President's Report

TREY PITRUZZELLO

MAN-OH-MAN!!! The Midnight Oil has been burning brightly in Sunnyvale these past few weeks. We can feel the earth rumbling all the way up here in San Leandro!! Gossip and rumors about the fate of our beloved Atari since the Tramiel take-over have been flying by like a swarm of angry hornets, and some of those hornets have stopped long enough to give me a good sting! My advice to us all, during these trying times, is simply to sit tight. Don't panic. (Don't swap your Atari for a Commodore.) Let's all do our best to remain optimistic and remember that what ever happens, it will be what's best for Atari, and more importantly, what's best for the advancement of the home computer industry as a whole. You can rest assured that your club officers all have their ears tightly pressed against Mr. Tramiel's office door and that we will be passing all viable news immediately on to you!

Well Folks, I finally did it. I knew it was inevitable, but that didn't make the task any easier. The feelings I have are akin to that which a proud parent feels when his first born leaves the nest. As you all know, for over a year now I have jealously guarded the SLCC Software Library. I have been somewhat instrumental in coaxing the Disk-of-the-Month into existence. Well, since becoming President I soon found that I would have to find a new home for the Software Committee. After much painful searching, I found that happy home at the residence of Nate Hood. Over the past few months I have worked very closely with Nate in the production of the title screens for the Disk-of-the-Month. I have found Nate to be an extremely hard working and competent young programmer. His knowlege of the Atari far exeeds my own, but most importantly he has that ONE quality that is paramount in a Software Committee Chairman....he has an unlimited imagination! I'm sure we will see many dazzling and well-built DOMs in the months to follow! Three Cheers For Nate!!!

Copy down this phone number.......

(415) 352-5528

Yes friends! That's the magic number you've all been waiting for!! It's the number of the San Leandro Computer Club Electronic Bulletin Board!! The BBS was only an embryo when we forced it somewhat prematurely online, so be prepared to see some drastic upgrades in its first few weeks of operation. The phone number is a central San Leandro number and should be a local call to most club members! The Board itself is located in a specially protected enclosure in the city of Oakland, where it can be nurtured and guarded by the celebrated Sysop, Mike Sawley! So don't hesitate! Call today, and become one of the first to experience the excitement of hooking directly into the heart of the San Leandro Computer Club!!

SEE YOU ALL AT THE MEETING!!!

Our Next Meeting

TOM BENNETT

As you all may know by now, we will not be having Mr. James Morgan for our August meeting. I am beginning to get a little worried here, because we have had a history of guest speakers leaving the company they represent AFTER coming to speak to the SLCC, but now they leave BEFORE they get the chance. Are we really building the kind of reputation that they fear coming to speak to us, or is someone taking the needles to the voodoo doll prematurely????

With the Tramiel take-over placing Mr. Morgan on the east coast for our August super-meeting, I have sent the word out to the other Northern California groups, and found that we would have probably had more people than we could have handled anyway. Sacramento was coming down in a busload, Fresno was sending representatives, and one Southern California group got the word and stated in their newsletter that the "San DeAngelo" group was putting on a big ACE meeting. Well fellow San DeAngeloeans, do not give up on good 'ole Tom here, read on...

Before I get into some ideas on our next attempt of a combined ACE meeting, let me fill you in on our new August speaker. Gary Yost, the Manager of Marketing Support at Antic magazine, is very much on top of the current goings on at the new Atari. If you really want to find out the newest Atari news, do not miss this meeting. He also previewed to me some very ambitious Antic projects, and hopefully we can get him to go public to us on those plans.

September marks the return of Bill Wilkinson of OSS and Compute Magazine fame, and October will bring Jon Loveless from Synapse back to the SLCC. These will be three

consecutive blockbuster meetings, hopefully with a suprise in-between.

A suprise you say? Some of you have kidded to me about now trying the Tramiels, and little did you know that I was already in contact with their offices. The day we were going to press, I got the return call from Leonard Tramiel, the "techie" of the Tramiel brothers. He said that I should have an answer by our August meeting as to whether he could speak to a future combined ACE meeting. He said that this could be very possible.

This was great, but he went on to give me even greater information on some of the plans of the new Atari. He flatly denied all rumors that they will be discontinuing the 800 XL for their new machines. He said "why would we buy Atari just to market new machines. We could have started our own company if we intended to just do that!" He said that the 800 XL will continue to be sold and supported as long as it sells. He used the VIC-20 as an example. He said that they produced VIC-20's as long as there was a demand for the product. Once that demand dried up for a much better machine they dropped the VIC. He said that they have every intention to continue to support the 800 XL.

He gave me the official word that the 1450 XLD is dead. He said it was just to expensive to produce. But he did say that we will see a newly designed machine that will be just as good and less expensive, although he said that there will be a certain amount of incompatability built in to support some of the new features of this new machine.

Leonard Tramiel said that the 1090 Expansion Module is a low priority item at this time in its present planned form . He also said that they will continue to market software, but that the user will not be able to determine whether it was developed inside Atari or by an outside company. He said that the Lucasfilm Software may or may not be marketed by them, depending on contract negotiations, and whether they feel it can be profitable for Atari.

He also said that there will be some level of user group support, but it will not take form as it was in the old Atari. He would not elaborate on that at this time because he said it was still in the planning stages.

There was one thing Mr. Tramiel wanted to make clear, and that was that they intended to make the best, most economical computer on the market, and hopefully even better than that! Well, let's hope so, and keep your fingers crossed for him speaking to a specially scheduled meeting in either September or October.

ET CETERA: The rumor mill continues. The Plato package will apparently be marketed by Atari and the Control Data people have been very pleased with its progress. The Syn-Series may be rolled back to Synapse for them to sell. The Amiga connection: apparently the old Atari had developed three machines around the Amiga chip (which supposedly has not even made it to its silicon form), but Commodore is said to have leased the rights to the chip from the new Atari. There are also supposed to have been two other chips built inside the old Atari. They were the Amy chip set (that expands the sound capabilities greatly) and the CGIA chip (that incorporates both the Antic and the GTIA

From The Editor's Desk

RON SEYMOUR

So much to do with so little time, another month has come......

We interrupt the regularly scheduled article for a news flash.

The San Leandro Computer Club is on the air (hopefully!). It took off on Tuesday the 24TH at 6 pm, out of the Community Access Channel (Channel 3). Phil Mitchell and myself with the help of two German Atari enthusiasts Rudica and Rafael, were interviewed by Jan Watson.

The interview started out with an introduction of our guests and the international aspects of the Atari. Then the interview was aimed in the direction of the club; the goings on of the club and the different Sigs that are available to the club members. Phil also explained about the floppy of the month and other aspects of the club. The newsletter was then discussed, telling mostly what it covers, how it can benefit the members, and also its use by other User Groups. Some speakers were also mentioned, primarily, Chris Crawford.

Then came a video tape that Phil put together showing the many uses of the Atari highlighting the sound (with the use of Passionately) and graphics. The tape ran about ten minutes long and was very well put together. We discussed the outlook for Atari and questions were raised on the recent layoffs(which Phil has knowledge of). Some rumors were talked about, including the possibility of a new machine for as little as $150.

Other topics included the founding and existence of the S.L.C.C., where it was made known that it was started by disillusioned TRS-80 owners. Phil also mentioned the Christmas donation made by the club.

This program was only a small step in a medium that could provide a great service to the club and the community. No other club to my knowledge has ever tried to do something of this nature. The benefits to the club are endless, with the possibilities of reaching more new members and expanding into the community.

But first we need you, the members, to try to take an active roll in the production of a club-run computer show. Any sort of input from our members would help in the production. This would be another large step in building the SLCC into one of the finest User Groups in the state.

This is something that has been on the drawing board for the last six months. The lack of participation could end what could possibly be a very successful venture. Like I have told some people if I can get in front of a camera and do what I did so can you. Remember only you can make the show what you want it to be, by trying your hand in the production of it. So lets get active out there!!!!

World of ACE's

COMPUSERVE WILL BEGIN SUPPORTING XMODEM FILE TRANSFER PROTOCOL!

First the good news...Compuserve is adding XMODEM to the list of supported file transfer protocols. It is currently being implemented and tested at the OK prompt and will shortly be available for use in the XA databases of SIG*ATARI.

The bad news is that only "some" of the current terminal programs claiming to feature XMODEM seem to be supported. The problem lies in the partial implementation of the XMODEM specifications and some of the most popular programs, like AMODEM, are in this group. The good news is that SYSOP Russ Wetmore has written a short "patch" to fix the BASIC version of AMODEM 4.2. Russ's patch should work with most other versions as well. The patch can be found in the XA2 database in a file named AMODEM.CIS.

The sysops will prepare help files as soon as the final details are learned from CIS on how XMODEM will be activated in the XA sections. We will also try to obtain patches if needed for other Atari terminal programs and archive them in the XA2 database. Periodic progress bulletins will be posted on SIG*ATARI as more information becomes available.

A BASIC listing of the patch to Amodem 4.2 follows:

```
3030  TRAP 3900:TMO=15:GOSUB  3830:IF A()NAK  THEN  PUT
#MODEM,NAK:GOTO 3030
3370 GOSUB 3830:IF A=CAN OR PEEK(CON)=5 THEN 3900
3800 BLK=0:TMO=3:TRAP 3805
3805 BLK=BLK+1:PUT #MODEM,EOT:GOSUB 3830:IF A=ACK THEN 3810
3806 IF BLK=9 THEN TRAP 3900
3807 GOTO 3805
3830 POKE 19,0
3840 STATUS #MODEM,C:IF PEEK(747) THEN GET #MODEM,A:RETURN
3850 IF TMO=PEEK(19) THEN POP:C=C/0
3860 GOTO 3840
```

* * * * * *

"RIGHT BETWEEN THE EYES"
PHIL MITCHELL

Dave Wilson, Director of Atari Customer Relations, once used this quote to inspire a new employee. "A man's character is not measured by what he achieves, but rather by what he overcomes." Of course the new employee was me, and three weeks later Mr. Wilson, along with his two top managers, resigned from Atari leaving me with alot to overcome; two months later I was layed off.

It is in the spirit of this quote that I would like to give a few tips to the "New Atari" to help them overcome the less than ideal reputation, promotion, and advertising of the previous owners.

Atari always gave me the impression, even during my employment for them, of a con man pushing a good product. After he talked you into buying it he was too busy to bother with you. I can't count the number of times I've heard people complain about not getting what they were promised like the Atari Connection or DOS 3 (not to mention the 1450, or CP/M, or expansion). And whose fault is it our computers are sold at toy stores anyway?

The point I'm trying to make is that the "Old Atari" had a lot of nerve promoting their products as "Computers for People". "Computers for Profit" seems more their style and the heck with the people. Now don't mistake me, profit is the American way, but good business dictates that you make the customer feel good about his purchasing decision. That could be why the "Old Atari" lost so much money.

And what about user groups? Currently there is no user group support at the "New Atari" and even when there was it was run by a secretary who didn't even own a computer (makes sense, huh?). Mark Cator, her predecessor, was nicknamed "Mr. Negative" (probably because he was so cooperative). And Mr. Earl Rice (their Boss) would avoid me in the halls of the "Old Atari" because he knew I was intimately involved with supporting the users. His favorite quote was "Gee, I'm sorry there's nothing I can do."

They did try, though. Before the Atari Connection stopped publication they had started to list users groups 3 states per issue. Since it was a quaterly magazine it would have only taken 5 1/2 years to list them all (now that's what I call support). I'll never forget how they used to complain about all the piracy in user groups that were driving them out of business, but turn around in the same sentence and tell you that there weren't enough people in user groups to bother giving them another purpose to use their machines for. And why should user groups have a civic awareness about their community if Atari doesn't care?

Why bother with user groups anyway? Surveys show that it's unprofitable, so let the customer go to Toys R Us for technical help or Sears for computer parts.

"Atari" should be more than just the name of a company or a machine, it's the feeling we all have in our minds and our hearts. But remember "Atari" is the Japanese word for "Watch out, Be on guard".

So I'd like to say to Mr. Tramiel, get to know the people who buy YOUR machines, sell them to their friends, and teach them how to use them. After all I thought word-of-mouth was the best advertising. It was user groups that taught me to do word processing, databasing, and telecommunicating on the Atari, not Alan Alda.

It was user groups who rented booths at trade shows and flea markets to represent the products. Atari only went to sell not support Atari never acknowledged the fact that user groups represent their only "educated sales force" and how they feel about their company is how the company will succeed.

Who knows, maybe someday I will want people to know us as the San Leandro Atari Club. But until then I'm proud to be Vice-President of the San Leandro Computer Club, the best damn computer club in the country. OK Atari, a new broom sweeps clean and it's your move.

Can we be friends?

###

THANKS SLCC
###

I'd like to take this opportunity to thank all of those in the club (you all know who you are) who helped me after the big Atari lay-offs, I got a lot of phone calls and support from odd jobs, like fixing an old TV set to direct offers of food and even loans to keep me going until I found employment. It worked.

I start work next week for Taylor-Made Office systems (fixing Copy machines) at about the same pay as Atari gave me, plus a car.

It is that spirit and the way you all pitched in to help our Atari friends from Germany, donating club money to a community charity at Christmas, and unselfishly giving your time to help support all the activities we maintain, that continue to make me extremely proud to be an elected officer in the greatest collection of people in the world.

Secretary's Report

PAUL GIFFORD

GENERAL MEETING MINUTES
SAN LEANDRO COMMUNITY LIBRARY
JULY 3, 1984

8:05   The general meeting comes to order on time as usual. Trey Pitruzzello, the new club president, starts the meeting off by discussing Independence Day, the flag, and the benefits of living outside of the Iron Curtain. After that patriotic moment, Trey introduces the newly elected club officers. He then touches on a subject on everyones mind, the selling of our beloved Atari Corp., and passes out assorted newspaper articles. He then gives control of the meeting to Tom Bennett at

8:14   Tom discusses the sale of Atari to Tramiel, and the possible consequences. He announces that Jim Morgan, former president of Atari, will not be available to speak at the August meeting. Also discussed is the new product line, and the status of some anxiously awaited products.

8:19   Dan Chun, the Tape Librarian, talks about the tape library and the tape lending policy.

8:21   Nai-Hsien Mao, the treasurer of the club for the last year gives his closing report on the club's funds, all told about $2300.00.

8:24   Trey regains control of the meeting and talks about the club's soon to be set-up BBS. He introduces Mike Sawley, brave soul who is going to weather the perils of being the sysop of the board(slightly overdone?). The BBS will have a San Leandro phone number, even though Mike lives in Oakland. Meeting continues with talk about the many fine SIGs (Special Interest Groups) we have.

8:29   New vice-president Geri Ferraro (oops! wrong one!) Phil Mitchell energetically discusses the monthly raffle, and about the 2 fine programs up for grabs (actually, one is of questionable quality). He takes the chance to plug his SIG, the Miscellaneous SIG. Phil trys again to rally support for the Video Olympics.

8:39   Once again, tireless Trey takes control of the meeting to discuss the disks on sale this month. There are four fine double-sided disks on sale this month and Trey talks about them all.

8:58   After Trey is sedated to stop him from demonstrating every program on the disks, Ericc Solomon from LSCI talks about LOGO, it's past, present, and future. After an excellent talk, at

9:45   BREAK!! After disk sales, the meeting is not re-called to order, due to the late hour, and Ericc stays to answer questions.

10:30 As usual, the janitor has to kick out the usual gang of stragglers.

I would like to thank Trey for taking notes after I left (I work nights). Also, if anyone has any ideas for a change in format for this column, feel free to contact me evenings.

BaSIG Info

MIKE SAWLEY

I hope you all saw the little blurb in the last issue of the Journal about Atari either giving away (if your 600XL/800XL is still in warranty) or selling for next to nothing (if you 600XL/800XL is no longer in warranty) a Basic Rev.C Cartridge. Unfortunatly for us 400/800/1200 owners, the price is normal list.

Should you bother to get this version of Atari BASIC? If you fall in the for free catagory what is there to loose? You surely have revision B BASIC built into your machine, which has most all of the bugs that were rampant in the original BASIC removed. There are still a few fatal bugs running around in your BASIC that may cause you problems. The SAVE/LOAD command will add 16 bytes to the token file in RAM. If you are in the process of writing a program and SAVE out your work frequently (as you should to avoid having to re-enter your work should the dog decide to attack your power pack in the middle of things) you will soon see that your free memory is getting smaller and smaller. This is because the effect is cummulative every time a SAVE is followed by a LOAD. To regain the free RAM you need to LIST out your work, type NEW to clean out memory, and then ENTER your work back in from disk or tape.

The other problem you may come across is the input prompt may get included in the input string. This can happen if the information requested by the computer ends up being more than one line long causing the cursor to move down to the next line and then the up arrow or back space key is used to bring the cursor back to the first line.

For those of us with Rev. A BASIC there is the infamous lockup. This can occur for a number of reasons. If you are editing a program and delete just the right amount of characters, the system will lock, forcing you to power up again to regain control. NOT acts strangly in some cases; PRINT A=NOT B will cause a lockup. So will an INPUT or READ without a variable. They will also not be flagged as an error as they should be.

Certain mathematical functions do not work correctly. LOG(x) and CLOG(x), where x=0 or x=1, do not give correct results. An integer raised to the power of an integer (2^2) will not return an integer (here 3.99999).

Another thing to watch for are strings that are exact multiples of 256 characters in length. They will get moved around in memory in an unpredictable manner and may become garbled. It does not matter what the dimensioned length is, only the actual number of characters in the string.

Should you buy Atari BASIC Rev. C if you have to pay list price? I have not found too many problems using Rev. A. There have been times when the computer locked, and I soon found the necessity of saving work on a regular basis. I have not found commerical software that needs BASIC running into problems.

A possible alternative is the Atari compatible BASIC published by OSS. It has all the bugs fixed and has quite a few enhancements. It will cost you about twice as much as Atari BASIC but may be worth it depending on your needs.

Library/Floppy Update

NATE HOOD

Well here I sit, scratching my head, trying to figure out how Trey talked me into becoming the Software Chairman. It was probably because I told him that I'd take the job... Well since I did take the job I better stop talking and start typing.

THE AUGUST FLOPPY OF THE MONTH!

ALARM CLOCK

Have you ever wished that your computer could let you know when it's a certain time... say to wake you up in the morning? Well here's the program that'll do it for you!

ATARI 400

This neat little program will draw a great picture of an Atari 400.

HYPNOTIC

It's a box... It's a diamond... Hey that's pretty neat!! Watch all of your friends say that when you show it to them!

LOCKOUT

Protect those valuable disks by using this program to hide your secret sectors. Is this how Trey got zero free sectors!?

NUTRITION

If you're a calorie counter you'll love this program. It will tell you all that you ever wanted to know about your favorite food. When you come across a food that it doesn't have, just enter it into the list of foods that it does have... very easy.

OLYMPICS

A neat little graphics program for the 1984 Olympics.

SABOTAGE

It finally made it!!! Due to last minute changes in the July floppy, this program ended up on sector 721... sorry about that. It's here this month so you're going to have to prepare yourself for battle again.

SHELL

Tired of shooting aliens from Mars? If you are you can play the age old game of trying to guess which shell the ball is under... if you like to shoot aliens stop reading this and boot the back side of the floppy!

TIAPAN II

In this quest you'll have to trade with the Orient and attempt to become a millionaire. This game has graphics too. -Nice touch-

TEST GTIA

A neat little graphics demo to show off the GTIA.

DOCUMENTATION READER

This program lets you read the doc's for the programs on this disk. You must type the device that you want to use.

TIMES TABLES

A nice program to help young children learn their multiplication.

And now what you've all been waiting for...

The back side!!!

The back side of this disk is totally machine language. You must remove the BASIC cartridge before booting the back side.

AMBUSH

"This is Commander Klutz of Cosmic Cornies. We're under heavy attack by the Green Gangsters, Vicious Vees, Ferocious Faces, and many other attacking aliens!! What do we do?!?!"

"This is Sergeant Seaweed from the Moonbase Moonies... A start would be to try to shoot them."

This game is GREAT!!! It's one of the most challenging games that I've played in a long time!

BATTLE ROOM

In this 2-4 player game you, the good guy (with the Atari), must battle the bad guy (the one with the Commodore-Yuuuk!!). The object is to run to the other guy's computer, steal his disk, and then return to your own computer. Use 'DOCREAD.OBJ' to read the documentation for this file.

HOLLYWOOD MEDIEVAL

Here's a nice graphic and sound demo. When you get tired playing all the games on the back of the disk, you can boot this program and relax. You don't run across programs like this very often.

PINBALL DAN

Just like we said, a pinball machine a month. This one will keep you entertained for hours.

SATURN

This program draws a quick picture of Saturn.

That's it for this month.

See ya at the meeting!

Sorry about not crediting you contributors for the programs that you donated, but with all the confusion from me becoming software chairman the list of names was lost. I will try to give credit to those whose programs get used in future floppys.

Our Next Meeting

in one VLSI (very large scale integrated) chip. We may see these in the new machines.

We will be having a booth at the BYTE COMPUTER FAIRE at Brooks Hall in San Francisco on September 6 through 9. We will be part of a 24 foot booth on the main floor along with fellow ACE groups ABACUS and Bay Area Atari Users Group. If you are interested in helping us run this booth, please give Trey Pitruzzello, Jim Hood, or myself a call. Our phone numbers are listed in the newsletter. This is your chance to finally get involved with the SLCC and have a good time as well (not to mention free tickets we hope!) There will also be some discount tickets available to the club, with additional discounts being given to Byte Magazine subscribers. This will be the third Byte Faire, but the first to come to San Francisco.

Software Review

SGT. SLAUGHTER

Once again, from the depths of The (closed for remodeling) Wolves Den, comes another fine software review from the notoriously talented Sgt. Slaughter!

Hello Gamers!

Well, after a month of hiatus because of school and whatnot, I return to you with 3 new reviews and a purpose! Yes, a purpose! Every month from now on, I think I will do 2 good and 1 bad piece of software from a major company like Synapse, Broderbund, Electronic Arts, etc. I will try to find the 3 most current pieces from these companies. If nothing new has come out in a while then I still have a few special tricks up my sleeve to keep things interesting. You, the reader, can tell me what you want to be reviewed (but it's easier now because all you have to suggest is the software firm). I really do want to have feedback on my articles so I may become a better reviewer!!!!! (Ed. note: Sgt. Slaughter can be contacted through The Wolves Den BBS 895-5706 or Boot Hill BBS 588-1696)

This month's firm will be....Parker Brothers. The 3 pieces of software will be: James Bond, Gyruss, and Star Wars.

Parker Brothers has long been regarded the king of board games with such big hits as "Monopoly" and "Payday", but only recently has it dabbled in the computer and electronic game market. Parker Brothers' first entry in the video game market was with the 2600 game consule. They had some very big sucesses, among them Frogger and Popeye. Recently these titles and others have been appearing in home computer format for the Atari home computers in general. The one noticable thing about all Parker Brothers games is that NONE of the titles come from an original idea. All of the games except for James Bond is from a major arcade hit game and the game James Bond is based on the famous spy character from the movies (I don't consider this original).

James Bond

After seeing the title screen for this game, I must admit I had high hopes for it. James Bond is no slouch in the high tech, souped-up-action department, as can be judged by seeing one of his movies. The game however, falls backward in almost all attempts to be enthralling, captivating, or even remotely based on the character of James Bond. In fact, a better title would have been "The Adventures of James Bond's Car" because that is all you see in the game except for a brief glimpse of a shadow waving at you before it gets in the car and zooms away.

The game involves the famous Lotus sports car that James Bond used in "The Spy Who Loved Me". It has been super-modified so that at a command it can go under water for brief amounts of time or fly by either pulling down or up on the joystick. Pressing the button once enables the car to unleash a surface to air missile in a 45 degree angle.

Pressing the button again causes a bomb/depth charge to be released. To become a Master Spy, you must face 4 missions: Moonraker, The Spy Who Loved me, Diamonds are Forever, and For Your Eyes Only. Each mission has different endings: capture a submarine, rescue an escape pod, and survival for a certain amount of time. You are hindered by oil rigs, underwater spies shooting at you, helicopters and submarines, as well as mines and missile bases.

The game on the whole is far from satisfying. The basic layout is strictly "scramble-like" but at times you must duck or fly. The introductory screen is nice at first, but is long and very annoying to experienced players. There is no way to abort it, and many times I wish I could. Also the game screens are very loosely adapted to fit the movies on which they were based. All in all, P.B. had a good idea on which it could have made a great, original game. By sticking to the old hat, they simply made "another game".

Gyruss

Well, let it not be said that the programmers at P.B. didn't know their stuff. Their latest release, Gyruss, is really excellent. Basically, Gyruss is a Tempest/Galaga combination where the player must combat aliens that have taken over Earth. You start out as a space ship at the planet Pluto. Your mission is to get to Earth and save it from the aliens...one problem though..your ship can only get to Earth by planet-hopping, and each planet has a 3 warp distance. To get to warping, you must defeat all the aliens in your sector. When you arrive at a planet, you are given a "Challenging Stage" or rather a skeet shoot where the aliens don't attack, but if you shoot all the aliens in that sector before they escape you get 10000 points. The basic controls of Gyruss are: if you move left or right you revolve in a hemisphere like a "U". If you move up or down, you move in a hemisphere of "C". You start out with a single fire cannon on your space ship, but at times 2 space ships will show up carrying a mine in the middle. If you shoot the mine, then you are awarded double fire(it makes the bonus stage much easier). I have never gotten to Earth(2 warps from it). I am not sure if anyone has been to Earth...If you have, tell me!

The action of Gyruss is fast and furious,and although the enemy ship's graphics are not very good they are good enough to get the point across. The music, although it won't make the top 20, is nice and has a good tempo to make the game even more furious in tempo and action...This game had me coming back for more and more and more and more...

Star Wars

And now the worst for last. Yes, true arcaders will never forget the game of games last summer behind Dragon's Lair which was the ever popular Star Wars. It had everything. The TIE fighters, trenches, even tanks and towers. The 3-D vector graphics would often make a player actually duck when going through a tight squeeze with the catwalks. And who could forget the showdown with Darth Vader's ship, where you would send him spinning into space? Well, it seems to me that Parker Brothers could. The Star

Wars game is in one word: LOUSY. The game is totally uninvolving. The TIE fighter battle is bland. The Death Star blowing up is nothing more than a colored circle breaking into 4 pie pieces. The tower scene is boring and there is no feeling of depth in the catwalks. This game was purposely un-vectored(line graphics) because doing so would take up too much memory. By having filled in tie fighters and other omissions, P.B. was able to squeeze the whole game on a 16k cartrige, thus making it available to 600XL buyers. In doing so, they destroyed the game, making it unattractive to both 16k and 48k owners alike. Parker Bros. should have followed this old saying in the case of Star Wars..."One who tries to please everybody ends up pleasing no one." Which is true. The least Parker Brothers should have done is to make 2 versions like Datasoft did to Zaxxon...one for each memory bracket. In shaving off features to save memory, Parker Brothers has ended up making Star Wars BALD!!

Well, those are my reviews for this month. Next month there will be more reviews on a company of your choice...so make sure I get your opinion in the form of a message so I can know what you want!!!!! Thanks everybody for making this review a sucess every where it is being shown and I can assure you that I will be making them for a long, long time.

At Ease,
Sgt. Slaughter

ATR 8000 SIG

BILL GEORGE

The ATR 8000 can run CP/M quite nicely. I'm typing this article using CP/M's Wordstar word processing program. One of the beauties of CP/M is all the excellent publice domain software available. One of the very best is a program called LU.COM. LU stands for Library Utility. It was written in C by Gary Novosielski. He can be reached at (201) 935-4087.

Here are LU's main features.

1. LU compresses files.
2. LU keeps a group of files under one file name.
3. LU simplifies file transfers.
4. LU reduces telecommunication file transfer time.

LU copies files of your choice into a library file. The programs are copied contiguously into a new library file created by LU. You will find that the LU-created file will be smaller than the sum of the file sizes by about 400 bytes per file. These savings occur because CP/M allocates file space in 1K blocks (or on some machines, 2K) per file. LU also creates a mini-directory of the files within the library file.

One of the main reasons I like LU is that an entire set of files exist under file name. This makes cataloging the files much simpler.

When transfering a library file only one PIP command needs to be issued. This is quite nice when there are lots of files within the library. In addition the latest version of LU does a checksum on each file as it is created in the library file. LU stores that checksum in its directory and verifies that it hasn't changed when the files are extracted.

You modem people will really like LU. Instead of transfering tons of files, only one (long) file needs to be sent. The smaller files also save on telephone bills. A good technique is to squeeze files before putting them in the library. This will result in the greatest space savings.

Here is a summary of the LU commands:

-A Add files to a library.

-C Close current library.

-D Delete files from a pre-existing library files.

-E Extract files from library (to default drive.)

-L List files in the current library.

-O Open a new library file (you choose the name).

-R Reorganize a library (when deleting files within a library causes wasted library space).

-U Use new default drive/user number.

-X Exit from LU.COM.

LU.COM has become so popular that other utilities are springing up that make it easier to use library files. Ordinarily you cannot get at the programs in a library file except by using LU.COM. One such program that helps you get around this is LRUN.COM] This utility will allow you to execute a program residing in a LU-created library file. This can be useful on your main utilities disk. Put all the (typically small) programs in one library file, then execute them using LRUN.COM.

Another LU-relating utility is LDIR.COM. This program will display the internal directory of a library file. A new utility, LSWEEP.COM acts somewhat like SWEEP.COM, except that is works only with library files. LSWEEP.COM allows you to view the directory, list files to the screen (even squeezed files) and extract files within the library file.

The documentation (in a disk file) for LU is 11 pages long and is quite good. It runs under CP/M 2.2 and 3.0.

Software Review

LARRY OLIVER, BLACKHAWK
A.C.E.

TOP-DOS By Eclipse Software

I have been testing the new Top-Dos from Eclipse Software. I recieved one of the very first copies of the Dos about a week before the ad in April Analog was even out. The technician at Trak told me that they were testing Top-Dos and going to offer it as an option with their AT-D2 disk drives, and standard with the AT-D4 model. With his encouragement, I ordered one for myself.

I now think Top-Dos is fantastic, and quite possibly the reason why I like the Trak drive so well. They work good together. You can easily manage copying from single to double density or back the other way. A single command, for example, "S 2D" will set drive 2 to Double Density. You can make Dos resident or non-resident, bypass the cartridge on booting Dos, turn the write verify on or off, set up command files to do a series of Dos commands automatically, set up a HELLO file that executes Dos commands at boot time, etc., etc..

Handling errors is make very easy with Top-Dos. For example, I was duplicating a disk from drive 1 to drive 2 when one file in the middle bombed. "Courting Crickets" happened to be the file. Checking the directory I found that Crickets was left open (not properly closed). Top-Dos marks open files with an "!" in front of the file name when you list the directory with the /B option (A D1:/B). The B stands for Both deleted and open files in addition to the normal files. Oh, by the way, all the Top-Dos commands can be entered on one line without hitting RETURN for the filespec, etc.. I then used the "U" Undelete command to bring Crickets back into the "real world"! I deleted it with the "D" command and compressed the directory wtih the /C option (A D1:/C). This got rid of the bad file completely. I then finished duplicating the disk by typing C D1:*.*, D2*.* Top-Dos quickly asked if I wanted to delete those that copied successfully. I typed "N" and it proceeded to copy Crickets and finished copying the rest of the disk. When I was all done I entered "A D1:/A,P:" to alphabetize the directory (/A option) and send it to the printer.

As you can see, I have good reasons to highly recommend Top-Dos!

Mr. R.K. Bennett, the author of Top-Dos, told me over the phone that he considered the Atari computers the most powerful and reliable home computers built in their price range. In his words, "Atari's Screen Editor has some remarkable capabilities that are not available even on large computers." And "Top-Dos has many sophisticated features not ordinarily found in a Dos for a home computer."

Logo SIGnal

LOIS HANSEN

This column will compare Atari Logo to Apple and IBM Logos, all of which were written by LCSI (Logo Computer Systems, Inc., of Montreal. I'm sorry, I'm not familiar with their Logo for the Commodore 64.)

There are two parts to Logo although most people are only familiar with the first part, Turtle Graphics. The second part is called List Processing (sometimes called "Baby Lisp") because it comes from the venerable artificial intelligence language, Lisp. The commands are more like English and it is an interpreter, not a compiler. Atari Logo is clearly superior to Apple and IBM in Turtle Grapics but inferior to them in List Processing. Does this mean you don't want Atari Logo? I don't think so for this reason: Turtle Graphics is the door to Logo. It is where everyone, adult or child, begins. Also, most of the missing commands can be created by you when you get into Advanced Logo, and we still have twice as much workspace as Apple II. Since you bought an Atari, you probably like games and you have a better chance of writing Logo games in Atari than in Apple or IBM because Atari has four turtles, setspeed animation, 15 shape registers you can define for the turtles, and a built-in, 22 point collision-detection system. This means that after you teach turtles to draw a square, a triangle, a house and a town, you will be able to create satisfying, complicated graphics projects that will give you a much more sturdy foundation in Logo than you could get from Apple or IBM Turtle graphics.

I have just been taking a UC Extension course in Advanced Logo, and I want you to know that List Processing is hard!! Also, there are no books on it. Things don't work, and without a teacher or mentor, I would give up. Every night I translate my IBM Logo to Atari, and if you count cheating by using your disk drive, you can do almost everything on Atari that IBM does.

But my point is, if you buy Atari Logo now, or by Christmas, you will probably not be ready for List Processing for a year afterwards. That means you will have plenty to do with your Atari (not to mention your software) for a long time to come while we wait for a worthy successor to appear.

I'd like to challenge all the Atari Logo users in or out of the LogoSig to begin work on games in Logo, whether an original concept or a "clone" of another game you like. Next meeting (August 15) we can compare our progress, and by Fall we might have something to show off at the general meeting, and/or put on the DOM. All are welcome at LogoSig, especially women and children. Please phone me for directions at 482-2222 (Oakland).

SUN	MON	TUE	WED	THU	FRI	SAT
✷ ✷ AUGUST 1984 ✷ ✷			1	2	3	4
5	6	7 8 pm MAIN MEETING S.L. Library 300 Estudillo Antic Magazine	8	9	10	11 7 pm MSIG/GAMEROOM for info call Phil 351-2208
12	13	14 8 pm ASSEMBLY SIG for info call Bob 352-8118	15 7 pm EXEC. BOARD closed meeting	16	17	18
19	20 8 pm Newsletter Deadline for info call Ron 537-3183	21 8 pm BASIC PROG. SIG for info call Mike 482-5061	22 7 pm LOGO SIG for info call Lois 482-2222	23	24	25 8 pm SOFTWARE/ ATR8000 SIG for info call Bill 538-2449
26	27	28	29	30	31	(coming up) SLCC BOOTH "BYTE SHOW" Brooks Hall SEPT. 6-9

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PHIL MITCHELL WINS AGAIN !!!

Since no one bothered to enter
the calander contest for July,
no prizes will be awarded.
     So next months prize will be
two boxes of dysan disks, and
if no one enters again..phooey

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♥ THANKS FOR THE FREE DISKS ♥

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. Please don't call the above names after 9:30 pm.

**** FOR SALE ****

800 Computer 48K	: $175.00
400 Computer 16K	
w/o power supply	: $ 40.00
Call Tom at 276-4466	

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800 Computer	: $200.00
Printer & Interface	: $350.00
Percom Slave Drive	: $195.00
Printer Cable	: $20.00
Call Dan Chun at 471-9286	

#####

800 XL Computer	: $180.00
Call John Mavis at 489-9525	

Two 810 Disk Drives w/o case: $200.00 ea.
Call John Manning at 276-2615

#####

Atari Letter Quality
1027 Printer : $250.00
Call Bob Pratt at 846-1668

**** 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

***** NEW SIG *****

Anyone interested in joining a Forth SIG please call Pichit Sakultanapanich at 681-0888.

**** NEW MEMBERS ****

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

Pichit Sakultanapanich
Conrad Carlson
Richard Senzig
Darryl May

S.L.C.C. JOURNAL

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

15370 Tropic Court #35
San Leandro, CA 94579

TO:

85/04/30 186

NEXT MEETING:

August 7   8:00 pm
San Leandro Community Library

SPEAKER:

GARY YOST
Manager, Marketing Support

from

Antic
The **ATARI** Resource