

S.L.C.C. JOURNAL

September, 1984

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

President's Report

TREY PITRUZZELLO

SEPTEMBER has arrived, and what a busy month it is for everyone!! Families are home from vacation. The kids are back in school. (Mom's breathing a sigh of relief!) Our young adults are making their yearly migration back to the ivy covered walls of their dear old Alma Maters. Yes, September is a hectic time for most, and it will be a busy one for the San Leandro Computer Club as well!! We expect our meeting attendance to rise as folks return from their travels, and we expect a spike in our New Member Roster too!! Plus, we have an activity studded month planned that's sure to keep you hoppin'!

We'll start the month off with our General Meeting on Tuesday the 4th. Tom Bennett, our fantastic Program Director, has persuaded the famous Mr. Bill Wilkinson to return for an encore performance as our honored guest speaker! This meeting is sure to be most informative as well as lots of fun!!

Next on our busy month agenda is the BYTE MAGAZINE COMPUTER FAIRE to be held at Brooks Hall in San Francisco, September 6th through 9th. Byte has asked us to man a booth and represent the Atari Users Groups. With a show of Brotherhood/Sisterhood and down-right togetherness we will be joined by Abacus and the Diablo Valley A.C.E. in a fantastic representation of the areas finest Atarians! DO plan to attend. The Bart "City Center" station is right across the street from Brooks Hall, so transport is easy! If you'd like to help out at the booth for an hour or two, let us know. We still have some time slots open! Call Tom Bennett, Jim Hood, or myself to sign up!!

Last but never least on our GREAT September agenda is..... The First Annual SLCC FAMILY PICNIC!! Starting at noon on September 22 at Lake Chabot this party will prove to be the Gala Event of the Year!! Bring the kids! We're going to have a great time!! Don't miss it!!!!!! Yes Virginia, lunch will be provided!!

SEE YOU THERE!!

From The Editor's Desk

RON SEYMOUR

September is here and that means that summer is coming to an end, but not the fun. There is only one way to send out the summer and that is with a super picnic. If you were at the last meeting, Trey Pitruzzello was talking about a club picnic. Well the day for that is just around the corner on the last day of summer, which is September 22. The S.L.C.C. will hold its first picnic at Lake Chabot at 12 noon, which will run about four or five hours.

The club will be handling the items that make a picnic. It will be bringing the meat (hot dogs, hamburger), buns, heat, condiments, chips and sodas. You only have to bring you and your family and some sort of sports equipment, to be used by the other members.

There will be a sign-up sheet at the door at the September meeting. With the help of the membership, this event could be a great club function. If you have any ideas or would like to help in any way. Give Trey a call at 483-6098 or myself at 537-3183. I hope to see a real large turn out at what I think will be great time for all.

September also means the beginning of a new school year, and the kids are over joyed. Well maybe not over joyed, but anxious. A lot of this depends on the family and how education is approached in the household. Parents play a large role in the building of a foundation that will last for years to come. The Atari can be used in conjunction in helping build the learning skills of the child.

There are many learning programs for all ages and subjects. They range from pre-school to high school, in all levels of difficulties. The Atari can help in the development or enhancement in art, music, reading and writing skills.

One of the many strong points of the Atari is in educational materials. There are many programs that deal with the growth of knowledge for students of all ages. Selecting the right programs that will enable the child to enhance their scope of knowledge is very important. If you know of or have used any good educational programs give me a call. That way we can inform the club of the programs that are good and can benefit them.

This month you will also find a questionnaire in the newsletter. You might remember filling out one when you

joined. Well that questionnaire is slightly outdated, and was in need of some changes. A revised version was created to help in fully understanding the membership and what you need from the club. Please try to fill out the questionnaire by the October meeting, because that month we will have a raffle using the questionnaires as entries. If there are any questions that you don't want to answer, pass on them. The Questionnaire was put together by our Treasurer Jim Hood.

Another item that is on the fire. It is a magazine containing the best of newsletter programs and articles. The submissions would be taken from around the country. What better way to see just what the Atari User Groups are doing with their computers. This idea came about through the collaboration of Tom Bennett, Trey Pitruzzello, and myself. If any one of you would like to submit something, or help, call me. This is something that won't just benefit our club, but other Atari enthusiasts as well. We hope that this magazine could be ready for a Christmas or beginning of the year publication.

As you can see, and read, there are many ways that you the member can get involved. I look forward to your suggestions and help with these and other club projects. Remember there is still a great need for assistance in the publication of the newsletter. So like I have said before, call me, or see me at the meeting. Until next issue, happy computing to one and all.

THANK YOU

JOHN MANNING
AND
DIANA BEAUDRY

For your generous help
in the past for the printing
and collation of the Journal!

You have helped make the Journal
a very respected ACE newsletter!

SINCERELY,

THE STAFF OF THE
SLCC JOURNAL

S.L.C.C. JOURNAL

The Newsletter of the San Leandro Computer Club for Atari Microcomputers

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. 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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JOURNAL SUBMISSIONS

The SLCC Journal will accept any articles written by members on any topic found pertinent to the club. We will accept articles in any form, although we would prefer articles be submitted on Atariwriter files. The following Atariwriter parameters are used:

B12 D1 G2 I5 J1 L10 R44 S2 T2 Y132

Vice-President's Report

PHIL MITCHELL

Anyone who knows me will tell you that I am a man who seldom pulls his punches, if you do something, you better be prepared to be responsible for your actions, good or bad. With this in mind here comes another blast of hot air from my Atariwriter, so batten down the hatches and prepare for a tropical storm.

First some news, At the last meeting I told everyone that I'd reveal the purpose of the raffle in the newsletter and here it comes. Most of you knew about our two friends from Germany, but few knew about the bad things that happened to them in this great country of ours like getting robbed, not once but twice (never trust anyone in New York) and when I met them they were sleeping outside in parks with little to eat and no money, but they did share a fanatical interest in Atari Computers. If not for the efforts of some of our club members they would have had the worst possible impression of this country and an even bleaker vacation. After many nights of learning previously impossible things to do on the Atari was child's play if you spoke German, the real story of their trip was told to me and I felt someone should help these guys. Of course the executive committee was extremely negative about tossing any table scraps to even say thanks to these guys until newsletter editor Ron Seymour and myself offered to donate some of our better programs if the proceeds would be given to Rudi & Ralpheal. Since this wouldn't drain our "embarrassingly large" treasury we got the go ahead. We raised a total of \$65.00 for the guys who were at our last meeting to see a real American computer club, and I hope you can see why I thought it would be cheap to make them feel like charity cases by embarrassing them in front of the membership. Thanks to the club for supporting the raffle and making me proud of the SLCC again.

My choice for Humanitarian of the Year goes to John Manning, who let them stay at his house and fed them most of the time (of course his computer knowledge benefitted). But he made a great sacrifice and I couldn't be more proud of a club member, or a person. Honorable mention goes to Ex-President Bob Barton who taxed the guys all over town and asked me if maybe we couldn't do something for them. Thanks Bob. Newsletter editor Ron Seymour also gets a most Honorable mention as he donated one of his favorite programs to help the cause. Then comes all who attended the Chuckie Cheese party, and the Great America Expedition. All in all I think we saved their vacation, and the tearful good-byes when they left was proof that we indeed made friends. I'm sure that the SLCC has an excellent reputation in Germany thanks to the effort of a few good club members as well as just good human beings. As for the rest of the "What did they do for us?" guys out there, you get the first PHOOEY of the column.

PHOOEY number two goes out to all of you who entered the calendar contest. For the second month in a row no one entered a calendar so I get to keep the Two boxes of DSDD Dyan disks that were the prize and promise never to ask for another calendar. I've been doing the thing for almost a year now and would have appreciated a break, but I guess that's how the calendar crumbles. PHOOEY fits my feeling nicely.

NE-GLECT (ni-glekt') tr.v. 1. To ignore or pay no attention to; disregard 2. To fail to care for or give proper attention to 3. To fail to do as through carelessness or oversight.

Once again, I'd like to bring up a subject that many of you might think is unimportant, but think for a second what this great club of ours would be like if 4 or 5 certain people quit, imagine a main meeting with no guest speaker, or if we didn't have a disk of the month because no one had the time to make one, notice the quality of the newsletter you're reading, it's one of the best in the country (I worked for Atari, I KNOW), but it could easily disappear if one or two people felt they were being taken advantage of. SIG meetings could dwindle because of small turnouts of members (many have no turnouts at all). Just as no one entered the calendar contest, or the vide-o-lympics (imagine an Atari club that can't get enough people to have a video game contest). I could continue for pages on what just a few members do to maintain the club for the membership, but I hope you get the idea.

Now there are several things coming up within the club that need your support, like the Byte Show booth, and the club picnic that need members to help participate. Two meetings ago I announced to the club how important it was, especially considering Atari's current situation, that we keep the club going and how we need to pitch in and help one another, after all that's the purpose of the club. To sum it all up, if your computer is important to you, the software, the exchange of information, the hardware modifications, and you are currently enjoying the reputation of being the best Atari club in the country I urge you to volunteer some time and make an effort to help others the way others helped you when you needed it. Otherwise we may just fade away.

As I proof read this article, I feel like I didn't blast enough, I had originally intended to use an atom bomb to make my point. I guess I'm getting soft in my old age, but wait till next month's Hurricane.

Our Next Meeting

TOM BENNETT

Bill Wilkinson.....there is so much that can be said about this individual. Bill is a well known Atari authority, an instrumental contributor to the success of OSS software, monthly columnist (the Atari voice with "Insight: Atari)for Compute, THE Atari Computer Enthusiast.....and he will offer his wealth of "insight" to the S.L.C.C. at our September 4th meeting. Not only will he demonstrate the powerful OSS packages, but may also share with us the latest on the new Atari!

The last time he came to our meeting, we had the opportunity to preview an unknown program called "Action", with unquestionable programming power. Shy SLCC'ers asked for his autograph, and our modestly small group doubled its normal meeting size that month. That August of last year was the start of the tremendous growth of the SLCC, and I might say, my first month on the job as the club's program chairman.

Which brings me to the main topic for this month; the need for some new blood in the SLCC. I have found the program chairman position to be very, very interesting and fun. You get to talk to the "big" of the Atari world; the Wilkinsons, Crawford and Tramiels. But with the many hats that I am wearing for the club (silent assistant editor, computer show coordinator, newsletter exchange, and group buy coordinator), I think that I need to lighten the load just a bit. Thus the sign goes up:

WANTED:

SLCC PROGRAM CHAIRMAN

REWARD:

GREAT SATISFACTION AND MUCH WORK!

Now do not worry, I am not going to bow out unless we get a replacement. I am still working on a return visit by Chris Crawford in November and the Tramiel meeting, but I would like to hand over the reins beginning in December or January. The job comes complete with an extensive contact list that will make the job quite easy. Tell them you are the SLCC, name drop who has been at our club meetings in the past, and you got a guest speaker!

Back to this month's agenda. We have arranged to have all of the OSS best software at a very special discount. Kim Ellison and OSS have worked out an agreement to give us 40% off the current list price. The prices will be \$63.26 (regular \$99.99) for Action, Basic XL, MAC 65, \$51.12 (regular \$80.00) for C65 Disk, and \$22.37 (regular \$35.00) for BUG 65. These prices include the tax, and you must pay for your selection at the meeting in advance. The programs will then be ordered and distributed upon receipt.

We have a few other specials for sale through the disk

librarian. We have a very limited supply of Microsoft II (original board, replacement casing), book, reference cards and work-disk, all for \$16; the original Atari Word Processor complete with 3 disks, super binder (Ron Seymour is wacko about the binder), training tape, and docs for the price of \$11.00; Pilot cartridge the Pilot primer for all of \$8.00, and Conversational Spanish for \$8.00. We will probably have a sign up sheet for additional purchases at these prices, but you will have to come early this meeting to insure that you get one of the above.

Jon Loveless of Synapse will be our speaker in October. We will try to set up a special buy on the Syn-series, so watch for next month's newsletter.

We will also have discount tickets for the Byte Computer Faire, Brooks Hall, S.F., at the September meeting. Look for the big (24 foot) combined ACE booth on the main floor. We will have our usual diskette sales and directions to good Atari buys. We are looking for SLCC members who would like to get in FREE in exchange for a couple of hours of your time (plus a lot of fun)!

ET CETERA: My final contacts at Atari were swept a couple of weeks ago in another non-publicized 30% sweep. No new rumors to share this month other than that the "leased chips" rumor to Commodore was actually a Commodore coup of "stealing" Amiga from Atari. The lease rumor was only a "smoke screen" to dispell the many rumors that were floating around in the last month. Watch for futher info in your local papers on the long list of suits against and by Atari. There are probably more law suits going on than you and I will know of.

Assembly Line

FRANK DANIEL

Well, I guess it's time for my quarterly report again. (Meaning: Ron twisted my arm.... AGAIN!)

PThis month I'm going to try something new. Starting this month, and continuing each month thereafter, I will be writing a short tutorial on machine code and Atari OS. But more about that later. First let's get updated on the SIG.

Over the last few months the Assembly SIG has been delving into many interesting subjects, some of which are:

- Different methods of writing code.
- The differences between various Assembler/Editors.
- Mix Mode Graphics.
- Memory allocation systems.
- The FILE MANAGER SYSTEM (FMS).
- Device handlers.

The last two subjects in combination with an earlier study of the SIO (Serial Input/Output) routines, help us last time when we were given the use of a CORVUS hard disk for the meeting.

Which brings me to the subject of my first tutorial.

In this, the first of (hopefully) many tutorials, we will discover what, why and how a boot disk works. That way, not only will you be able to program your own boot maker (and save about \$20.00!!), but you will understand a little more about the Atari.

First, what is a boot disk? Well a boot disk is any disk that fulfills certain parameters set by the Operating System. All game, business and DOS disks follow these requirements. Now, you may ask "What does the disk need to be a boot disk?" Well this can be a little complicated, but I'll take a shot at it.

First, you will need to know a little about how the Atari operating system handles a device.

The computer needs to know how to do six operations. These routines are as follows:

Open This routine sends the device all the commands necessary for initialization

Close This routine makes sure there is no outstanding operations. If there is this routine will complete them or abort them.

Get Byte Get a byte of data from the device.

Put Byte Put a byte of data to the device.

Status Get the status of the last operation or present condition.

Special This routine handles any device dependant commands.

There is a seventh operation, but it never gets used on non-resident device handlers.

Then the OS needs to know where these routines are that will perform these operations. To do this, a Vector Table has to be set up. All a Vector Table is, is the addresses, minus one, of all the operation routines shown above, in the same order.

Now that the vector table has been set up, we now have to tell the OS where it can find these addresses. This is done by adding the device to what is called the Device Table. To this table we add the device name (ie. "E" for Editor), and the beginning address of the vector table.

Most of the devices are entered onto the device table by the Operating System through its 'POWER-UP' and 'RESET' routines. Devices covered by the OS include the Editor, the Screen, the Keyboard, the Printer and the Cassette.

You probably noticed that there is a missing device on the list above. As a matter of fact, a very important omission (particularly to this tutorial). The operating system does not put the Disk Handler onto the device table. DOS, or an abridged version of DOS, takes care of that and all of the rest of the housekeeping for the Disk.

Now you may ask, "If DOS, rather than OS, puts the disk onto the Device Table, then how does DOS get entered?". Well, the answer to that jewel is...

CONTINUED
NEXT MONTH

Library/Floppy Update

NATE HOOD

Well as you all probably know by now, this is my second month of making (or a least trying desperately) to make a great Disk-of-the-Month. It's been two months and I still can't figure out how Trey got the disks to 'float' or 'jump happily' into the disk drive. I think that Trey is just plain lucky... or else he's been smoking funny plants and he just thinks that the disks do all these wierd things! One thing that I do know is that we have a great (I'll settle for good) disk this month this month.

DOGGIES

You'll get a chuckle out of this one if just watch it. The object of the game is to move all of the dogs from one side of the screen to the other in as few moves as possible.

OCT

I don't know why it's named "OCT" but I can tell you that it's a great GTIA demo... When it first boots it looks really stupid, but after a few seconds you will see why I put it on the floppy, it keeps getting better and better and better....

PINK PANTHER

A neat sound/graphics demo... not much to explain... just load and listen.

PROTECT

This utility will protect all of your basic programs making them impossible to read when listed. If you want to see what it does to a program just list this one. Used with last month's "LOCKOUT" you should be on the way to copy-protecting your disks.

SMOKEY

You play the role of "the bandit" as you race across the United States trying to beat the world's record.

CLUES

Here's a neat little game where you try to find the hidden square in as short a time and as few moves as possible.

MONSTER COMBAT

In this adventure game you try to get as many treasures as possible without loosing your life!

FUN1

This month's pinball game. I did this one myself so you know it can't be too bad. This one is easy so that you will be able to sharpen your skills for my next creation!

SOUND

Create some strange sounds from the internal speaker. If you have a sound that you like you can save it to disk to use in your own programs.

Well, that seems to be all for this month. Hope you enjoy the floppy.

Secretary's Report

PAUL GIFFORD

San Leandro Computer Club
General Meeting Minutes
August 7, 1984

8:03 Meeting starts (will it ever start at 8:00?), and Trey starts off by telling a fable. He talks about the new format the general meeting will follow, the questionnaire to be found in your newsletter this month, the club picnic (a shock to us officers), and the great new club BBS run by Mike Sawley.

8:14 Tom Bennett takes control and announces we will have Bill Wilkinson next month, and Jon Loveless from Synapse the following month, after which Tom bursts into flames.

8:17 Gary Yost from Antic magazine starts to talk about Antic magazine and what it is doing for user group support (not cut rate subscriptions, that's for sure). He doesn't mention much rumor-wise about Atari, just something about an enhanced 800XL (maybe 4 joyports?). Yost then starts his Antic Magazine Commercial...He talks about linking Antic with user group leaders through either Compu-serve or The Source, the future of Antic, the next issue of Antic, the Antic magazine disk, and other new Antic products (Antic T-shirts, etc.). He then talks about Antic's attitude to readers and user groups. He asked for us consumers to write our favorite software houses and distributors telling them we support them and don't forget us Atarians! A listing of Atari service centers will appear in Antic soon, and possibly a listing of Atari user groups.

General chaos, BREAK!!! Remember, disks go on sale before meetings now too, so avoid the lines! Meeting breaks up at the usual late hour...

One question before I end...Does anyone read this column? If so, come up to me at the meeting and say 'Paul, I read your column', or 'Paul, I use your column to line my birdcage'. Thanks!

Guest Input

ROUGE

Yet another new talent from The Wolves Den shows his face...

ATARI WRITER WITH EPSON PRINTERS

By: Rouge

Although the AtariWriter cartridge was made specifically for use with all 4 Atari printers, it is difficult to use by people who have different printers. To use AtariWriter with an Epson printer, choose option 3 (when printing), "Atari 820". If you don't do anything more than this, you will get 80 columns in normal font on your Epson. However, the Epson will not respond directly to the print commands from the AtariWriter program. To access certain

features of the Epson it is necessary to send control codes by a different means; this is the task at hand.

The process is to press CTRL 0, which sets the system up to receive a control code, followed by a decimal number. Since almost all of the Epson codes must be prefaced by an ESC character, and the decimal equivalent is 27, you will enter: [CTRL] [0] 27 and then [CTRL-0] followed by the specific decimal command code. If several print modes are to be combined, enter the whole first code followed by the whole second code. Using this method, you won't have to buy that expensive printer driver program from APX. Also, every feature of the Epson can be utilized, including subscript and underline.

REFERENCE CHART FOR EPSON PRINTERS AND ATARIWRITER

Compressed Mode:

On - [CTRL-0] 15
Off - [CTRL-0] 18

Double Strike Mode:

On - [CTRL-0] 27 [CTRL-0] 71
Off - [CTRL-0] 27 [CTRL-0] 72

Double Width Mode:

On - [CTRL-0] 27 [CTRL-0] 87 [CTRL-0] 1
Off - [CTRL-0] 27 [CTRL-0] 87 [CTRL-0] 0

Emphasized Mode:

On - [CTRL-0] 27 [CTRL-0] 69
Off - [CTRL-0] 27 [CTRL-0] 70

Italics Mode

On - [CTRL-0] 27 [CTRL-0] 52
Off - [CTRL-0] 27 [CTRL-0] 53

Subscript Mode:

On - [CTRL-0] 27 [CTRL-0] 84 [CTRL-0] 1
Off - [CTRL-0] 27 [CTRL-0] 72

Superscript Mode:

On - [CTRL-0] 27 [CTRL-0] 84 [CTRL-0] 0
Off - [CTRL-0] 27 [CTRL-0] 72

Underline Mode:

On - [CTRL-0] 27 [CTRL-0] 45
Off - [CTRL-0] 27 [CTRL-0] 45 [CTRL-0] 0

Line Spacing 1/6": (Default Mode)

On - [CTRL-0] 27 [CTRL-0] 50

Line Spacing 1/8":

On - [CTRL-0] 27 [CTRL-0] 48
Off - [CTRL-0] 27 [CTRL-0] 50

Line Spacing 7/72":

On - [CTRL-0] 27 [CTRL-0] 49
Off - [CTRL-0] 27 [CTRL-0] 50

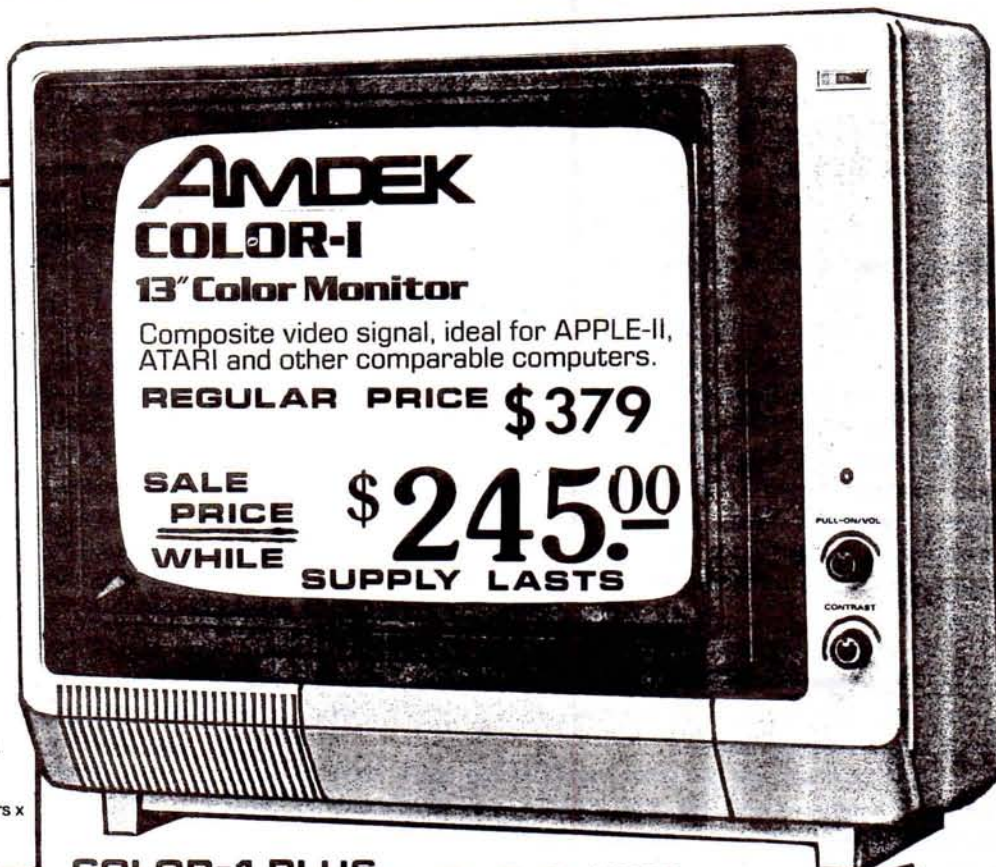
System Reset and New Top of Form:

[CTRL-0] 27 [CTRL-0] 64

3E SOFTWARE & SYSTEMS

SPECIFICATIONS

CRT	13" (33cm), 90°, In-line, 370FVB22
POWER SOURCE	AC 120 ± 10%, 60Hz
POWER CONSUMPTION	65W
INPUT SIGNAL	Vs 1.0Vp-p (sync. negative)
AUDIO INPUT	0.5V r.m.s., 1.8k ohms
AUDIO OUTPUT	2W
SYNC. SIGNAL	Horizontal: 15.734kHz Vertical: 60Hz
SCAN FREQUENCIES	
DISPLAY SIZE	245(W) x 185(H) mm
DISPLAY TIME	Horizontal: 42.0 sec. Vertical: 12.1m sec.
RETRACE TIME	Horizontal: 11.0 sec. max. Vertical: 0.9m sec. max.
RESOLUTION	Horizontal: 260 TV lines Vertical: 300 TV lines
MISCONVERGENCE	Center: 0.6mm max. Corner: 1.2mm max.
DISPLAY COLORS	7 colors minimum (red, green, blue, yellow, cyan, magenta and white)
RECOMMENDED DISPLAY CHARACTER NUMBER	960 characters (40 characters x 24 rows on 5 x 7 dot matrix)
WEIGHT (net)	11.6kg, 25.6 lbs.

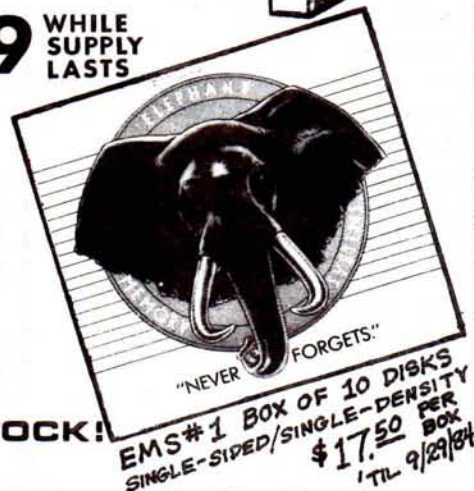


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Software Review

SGT. SLAUGHTER

Hello gamers!

After being away all summer on vacation, I am finally back to the keyboard to start reviewing programs for you again. For those of you that would like to see my reviews every month as soon as they come out, you can call my good buddy Aare Wolf at The Wolves Den: 415-895-5786. They should be up at around the first of the month if I can get around to doing them. Please keep telling me what you think about these articles! I can use all your criticisms!!!!

Now for a spot of bad news before I go on. I have decided to abandon the idea of doing 2 or 3 pieces of software from selected houses due to the lack of quantity each house puts out in a month. You can be assured that I will keep writing on the newest things as soon as I get them, and I will try to keep the column up in the SLCC for as long as the good folks at the club will let me.

Ok, now here's the beef for this month's column. The Olympics have left L.A. for 1984 and no one can even guess when they will return. But they did leave us plenty of Olympic games for us on the Atari to play! I am talking about games like Track and Field, Summer Games and Decathlon. Sports mania is here game fans... Lets be a part of it!!!!

The first of the sports trio I will review is Track and Field. This was the first of the multi-game olympic games to come out this summer, based on the blockbuster video game by Konami, produced by Atari.

Track and Field has six track events in one game. These are the 100 meter dash, long jump, javelin, hurdles, hammer throw, and the high jump. One must compete through each event to get to the next, and he must qualify in each one in order to score and to play further. This is an unusual twist, because the other computer sports games of this genre require no qualification and you can select the events. After a while, though, you will find that you can breeze through many of these events, and even set worlds records! The action in Track and Field is quite simple at first. Simply move the joystick left and right (fast!!) to get the man running. The faster you move it, the faster he runs. On the other events that require throwing or jumping, the button needs to be pressed. On everything except the hurdles, the button sets an angle of throw. The longer it's held down, the greater the angle. I have found that about 45-55 degrees is ideal to break most records. A friend can play too, and in the running, he can play above or below you, while in the other events you switch turns.

All in all, Track and Field was a very captivating game, where I felt compelled to compete until I set the world's records or I got blisters from moving my joystick so much! The only problem lies within the hammer throw, where it is simply luck whether you throw it or not. Hopefully Atari will iron this out. Its got a winner here.

Well, My friend with a Commodore 64 is always trying to prove to me that his computer gets better games than my Atari 800. In fact, when I saw Summer Games first on his

computer I was almost ready to give in! Now, lucky for us Atari owners, Epyx has now released the Summer games for us too! I can barely think of a game that more captures the spirit in the games. It has opening ceremonies (which, much to my friend's contempt, you can't interrupt), themes and flags for all the countries competing- 18 in fact! No one can feel left out (unless you are from Tanzania, sorry)! There is a hall of fame where world records are held and medal awarding ceremonies for the winners of the competitions! As for the 8 events that come on the package, each one is a work of art and style that only the finest programmers at Epyx could turn out. The gymnastics, diving, skeet shoot and pole vault are my favorites. The gymnastics require vaulting over a horse and pressing the button at the right time to get enough power during the release of the horse. The player must pull the joystick up to get into a tuck and pull down to land. A very tough act to do, but once you learn it you can get big points on the scoreboard. The diving requires moving the joystick to the right to go into a tuck and then pulling up to get out into a straight form. The more you are in a tuck and the smoother you enter the water, the higher the score you will get. I find that pulling out at the last possible moment will reward with the maximum amount of points (my overall score was 663.45 for 5 dives!). The running dash is like Track and Field, but the relay requires pulling forward to sprint, back to coast. You must really have strategy to win that one! The swimming requires the most concentration of them all, because you must press the button just as your player's hand is about to hit the water, not an easy feat. You can have up to 8 players and you can compete in all the events or just one. You can also practice up on one event if you cannot get the knack (I usually end up doing gymnastics) which is a nice feature. If I can recommend one game that you buy this year, make it this one. You will probably play it till the next Olympics roll around...I know I will!!!

The last of the Olympic games to hit the market is Decathlon, by Activision. I hate to say this about any game, but I was really disappointed by it. Decathlon has 10 events, but most of them are very much alike, for instance the 100 meter, 400 meter, and 1500 meter run. Just having the 400 and 100 meter run would have been enough for me, but the 1500 meter run really pushes it. (it lasts over 3 minutes. of pure pushing the joystick back and forth...whew!) The shotput, discus and javelin throw are all very much alike and require the same skill. There is no angle set or any of these (I sorely missed that feature on the long jump), and I found myself scoring almost the exact scores time and time again. There just is not enough variety like there is in both Summer Games and Track and Field. In truth, the whole game could be boiled down to 4 to 6 events and still be a decent game. Wait for this one to go down in price (or even on closeout sale) while you are enjoying the other two games in this article. It just isn't worth it.

Well that wraps it up for this month's review. If you would like to see something reviewed before you buy it or if you just want to tell me what a good job I'm doing (ha ha) don't be afraid to drop me a line at the Wolves Den or tell Trey at the SLCC meeting and then he can tell me. Until then, goodbye and good gaming! At Ease, Sgt. Slaughter

BaSiC Info

MIKE SAWLEY

At the last main meeting, I was presented with a disk of programs by Jim Warren. He asked me to have a look at the programs and give him my comments. The disk contained quite a few programs, too numerous to list here, but they all had a central theme: DISK STRUCTURED BASIC.

The idea behind this structuring is not new. It comes from the fact that a lot of programmers are basically lazy. If this were not true, you would still see a lot of programmers working with slide rules (remember those things?) instead of their computers. Don't misjudge me. After all, there is nothing wrong with having a machine do something for you!

If you wanted to write a program that was similar to others that you had written earlier, you could look at the listings and see what you did then, and use the same ideas or even the same code for your new program. You might even pull some of the old code off a disk and enter it into your new program. You may have to change the variable names around some to match what your new program expects. Renumbering would most certainly need to be done. A little bit of juggling here and there and it would finally be all patched together. This would involve a lot of editing and is time consuming.

A better way might be to emulate what the folks using LOGO have been doing all along. You would write procedures that could be called up any time you needed to do a certain task. You would only be concerned with the order in which the procedures are called. And one procedure could call the next, which would call the next, and so on, until the task was done.

In BASIC, this procedure calling is not quite so simple—there are line numbers and variable names to deal with. Then there is the fact that you have to dimension all strings before they can be used.

All these details aside, Jim has a fairly nice working skeleton of procedure calling on that disk he gave me and I would like to pass along some of the ideas involved.

A simple program would look something like this...

```
10 GOSUB 20:GOTO 1000
20 ENTER "D:PROCED.001
30 RETURN
```

The GOSUB 20 in line 10 just loads in (or more properly enters) the procedure from the disk called PROCED.001. Then line 30 is executed which takes us to the GOTO 1000 of line 10. That GOTO 1000 jumps to the procedure that was loaded into memory and program flow takes off from there. More lines could be added that would call more procedures. In case you had more procedures to load, then the GOTO 1000 would be a GOSUB 1000 and each procedure would end in a RETURN that would take us back to the controlling program.

As you can see, if you have a library of procedures all matching the necessary parameters, your job would be reduced to connecting up the various procedures in the proper order to get your task accomplished.

There are some drawbacks to this. First of all, the procedures have to be stored on a disk and hence take up a

lot of space that could be used for data storage. Also, they have to be in listed form so they take up even more space and take a long time to load.

I hope to speak with Jim at length on this before the next BASIC meeting in September, but until then I hope you would give this idea some consideration and pass along your comments. Perhaps leaving a message on The Key System!

BBS News

MIKE SAWLEY

As you surely know by now, the club has a BBS. The number, 352-5528, is central San Leandro and should be a local call for most of you. The board is called "The Key System" and is named after the electric rail network that once covered the East Bay with a vastness of rolling stock and routes that ranked it among the most fascinating electric railways in the nation.

The Key System?

In 1903, Francis Marion "Borax" Smith opened his "San Francisco, Oakland & San Jose Railway". He soon built a trestle and pier that jutted out more than three miles into the bay. This acted as the link between his trains and ferry boats that gave people the shortest and quickest route ever between Oakland and San Francisco.

By the mid 20's, Smith had been able to acquire all the other independent companies that offered rail or bus service in the East Bay and formed a corporation that finally became known as The Key System. In 1929, Railway Equipment and Realty Company was formed to hold the various operations as subsidiaries. These included the big transbay trains, the ferry boats and freight service, the streetcar and bus lines, and finally the restaurants, newsstands, checkstands and bootblack stands. At its height of operation, there were six transbay lines, more than 20 streetcar and 16 bus lines.

The Depression was hard on The Key System and many streetcar lines were closed. In 1946 National City Lines' purchased Key System interests and immediate orders were placed for GM and Mack diesel buses (both were share holders of NCL stock). In 1948 the last streetcar line was closed and April 1958 saw the final five transbay lines cease operation. On October 1, 1960 the remaining all-bus Key System was sold to A.C. Transit.

Members are Important!

Now back to our BBS... which would not be on line if it were not for the support given it by club members. Almost all the equipment has been donated by club members. The club itself has donated an Atari 810 disk drive and is keeping the phone company happy with timely payments from the club checking account.

The software that is currently being used is a public domain program called AMIS and came our way thanks to Rob Kelly (Sysop of A-LA-BBS ex ANOLA BBS).

The board is running quite smoothly now. You don't need a password to post messages or upload programs. You can thank the lack of "childish" callers for that. There have been a few, but not many. There is some checking of you name when you log on, and if the right words are used, you will be disconnected before you know it. There is also a time limit of 45 minutes, but you should be able to do all you want in that amount of time.

When you log on you will find a somewhat interesting message base, a download section of public domain programs and a section describing the last and future club main meetings.

Now What?

I think this makes The Key System BBS somewhat better than most, but I can't help but think that there is much more that could be done. I do have my own ideas, but since the club members are in part supporting the board, and it was really put up for your use, I would like to see some input on your part. So how about it? Let's hear your ideas!

Graphics Corner



Above: by Sgt. Slaughter
Below: by the Hoods



Programming Tips

JIM WARREN

ATARI DOS
THE POORMAN'S TEXT EDITOR
BY JIM WARREN

DISK OPERATING SYSTEM II VERSION 2.05
COPYRIGHT 1980 ATARI

- H. WRITE DOS FILES
G. UNLOCK FILE O. DUPLICATE FILE
F. LOCK FILE N. CREATE MEM.SAV
E. RENAME FILE M. RUN AT ADDRESS
D. DELETE FILE(S) L. BINARY LOAD
C. COPY FILE K. BINARY SAVE
B. RUN CARTRIDGE J. DUPLICATE DISK
A. DISK DIRECTORY I. FORMAT DISK

SELECT ITEM OR RETURN FOR MENU

C
COPY—FROM, TO?
E:,DOSTEXT

You can use DOS as a text editor for creating text for your BASIC programs—it's easier than using print and position statements, and if you use MEM.SAV you can go right back to your BASIC program after you have created a screen or two of text or CTRL graphics. The trick is to use COPY FILE(C) and respond to "COPY FROM,TO?" with E:,FILENAME (you could also use E:,P: and send the text directly to the printer). The text that you write will be stored in a file on the disk with your filename. You can edit the text to your heart's content over and over using CLEAR, INSERT, SHIFT/INSERT...ETC. The tricky part of the trick, however is NOT to hit RETURN or let the cursor "wrap around" automatically. Use the CTRL arrows to move the cursor until you have a screen full of text or CTRL graphics just as you want it to appear on disk or paper. Then position the cursor at the top of the screen and hit RETURN all the way down the screen. When you have entered a return for each line of text on one screen, you may clear screen and start the whole procedure over for as many "pages" as you wish. When you are finished (no more text to enter at all) then: Press CTRL 3. This will close the file and return you to DOS. After you hit RETURN for a line, you can't edit that line or change it's order in the file. The order in which you hit RETURN for any line determines its place in the file. That is how the DOS menu was printed upside down. You did notice that did you not? Oh! well take a look! If you let the cursor wrap around the lines automatically, you won't be able to edit those lines and anything more than 3 lines will be lost. Also, if you need two identical lines you don't have to type them twice if you just reposition the cursor over the line and hit RETURN again. A row of blank space is treated just like a line of text, so empty spaces can be cloned just like text. This text was composed and edited from ATARI DOS.

Continued next month!

Sun Mon Tue Wed Thu Fri Sat

<p align="center">* San Leandro Computer Club *</p> <p align="center">* September 1984 *</p> <p align="center">-----</p>						1
2	3	4 8 pm MAIN MEETING S.L. Library 300 Estudillo Bill Wilkinson	5	6 7 pm BEGINNER SIG Lorenzo Library for info call: Denzil 538-2227	7 SLCC BOOTH "BYTE SHOW" Brooks Hall SEPT. 6-9	8 SLCC BOOTH "BYTE SHOW" Brooks Hall SEPT. 6-9
9 SLCC BOOTH "BYTE SHOW" Brooks Hall SEPT. 6-9	10	11 8 pm ASSEMBLY SIG for info call Bob 352-8118	12 7 pm EXEC. BOARD closed meeting	13	14	15 7 pm MSIG/GAMEROOM for info call Phil 351-2208
16	17 8 pm Newsletter Deadline for info call Ron 537-3183	18 8 pm BASIC PROG. SIG for info call Mike 482-5061	19 7 pm LOGO SIG for info call Lois 482-2222	20	21	22 SLCC Club Picnic Lake Chabot for info call: Trey 483-6098
23	24	25	26	27	28	29 8 pm SOFTWARE/ ATR8000 SIG for info call Bill 538-2449
30	<p align="center">Don't Forget !! The Byte Computer Show at Brooks Hall Sept 6, 7, 8, & 9. We will have a booth with Diablo Valley and Macus Atari Clubs Discount Tickets available from Con: 276-4466 * Be There *</p>					

San Leandro Computer Club B.B.S.-(415) 352-5528

Computer Club has Pizza-Making Contest !!!

The San Leandro Computer Club announces the fact that many of it's members think that they make the worlds' best Pizza. In an effort to prove this point beyond a shadow of a doubt the first annual SLCCPMC will be established at the next MSIG meeting Sept. 15. Pizzas will be judged on Aroma, Appearance, taste, & texture. Prizes will be awarded and everyone involved will get fat and happy. If you think you make a good home-made pizza, you are urged to attend the MSIG or call Phil (I can't believe I ate the whole thing) Mitchell at 351-2208 for more information. ATSA NICE

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 482-5861. All buy-sell items go to Ron Seymour at 537-3183.

***** 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 Sakultapanich at 681-8888.

***** FOR SALE *****

Miscellaneous hardware is being sold by Dan Chun. Please call him for details at 471-9286.

LOOK FOR THE

SLCC BOOTH

AT THE

BYTE COMPUTER FAIRE

BROOKS HALL, SAN FRANCISCO

SEPTEMBER 6 - 9

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:

NEXT MEETING:

SEPTEMBER 4 8:00 pm
San Leandro Community Library

SPEAKER:

BILL WILKINSON

from

85/04/30
186

