approximately \$200 - \$300 including power supply.
2. Interface peripherals - This handles everything... modems, printers, terminals, drives.
3. Run CP/M - Try it, you'll like it.

The first thing that suprised me was that regular and protected Atari diskettes booted just fine off of the generic disk drives. It does not appear that you lose any compatability. The recommended operating system to use is MYDOS which appears to work fine. It has some unique features which cope with the new environment. It automatically senses whether you are using single or double density formatted media. It has the capability of creating additional directories, that is, you can create directories other than the one normally used. These additional directories can hold 64 entries each and appear on the directory as a file preceded by a colon. They are very handy because on the 737K drives you would run out of directory entries before running out of space. I thought the disk I/O would be much faster but it is not. It sounds a little slower than even the 810 but the sectors being read in are twice as big (256 bytes each).

The machine has a 16K print spooler built in that works any time you send something to the printer. When you install the 64K of memory the buffer increases to 64K. It works, although it gets mixed up if you take the printer off line while printing.

Setting up the ATR8000 is a challenge. In fact, I think the greatest service our SIG can provide is assistance in this area. As I said before, I will cover this subject in the future or at the ATR8000 SIG meetings.

The last thing I will mention is that you need a few things more than the ATR8000 to fully utilize the machine's capabilities. They are: (1) MYDOS, and excellent operating system that handles the large capacity drives; (2) A four drive cable; (3) A printer cable; (4) 64K of memory (unless you bought the 64K CP/M version); (5) An RS-232 cable; (6) Some generic disk drives with the power supplies. I believe all of theses things can be obtained from SWP. You can buy the generic disk drives and power supplies, the printer cable and memory fairly cheap at local swap meets. They are all standard. The RS-232 cable is a special that you probably would want to buy from SWP. You can fabricate any of the above (except disk drives) yourself. The parts are readily available.

That's it for now, see you at the ATR8000 SIG.

BASIC INFO

MIKE SAWLEY

Last month in the Library/Floppy Update, Trey gave me quite a fanfare in regards to the PAINTER program. I must confess that I cannot take all the credit for this little program. The most important part, a machine language utility that actually loads the picture, was written by Tom Hudson of ANALOG magazine and appeared in Issue 12. The BASIC SIG is responsible for the input prompts and the disk directory search. We also created a string to hold the machine language utility from the data statements that are found in ANALOG. Just as a fine point, we were able to put the data statements into a string because they did not contain the number 34. Why would 34 have caused a problem?

I also have to confess that not too many people have been showing up at the BASIC SIG meeting. In speaking with the leaders of the other groups, I find that this is also a problem for them.

I know that all of you are interested in finding out more about you machine. I also know that people are having problems from time to time because they call me for help. That is fine - please feel free to call. However, I would like it much better if some of these questions could be asked at a meeting with other Atari owners present because it would be of help to them.

I think one of the problems is the location of the BASIC meeting. We have been meeting at the home of Nai-Hsien Mao (our current Treasurer) in Castro Valley. That's a bit far for most of you to go, so I have decided to have the meeting at my house in Oakland. I do not have as large a room as Nai-Hsien, but with the current low turnout, I don't think this will be a problem. If the meeting has a turn around, we can always look for a better place. Please give me a call at 482-5061 for directions. We will still meet on the third Tuesday of the month.

The other thing that could be changed is the direction that the meeting is taking. As you know from my previous columns, we have been looking at the menu program that is usually found on boot up of the floppy of the month. This was taken up because of the many different aspects of BASIC that are used in the program. This may or may not be of interest to you, but because of the almost nil response, I have no idea of what you really would like to see. I need your input if the SIG is to help you with your interests.

TREY'S TUTORIALS

TREY PITRUZZELLO

Hello Friend! Welcome back to Trey's Tutorial, the column designed to teach you everything you want to know about your Atari, but won't bother to ask!!

This month we are going to discuss that miraculous marvel of mysterious optic opulence known as.....

ARTIFACTING!!

To begin today's lesson, my Dear Apprentice, gaze closely into your crystal ball of Atari apparitions. That's right, ease forward and stare into your T.V. screen. Careful now! Do not tarry and ogle the oracle for very long, as we all know of the evil electromagnetic radiations that the Dark Side of the Force is blasting at us from our very own cathode ray emitters. The ultraviolet may aid your adolescent acne, but no one knows what disastrous damage it may riddle upon your retina!

As you look closely at the screen you will see that the display is actually made up of hundreds of tiny dots arranged in nice straight rows and columns. A single dot is known as a "Picture Element", commonly abbreviated to "Pixel". Each pixel contains three separate types of phosphor chemical which glows brightly when struck by the electron beam emitted from inside the back of your T.V. One phosphor type glows blue, another green, and the last glows red. These three colors, arranged in multitudes of combinations, blend together to give us the hundreds of colors and hues we enjoy daily on our T.V.s!

Now, there are 160 unique points, or pixels, across the screen of a standard television. For normal viewing from across the room, this provides plenty of picture resolution for crisp clarity of the T.V. images.

For close-up computer use however, 160 pixels across is hardly adequate, and the image would appear blurry and poorly defined. To keep the Atari public from having the necessity of purchasing a high resolution computer monitor, The Atari Engineers in the infinite wisdom they obtained in the seventh decade of this marvelous century, came up with a solution for this dilemma. They found a way to "turn on" only half of each pixel, thus doubling the resolution to an effective 320 pixels across. Turning on half a pixel is known as using a "half color cycle" or "half color clock".

Now, when you turn on one side of a pixel, you get a particular color glow, and when you turn on the other side, you get another color all together. The particularly unique colors produced by this technique are called.....you guessed it.....ARTIFACTS!!!! The practice of mixing, spreading, and overlapping these colors to get a particular effect is called ARTIFACTING!

And there you have it!! A thumbnail sketch of artifacting! Now, when you get your June edition of the SLOC Floppy-of-the-Month, boot up the program called ARTIFACT.TUT and you'll see a demonstration of some simple artifacting. See you at the June meeting!!!!!!

WORLD OF ATARIS

FROM THE SBACE GAZZETTE

(Editor's note: The following was reprinted from the Santa Barbara Atari Computer Enthusiasts Gazette, Jan/Feb 1984 issue.)

Printing Your KOALA PAD PICTURE ... by James A. Jengo

Now that you've gotten used to using your KOALA PAD that you got for Christmas, don't you wish you could print out those beautiful creations so you can share them with the rest of the world? If you're interested in how to do this, please continue reading. Otherwise, go out and buy a KOALA PAD and then come back and read this article.

At first thought I thought this would be relatively straight forward since the pictures are drawn in Graphics mode 7+. However I quickly found out that the picture data is saved to disk in a special compressed format to save space ...but not recognizable by screen dump programs. So, I made a phone call to KOALA Technologies and was connected to the Engineering Dept. where I spoke with a knowledgeable person who explained the compression technique and sent me 2 BASIC program listings: one to decompress the file into standard Atari binary format, the other to redisplay the standard binary format picture file onto the TV. Between running the two programs you can load your favorite screen dump program (both Color Print and Print Wiz work) and then activate it after displaying the binary format picture onto the TV. By the way I have used my own Transtar 315 color printer and the driver program I wrote and have produced beautiful full color screen dumps.

Be sure to specify D_ before the file name on the disk. Also, copy down the color information that is displayed by the first program so that you can reenter it in the second (display) program to recreate the same colors (if you just press RETURN for the colors, the program will use the default colors).

I would again like to thank KOALA Technologies for their assistance and willingness to work with us. Have fun with your new creations!

```
10 REM CMPR2BIN
20 REM CONVERT COMPRESSED FILE TO BINARY FILE
30 REM FROM KOALA TECHNOLOGIES CORP. 11/8/83
40 REM PUBLIC DOMAIN
50 REM
60 GOTO 440
70 REM DECODE BYTE COUNT
80 UNQ=0
90 GET #1,CNT
100 IF CNT>128 THEN UNQ=1: CNT= CNT-128: REM UNIQUE DATA
110 IF CNT<>0 THEN RETURN
120 GET #1,CNT: GET #1,IN: CNT=256*CNT+IN: RETURN
130 REM GET NEXT ADDRESS
140 AD=AD+OFF: IF AD<MX THEN RETURN
150 IF ODD=0 THEN ODD=1: AD=AD-7640: RETURN
160 ODD=0: AD=AD-7719: IF AD<MN+40 THEN RETURN
```



```

170 GOTO 860
180 REM VERTICAL COMPRESSION
190 X=0:MN=28672:AD=MX:MX=36352:OFF=80:ODD=0
200 REM FOR I=MN TO MX-1:REM FILL MEMORY WITH ZERO
210 REM POKE I,X
220 REM NEXT I
230 REM VERT. COMPRESSION
240 GOSUB 70:REM GET COUNT
250 IF UNQ=0 THEN 310
260 FOR I=1 TO CNT:REM UNIQUE DATA
270 GET #1,X:POKE AD,X
280 GOSUB 130:REM GET NEXT ADDRESS
290 NEXT I
300 GOTO 240
310 GET #1,X:REM REPEATED DATA
320 FOR I=1 TO CNT
330 POKE AD,X
340 GOSUB 130
350 NEXT I
360 GOTO 240
370 REM GET DEFAULT FILE NAME
380 F2%=F1%:X=LEN(F2%)
390 IF F2%(X-3,X)<>"PIC" THEN 420
400 F2%=F2%(1,X-4):? F2%
410 RETURN
420 ? "Cannot Make Default File. Re-enter.":?
430 ? "Enter Output File Name ":INPUT F2%:RETURN
440 REM INITIALIZATION
450 DIM F1$(16),F2$(16),IN$(5)
460 REM OPEN FILES
470 GRAPHICS 0:TRAP 940
480 ? "***** CONVERSION PROGRAM *****":? :?
490 ? "Enter Input File Name "
500 INPUT F1%
510 OPEN #1,4,0,F1%
520 ? :? "Enter Output File Name"
530 ? " (PRESS RETURN FOR DEFAULT FILE NAME)"
540 INPUT F2%:IF LEN(F2%)=0 THEN GOSUB 370
550 ? :OPEN #2,0,0,F2%
560 REM START READING HEADER
570 RESTORE :TRAP 1040
580 FOR I=1 TO 7
590 GET #1,IN:READ X
600 IF IN<>X THEN 960
610 NEXT I
620 GET #1,TYPE:REM READ IN COMPRESSION TYPE
630 GET #1,IN:REM IGNORE GRAPHICS MODE
640 FOR I=1 TO 4:GET #1,IN:NEXT I
650 FOR I=0 TO 4
660 GET #1,IN:X=INT(IN/16):Y=IN-X*16
670 ? "Color Register ";I;" contains":? " Hue=";
680 ? X;" and Luminosity=";Y
690 NEXT I
700 FOR I=1 TO 9:GET #1,IN:NEXT I
710 REM DECOMPRESS DATA FILE
720 TRAP 980
730 IF TYPE=1 THEN 180:REM VERTICAL COMPRESSION
740 REM DEAL WITH HORIZONTAL COMPRESSION
750 GOSUB 70:REM GET COUNT
760 IF UNQ=0 THEN 810:REM REPEATED DATA
770 FOR I=1 TO CNT
780 GET #1,X:PUT #2,X
790 NEXT I
800 GOTO 740
810 GET #1,X
820 FOR I=1 TO CNT
830 PUT #2,X
840 NEXT I
850 GOTO 740
860 REM SAVE FILE
870 FOR AD=MX TO MN-1:REM VERTICAL COMPRESSION
880 X=PEEK(AD)
890 PUT #2,X
900 NEXT AD
910 REM FINISHED! MSG
920 ? :? :? "CONVERSION COMPLETED. "
930 CLOSE #1:CLOSE #2:GOTO 1070

```

```

940 REM FILE OPEN ERROR
950 ? "FILE OPEN ERROR TRY AGAIN":GOTO 1070
960 REM NOT A PICTURE FILE ERROR
970 ? "NOT A PICTURE FILE TRY AGAIN":GOTO 1070
980 REM END OF FILE REACHED
990 IF PEEK(195)<>136 THEN ? "ERROR ";PEEK(195);
995 ? " AT LINE ";256*PEEK(187)+PEEK(186):STOP
1000 IF TYPE=2 THEN 910:REM HORIZONTAL TYPE
1010 ? "PICTURE DATA MAY NOT BE COMPLETE":? :GOTO 860
1020 REM DATA STATEMENTS TO MATCH HEADER
1030 DATA 255,128,201,199,26,0,1
1040 REM ERROR TRAP
1050 PRINT "ERROR ";PEEK(195);" AT LINE ";
1055 ? 256*PEEK(187)+PEEK(186):STOP
1060 REM RERUN THE PROGRAM
1070 FOR I=1 TO 500:NEXT I:RUN

10 REM BINLOAD1.KLA
20 REM LOADS BINARY PIC DATA FROM DISK
21 REM KOALA TECHNOLOGIES CORP.
22 REM 11/8/1983
30 REM PUBLIC DOMAIN
40 REM
50 GOTO 280
60 REM ASK USER TO INPUT COLORS
70 TRAP 170
80 FOR I=0 TO 4
90 ? "INPUT HUE AND LUMINOSITY OF THE COLOR":? "REGISTER ";I
100 INPUT X,Y
110 HUE(I+1)=X:LUM(I+1)=Y
120 NEXT I
130 RETURN
140 REM
150 SETCOLOR I,HUE(I+1),LUM(I+1)
160 REM
170 RESTORE :REM SELECTED DEFAULT COLOR
180 FOR I=0 TO 4
190 READ X,Y:HUE(I+1)=X:LUM(I+1)=Y
200 NEXT I
210 RETURN
220 DATA 2,8,12,10,9,4,0,0,0,0
230 REM I/O ERROR HANDLING ROUTINE
240 IF PEEK(195)=136 THEN 260
250 ? "ERROR ";PEEK(195);" AT LINE ";256*PEEK(187)+PEEK(186)
260 CLOSE #1
270 GOTO 500:REM LOAD COMPLETE
280 REM INITIALIZATION
290 DIM A$(16),F$(16),HUE(5),LUM(5):A$="0123456789ABCDEF"
300 ? "ENTER FILE NAME ":INPUT F$:GOSUB 60
310 TRAP 400:GRAPHICS 0+16+32
320 FOR I=0 TO 4:SETCOLOR I,HUE(I+1),LUM(I+1):NEXT I
330 DISP=256*PEEK(561)+PEEK(560)
340 REM DISPLAY LIST INITIALIZATION
350 I=3:REM SKIP BLANK LINES
360 X=PEEK(DISP+1)
370 IF X<>15 THEN 390
380 POKE DISP+1,X-1:I=I+1:GOTO 360:REM CHANGE F->E
390 IF X<>79 THEN 410
400 POKE DISP+1,X-1:I=I+3:GOTO 360:REM CHANGE 4F->4E
410 IF X=65 THEN 430:REM IF 41 THEN FINISHED ...
420 I=I+1:GOTO 360:REM CONTINUE LOOP
430 REM GET SCREEN ADDRESS AND COPY
440 ADDR=256*PEEK(DISP+5)+PEEK(DISP+4)
450 TRAP 230:OPEN #1,4,0,F$
460 FOR I=0 TO 8000:GET #1,X:POKE ADDR+I,X:NEXT I
470 CLOSE #1:GOTO 500
480 REM ERROR MESSAGE
490 ? "ERROR ";PEEK(195);" AT LINE ";256*PEEK(187)+PEEK(186)
491 STOP
500 GOTO 500:REM EXIT LOOP

```


SGT. SLAUGHTER

Deep in the back alleys of the lovely little city of San Leandro there is a place where many fear to go. It is a dark, damp, and dusty place that only degenerate species of Lupae would call "home". It is known to the police, and other law enforcement agencies as The Wolves Den BBS. Curiously enough this "Den of Iniquity" is also a favorite visiting place of many higher forms of life from time to time. (One may even see a certain Software Committee Chairman lurking about the dreary passages!) One such higher life form that frequently visits "The Den" is a member of the species of H. Sapiens and calls himself, Sgt Slaughter. On occasion, the good Sergeant is kind enough to leave behind bits of literary genius that he has prepared in the form of Atari Game Reviews. The SLCC Newsletter Staff is pleased to have the Sarge's permission to reprint his reviews for the enjoyment of all SLCC members. We salute you, Sgt. Slaughter!!!

I was pleasantly suprised that all of you were looking forward to my next review, so I went ahead and wrote it! The two games I will be reviewing this time are: Bruce Lee by Datamost and Congo Bongo by Sega.

To start off with, I would like to say that the next best thing to going out and seeing the movies "Bruce Lee's Revenge", or "Eye for an Eye", would probably be to go in there and actually fight it out with everything from Ninjas to Sumo wrestlers and Evil Wizards that shoot fire from their eyes, without getting a single cut or bruise. Well now, all you armchair karate experts can go at it with the most dynamic game I have seen in a LOONG time. Bruce Lee is his name, and it translates into a game that is pure dynamite in both action and graphics by Datamost. You play the super-karate fighting machine, named Bruce Lee who must get all the jewels and escape perilous passages in order to find that Fiend of Fiends, the EVIL WIZARD! But the Wizard is no fool. He has sent out two of his most powerful fighters in the land, and has granted them the powers of great strength and immortality. You must face the Ninja, a slim, black clad figure with a bo-stick and a thirst for blood...mainly yours! He is aided by his friend, the Sumo, who can crush trees with his bare hands! Can you survive all the hazards as well as fight it out with the wizard's evil henchmen? The outcome is up to you, and it makes for a very interesting, exciting and violent game.

To control Bruce, you need a joystick, and if you want the 2 player options, another joystick and a friend or sibling can join in. The controls are: left, right, up, as according to the joystick. Pulling down causes Bruce to duck, while if a friend is a sumo, he will yell his war cry. When the joystick is moved in the upper diagonals, he jumps.

There are 2 ways to fight. 1) If you are not moving and press the button, you will punch. 2) If you are moving and press the button, you will do a much more damaging flying kick. This action is great, as well as fast and furious. The crack of hitting the opponent is crisp and oh so realistic. The graphics of Bruce Lee, the Sumo, Ninja, and the background are super, without any noticable slowdown in game play. This game also has a 2 player and opponent mode where you can either swich off being Bruce, or where one player is Bruce and the other is the sumo, or both. This gets to be both fun and infuriating, depending on whether your friend is helping you or not.

One last note. Make sure that if your friend is the opponent, that he/she is always moving, because after a one minute rest, the computer will take over the sumo, and your friend will be out of the game for good. All in all I strongly recommend Bruce Lee to anyone interested in a game where the action is furious, and the graphics are great. If you can stomach the violence that gets dished out, you'll LOVE this game!! Datasoft has got a winner here!

Now, when I heard that Congo Bongo was coming out, I was rather excited. After all, here was a neat Donkey Kong clone in 3-D, billed as "humorous" and with "Arcade Quality" graphics. And after all, they did come out with Star Trek, which was not that bad. Well, I don't know what happened to that awesome game that has great graphics and is funny too. The one I got should have been called "Pathetic", "impossible" and with "2600 quality graphics". Congo Bongo is without a doubt the worst Donkey Kong clone I have ever seen. It's slow, colorless, 3-D graphics are only there to hide the sheer un-playability that the game has to offer. It is next to impossible to climb up the stone steps offered in the first round, and you have to just guess where the coconuts are falling, because there is no way you can tell how high they are, since the 3-D effect is lazily done. Apart from that, it's slow, and it has an annoying title screen that keeps you from playing the game for about 20 seconds every time that you start to play it! It is clearly overhyped, and the ads that say "you'll die laughing" should be changed to, "you'll die crying" because you spent good money on a worthless game". I have played it once, and I have never had enough incentive to play again. You wonder if Henny Youngman is really laughing at the unaware buyer, rather than his jokes, during his commercial!

Well, folks, that's it for now. Keep up the good words, and please, start requesting stuff to be reviewed for the Review Column! I'll see you next time with more games and until then, goodbye and good gaming!!!!

At Ease,
Sgt Slaughter

Editor: Private messages can be left for Sgt Slaughter at the Wolves Den BBS in San Leandro. (415) 895-5706

SAN LEONARD

JUNE 1984

COMPUTER CLUB

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

STAR TREK III

3

4

5

6

7

8

9

8:00 pm
MAIN MEETING
S.L. Library
300 Estudillo
ELECTIONS

7:00 pm
MSIG/GAMEROOM
for info call
Phil 351-2200

10

11

12

13

14

15

16

8:00 pm
ASSEMBLY SIG
for info call
BOB 352-8118

8:00 pm
BEGINNER SIG
for info call
Densil 538-2227

8:00 pm
HARDWARE SIG
for info call
Ralph 357-7902

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23

8:00 pm
BASIC PROG. SIG
for info call
Mike 482-5061

NEWSLETTER
DEADLINE
for info call
Ron 537-3183

7:00 pm
LOGO SIG
for info call
Lois 482-2222

8:00 pm
SOFTWARE/
AT&T SIG
for info call
Bill 538-2449

24

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30

8:00 pm
EXEC. BOARD

S.L.C.C. Interface

The SLCC Interface is our monthly 'input-output' column in which you may make a short comment on club related issues, or buy-sell an item. This is not available to commercial outlets.

Also you may ask those technical questions and get them answered. All technical questions may be addressed to Frank Daniel at 632-7181. Basic language questions can be addressed to Mike Sawley at 482-5061. All buy-sell items go to Ron Seymour at 537-3183.

* ONLY 4 ATARIWRITERS LEFT! *

There are only 4 ATARIWRITERS left from a group purchase for club members. They are being sold for only \$34.00 each to the first buyers. They are new and in their sealed box. Reserve your ATARIWRITER with Tom at 276-4466.

**** FOR SALE ****

810 Disk Drive (old style) \$150.00
850 interface \$150.00
Call Bill at 538-2449

2 1050 Disk Drives \$300.00 ea. (or best offer)
2 850 interfaces \$150.00 ea. (or best offer)
Call Joe Sullivan at (408)246-6764

**** NEED HELP ****

If you need help with adventure games such as Infidel, Starcross, Witness, Zork I, Suspended, Planetfall, and Sorcerer call Corky at 537-8432. (Ed. note: This is the correct phone number.)

**** OKIDATA 92 OWNERS ****

If you own an Okidata 92 printer, and would like to discuss how to use the machine and discover what software is compatible with the Oki, let us talk. I am a new owner and am looking for this type of information. Call Tom at 276-4466

**** NEW MEMBERS ****

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

Mark Perez, Stewart Dimen, Eleyette Worth, Ramon Lanzar, Samuel Golden, Karl Breitkopf, Dick Rempel, Harry Oakley, Sanford Wong, Thomas Andrews, Garry Dewitt, Margo Powelson, Kai-Ley Wong, and Ron Points.

San Leandro Computer Club

Journal

15614 Calgary St., San Leandro, CA
94579

NEXT MEETING:

JUNE 5 8:00 pm
San Leandro Community Library
300 Estudillo Avenue, S.L.

TO:

AGENDA:

Software Swap (7:30 - 8:00)
Elections
Program Demos
Raffle:
Dandy and Getaway

