President's Report

TREY PITRUZZELLO

If you've been following the activities of the San Leandro Computer Club these past few months, then there must be no doubt in your mind as to who is THE PREMIER ATARI USERS GROUP IN THE NATION! If you don't count our extensive Public Domain software library, our Delightful "Disk-of-the-Month", our multitude of Super Special Interest Groups (SIGS), our Literary Marvel of a Monthly Newsletter, our Fantastic FoRem BBS "The Key System", or our Amazing Annual Club Picnic, then take a gander at our Guest Speakers!! Last month Leonard Tramiel was kind enough to address our group, marking the first appearance of the new management of Atari Corp. (See additional articles concerning his appearance elsewhere in this newsletter.) When he was finished we still had a few minutes of meeting time left, so the famous Bill Wilkinson of O.S.S. stood and gave us a talk and a demonstration of some of their latest wares. Now if THAT hasn't got you convinced as to who is the BEST ATARI USERS GROUP then guess who will be our guest speaker NEXT month? Yes, it's true. Our gregarious long-time friend, Chris Crawford will grace our meeting hall for another Explosive Performance!! So...... SLCC members, stand and be counted!! The verdict is in!! We are truely the A-1, Number 1, Super-Duper, Atari Users Group!!

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November of this year is a big month for the changing of political administrations, and so it is with the SLCC. I've met many good friends at the SLCC, and it saddens me greatly to tell you that it is time for me to move on. I've located a very sweet little practice in my home town of Riverside, and I'm currently in negotiations for it's purchase. Sometimes you must "strike while the iron is hot" and this is one of those times. As a result, Jodi, Trevor, and I will be moving to Southern California on November 2nd. I'll miss you all, but I'll keep in touch, and of course I'll NEVER let my SLCC newsletter subcription lapse! Your very capable Vice President, Phil Mitchell, will be taking the helm of the SLCC, so there is no doubt in my mind that

the club will continue it's upward climb to greatness! My only hope is that you were pleased with my efforts and accomplishments during my term as your President, and that you are as proud to be a member of the club as I am.

Please drop us a note from time to time at our new home. The address is below. I wish you all good fortune, and continued pleasures with your Ataris!

Warmly,

Trey

Our Next Meeting

TOM BENNETT/DICK SCOTT

EUREKA, I've found a replacement!!! My tenure as program chairman has ended for other duties in the club (assistant editor of the Journal). Dick Scott has volunteered to pick up where I had left off and already has finalized the arrangements for this month's guest speaker. Thank you to all for your encouragement this last year and one half.........Tom.

#

Hi, my name is Richard Scott. I'm the new "Program Chairman". All I did was express an interest about taking over the most challenging position in the club. I guess there were no other takers, so I got it by default.
I have certainly enjoyed the speakers that Tom had recruited. Our last guest speaker, Mr. Leonard Tramiel, of the NEW ATARI, let us know that Atari is still alive and on the road to recovery. He mentioned, or rather alluded to two new computers that Atari will be showing at the computer show next January, a 16 bit machine that will be more advanced and "NOT" an IBM "CLONE" as others have come out with. It will be a "new" generation with a reasonable price tag. The other new machine will be a 32 bit "office type" PC. That is all the information that he would reveal about the machines. If you are a programmer, you might be able to get all the "specs" and write software for them.

If you have an ATARI 800XL you can rest assured that they are going to continue to be produced and sold at "rock bottom" prices through large department stores and discount stores.

Our guest speaker for this month will be the former Director of Games Development for the home computer at Atari (prior to the SLCC curse striking), Mr. Chris Crawford. Please see your October issue of the S.L.C.C. JOURNAL for more information on Mr. Crawford's present occupation.

BaSIG Info

MIKE SAWLEY

By the time you read this, The Key System should be running the latest version of F.o.R.e.M. XL and will allow a multitude of options. These include numerous data files, several message bases, private messages and 1200 baud operation. I hope you will all call it and give it a try. There is a lot of potential with this system and I hope you will give your suggestions. It seems a bit of a waste to devote the system strictly to downloading and "chit-chat" type messages. These are an important part of any BBS, but should not be the only part.

You may have noticed that the BASIG INFO column has not been printed in the past few months. Part of the reason for this is I have been very busy with the BBS and partly because of the lack of interest shown by the members. The meetings were and are taking place and a few members have been coming, but not enough to get a direction for the SIG. One area of interest that has generated quite a bit of discussion is logging on to a BBS and getting the most out of the system. Along with this have been many questions about using the various modem programs available for the Atari. In response to this, the next BASIG meeting will center on "MODEMING." If you have any questions at all about using your modem, be sure to attend the next BASIG meeting.

Just one thing is needed from you if you are going to attend. I have only terminal programs and modems that use the RS232 ports on the Atari 850 Interface. If you have questions about other programs or modems please give me a call before you come over. I may ask that you bring your modem and software along.

The BASIG meeting is always on the third Tuesday of the month at 8:00PM. The one for "MODEMING" will be held on November 20, 1984.

It would appear that the Tramiel meeting last month has caused quite a rumble among Atarians across the country. Yes, you read that correctly, ACROSS THE COUNTRY.

There is a file outlining the Tramiel meeting on The Key System for reading and capturing. Several Sysops from as far away as Idaho have called and asked if they could put it on their BBS's. I have also heard rumors that it has reached Compuserve. Thanks should go to Mr. Tramiel for speaking to us and a special THANKS to Tom for getting him to come.

From The Editor's Desk

RON SEYMOUR

I was thinking about what to write about this month. With the holiday season upon us, Thanksgiving here and Christmas just around the corner, I realized that there is just to many things to put down into words. So I think next month I'll write my first holiday column.

There is one thing that I would like to mention. The fact is that there are people out in our community that need help when the holiday season rolls around. I have thought of ways that we the S.L.C.C. could help the community. One of the ways is with a food drive, then donating this to a local charity. Another would be a donation of used or new toys for children during the Christmas season. If you have any other suggestions that you think of, or would like to help with these plans, give me a call.

This brings me to the real meat of my column this month. I will be trying my hand at my first interview since my days in high school. This is something that I have wanted to do for sometime. If you know of someone interesting that could enlighten the club, call about that too.

This month's interview is with Carl Bacani, the Sysop of the Starship BBS. Carl has had the Starship up and running for the last five months. There are presently 175 Atari computer users that use his system. Carl is a firm believer in the Atari as a viable tool in the telecommunication field.

Journal: What were the main reasons behind your wanting to try your hand in the field?

Carl: After programming for some time, I was becoming bored with this facet of computers. Then I discovered a whole new world that was called telecommunications, which, because of the ham radio, was an amazing concept. The first two boards that I had access to were the Source and Compuserve (both pay services). The Bay Area also provided BBS's to the Atari user. Two sysop's that influenced me were John Peters of Abacus and Jeff Bell of Itsy Bitsy. They also opened a new avenue, that of a sysop.

Journal: In your opinion how have things changed since you first entered the field and became a sysop?

Carl: Telecommunications have changed in many areas that have really benefited the user. Most notable are in the range of the ages of the users that are involved in this rapidly growing field. The youth movement is now more able to deal with the rapidly changing complexities of it because of the more user-friendly software. These changes that have taken place have really made it move even more rapidly than expected.

Journal: Along the same lines, what has been the impact in the modifications of hardware and software?

Carl: The first Atari modem (1030) was not able to download due in part to the lack of software and support. The only other alternative at the time was the Hayes. The only draw back was the price of the unit. The purchase opened my eyes even wider to the ever expanding world of BBS's. This enabled me to upload and download programs from different boards.

With the inception of the hard disk drive, there was a possibility for an expanding system. I had experimented with two other hard drives and some eight inch drives and found the Corvus drive to be the only one to meet my standards and Atari's.

Software has evolved from a dumb terminal to a smart terminal with upload, download and many other capabilities. Now there are programs that are able to monitor how much time and money a user is spending on line. This filled in the void that original modem software had to feature. The lack of users caused the void, but with the surge of users new software became a necessity. With these new advancements it is now possible to do almost anything with a little time and effort.

Journal: What do you believe is the role of the sysop towards the user and vice-a-versa? Also in what ways do you think it should be structured?

Carl: This a hobby that I enjoy, but it still has its ups and downs and is a lot of work to maintain. One of the biggest problems is trying to make the user realize that he is coming into my communication world and is sharing my thoughts. With this idea in mind, common courtesy is of the utmost importance. Each BBS has its own set of guidelines and rules, that should be followed as closely as possible.

As for structuring, that is up to the individual sysop. Because of the types of boards each has its own personality, which in some cases the sysop may assume. On some boards there is a level structure, but in the case of the Starship and Oasis there is no level (class) structure. In the case of these boards everybody is treated equally and fairly, with the same respect given to the user that the board receives.

Journal: To sum it all up, where do you believe the telecommunications market is heading?

Carl: With the introduction of the MPP modems and others, they are priced extremely reasonable. This includes reliable performance for the money and hours of satisfaction. More and more people will discover the same joys that I have in BBS's. Something that is also very exciting is the new Plato Service that will hopefully be released shortly. This service will enable the user to view text as well as high-res screen graphics, including many exciting educational as well as great entertainment programs. This will offer a whole new experience in the changing world of the Atari computer.

If there is a statement that says it all, Jeff Bell said it best; "Telecommunications is an on-going experience."

Programming Tips

JIM WARREN

RECURSION IN ACTION!

First of all, I want to thank Lois Hansen for her fine article about FRACTAL GEOMETRY in the last newsletter. While trying to imitate those "recursive" LOGO procedures (using the turtle graphics procedures from the ACTION! TOOL KIT) I discovered how to do true recursion in ACTION! I am sure that others have already discovered even better methods than I am about to detail, and I would like to hear about them, but for now, this is real news to me. If it is news to you also, so much the better!

HOW TO CURSE AND RECURSE!

1 First fill the address of a dummy "repeater Procedure" such as, RE_CURSE(), with a dummy number like this: PROC RE_CURSE=$0000(). Sections 9.3 & 9.4 (page 136 & 137) of the ACTION! manual describe this form of procedure which is similar to a BASIC USR. This "repeater" procedure must, of course, be placed ahead of it's "parent" procedure so that it gets compiled first.

2 Then compile the program.

3 Then, while still in the monitor, get the address of CURSE by typing -) ? CURSE (- and RETURN (see page 40 of the manual)

4 Then go to the editor again and fill in the dummy number with the correct address.

5 And, finally, compile this version of the program. ....instant (when you start editing it becomes less "instant"!) recursion!

Alas, I suspect that this will have to be done every time that you edit or reload the source text from disk (because a new starting address is calculated every time a program is compiled), but it's reliable if you use the RUNTIME to create a "stand alone" binary program file or if you load a binary file from DOS with the ACTION! cartridge in place (because a new starting address is not calculated). These little caveats can put a large crimp in your style if you try to use this method while developing a program... but what the heck, if you really need it, you got it!

Also, by using this method, different procedures can call each other independent of the order in which they were compiled (any procedure can call the main, for example).

RECURSION DEMO PROGRAM

```
PROC RE_CURSE=$0000();Compile, replace $0000 with
;correct address of CURSE, recompile...ready to run!
PROC CURSE()
PRINT("....RECURSIN AIN'T CURSIN!....")
RE_CURSE()
RETURN
```

WHAT ABOUT PARAMETERS?

Sure! You can pass them thangs! You must "shadow" all parameter declarations in the "RE_CURSE" procedure, however. Check out this demo:

PERRY METERS DEMO

```
PROC RE_PERRY=$0000(CARD NUMBER,BYTE ARRAY METERS)
;Compile, replace $0000 with correct address of PERRY,
;recompile...ready to run!
PROC PERRY(CARD NUMBER, BYTE ARRAY METERS)
CARD CTR=[0]
IF CTR(1 THEN PRINT("}") NUMBER=0
METERS="--)START PRINTING-PASSED-PARAMETERS---)" FI
;inverse on "--)START etc..."
CTR==+1
PRINTC(NUMBER) PRINT(METERS)
RE_PERRY(CTR," PERRY METERS, ")
RETURN
```

CALL THE MAIN DEMO

After compiling this demo for the second time... Run or Xecute CALL_THE_MAIN from the monitor and you will see an example of a procedure calling the main.

```
PROC RE_MAIN=$0000();Compile,
;replace $0000 with correct address
;of MAIN, recompile....ready to run!
PROC CALL_THE_MAIN()
  BYTE EMPHASIS
DO
  PRINT("}")
 FOR EMPHASIS=1 TO 50
 DO
  POSITION(1,10)
  PRINT("MAIN!") ;INVERSE ON MAIN! here
  POSITION(1,10)
  PRINT("MAIN!")
 OD
 PRINTE(" COME HERE QUICKLY! I NEED YOU!")
 RE_MAIN()
OD
RETURN
PROC PAUSE()
CARD SURLY_INSUBORDINATE_PAUSE
FOR SURLY_INSUBORDINATE_PAUSE
=1 TO 50000 DO OD
RETURN
PROC MAIN()
;inverse on strings here
PAUSE() PAUSE() PRINT(" I'm ") PAUSE()
PRINT("on ") PAUSE() PRINT("my ")
PAUSE() PRINT("lunch ") PAUSE()
PRINT("hour ") PAUSE() PRINT("boss!")
pause() pause()
RETURN
```

A WORD OF WARNING!

What, you may ask, can you do with recursive procedures that you can not do without them? Probably nothing! But experiment with them; you may come up with a winner! As you experiment, however, make sure that you save your source code before running the program. As you are typing in the hex numbers to the "RE_CURSE" procedures, ask your self: "Is the last edit of this stuff on disk?" If the answer to that question is "No" or "I'm not sure" and you are determined to run the program anyway, then start puckering-up right away, Baby, because if that number is not the correct address of one of your procedures, then you can kiss THAT source code good-bye!

Thanks again Lois! What are you going to teach me next month? I'm looking forward to it!

Secretary's Report

PAUL GIFFORD

San Leandro Computer Club
General Meeting
02 Oct 1984

Well, guess who is still secretary! For better or worse, you all are stuck with me, so, on with the column!

20:15   Maybe we should have the meetings at 7pm, so they start at eight! Trey opens the meeting with his usual stuff, including a little story, and turns the meeting over to Mr. Phooey himself, Phil.

20:20   Phil raffles off 'Page 6' by using the questionnaires as tickets.

20:23   A record for Phil is set, he only talked for 3 minutes! Nate Hood, software chairman, takes over and shows another DOM. These disks are getting better and better; pretty soon he will forget the club and market them!

20:27   Bill Wilkinson, who showed up a month late, gives Bill George an award for being First Founder (oops! That's M.U.L.E.!)...I mean founding father of the SLCC.

20:32   Finally! Leonard Tramiel takes over (nice of him to stay around after I 'carded' him at the door). Here are some of the high (and low) points of his talk:

The 16-bit Atari is real, (no specs on the chip though) and will be marketed (so he says) in January.
Disk drives will be faster and of a higher density than the old ones (could they get any slower?).
Old 800's will not be supported (nothing new...).
1090 Expansion Box for the XL's is dead.
Atari is working on a 32-bit machine.
Computers for the home, and priced for the home, are the aim of the 'new' Atari Corp.
800XL's will be produced... Maybe with 128k!!
Discounts for user groups (like us)...a good, firm maybe.
Equal amounts of types of software will be produced...i.e. games, educational, etc.
User group support will be better, though that will remain to be seen. Emphasis will be on the user group rather than on the individual, support-wise.
Been wondering about the Lucasfilm deal? Fell through.
Educational discounts? No plans, but Atari wants to support educators and educational institutions. (Noble, but as the saying goes...money talks [or is that yells??).
Atari will produce a newsletter.
APX-Atari Program Exchange- dead as a doornail.

21:30   Mr. T. leaves...and we have our regularly scheduled randomness (break).

Sometime later, Bill Wilkinson gets up to plug more OSS stuff, including a BASIC XL runtime package (can you believe it? A BASIC runtime package?). He also mentions stuff in the works...A hard disk drive for XL's, and says that (according to rumors) Atari's new cartridges will cost between $9-$13. Seems they are being produced in China. Good source of cheap labor. Sweatshops anyone? (Oh no! I am starting to sound like Phil!).

Well, that about wraps up this exciting column...I just want to say goodbye to a good friend of mine, Trey Pitruzzello, who is moving to a land far, far away (Riverside). Trey has done alot for this club, being the motivated individual that he is. Good luck Trey (and Jodi and T.J.). Hey, maybe he could start his own club?!?

Programming Tips

JIM HOOD

Recently ANTIC magazine asked readers for blinking cursor routines in BASIC.

This was interesting to me since I had sent them one in (date?). It was a brilliant routine which showed great programming genius on my part. However Nathan pointed out that ATARI GRAPH IT used almost the same routine years ago.

Here is one version.

```
110 OPEN #1,4,0,"K:"
120 POKE 764,255
130 BLINK= NOT BLINK:POKE 752,BLINK:? CHR$(31);CHR$(30);:FOR T=1 TO 10:K=PEEK(764):IF K<128 THEN GET #1,BLINK
140 IF K<128 THEN ? CHR$(BLINK);
150 NEXT T:GOTO 260
```

In line 130, BLINK is alternated between a positive number and zero and placed in memory location 752 which controls whether or not the cursor will be visible. However the cursor does not change until it is moved. This is done in line 140.

The FOR-NEXT loop controls the blinking rate.

When a key is pressed, the Operating System places a value in location 764. The variable KEY is used to check this value. If it is in the desired range (less than 128 in this version), the equivalent character is printed to the screen.

The value in location 764 is an "internal keyboard" value. A number between 0 and and 63 indicates a single key has been pressed. Values from 64 to 127 mean the shift key was being held down while another key was pressed and values from 128 to 191 show the control key was being held down. A value of 255 indicates no key has been pressed.

We have about $3500 in the bank.

Phil's View

PHIL MITCHELL

Have I got news for you!

First, congratulations to Bill George on the award he received at the last meeting, he really was the "FORCE" that shaped this club for its first year. I'll never forget how he talked me into tearing my entire computer system apart and dragging it to the meeting so the 35 or 40 people who would show up could see it, and use it for demos. He is also responsible for our constitution and structure, but most of all he's a good friend. Bravo!! Despite his interest in CP/M and other computers, Bill still finds time to be the ATR 8000 SIG chairman and stays active and interested in the club.

And speaking of the club, have you taken a look at it lately? I was interested to note that out of the 140+ people who attended our last meeting many more wives and girlfriends and more kids of all ages showed up to see our distinguished speaker from Atari, along with representatives from several other Bay Area Atari clubs. Where else can you find so many people sharing so much with each other, literally hundreds of different people, each with their own little projects, going out of their way to help one another? Maybe that's why I get so burned up when I hear User Groups referred to as "Hot-Beds of Piracy", without regard to their main purpose.

Who's a Pirate?"

Speaking of piracy, just as soon as I finished a "Mega-Phooey" to Byte Magazine for their indirect worries that we would sell copyrighted software at their show, I got a call from Kirt Stockwell at Microbits Peripheral Products, to inform me that the MPP-Amodem program on our current Floppy-of-the-Month was indeed their copyrighted handler program that they sell for $20.00. Of course, Kirt is ex-president of the "Eugene Atari Computer Enthusiasts" and we had met at the last West Coast Computer Faire, so he was quick to point out that the program we released has several bugs in it, and that a new improved version would soon be available. Then he proceeded to prove MPP's involvement, with their B.B.S. special available only to user groups. A 64k memory board which allows you to purchase a cheaper 600 XL Atari, a 1000c MPP modem (a $149. value) and an authorized version of the Forem B.B.S. program all for $200. Any interested user groups can contact MPP on their 24 hr. B.B.S. at (503) 967-9075, which also contains technical tips and user group information. But the most enjoyable part of the conversation was the future products, like MPP's forthcoming hard disk controller, Axlon's XL expansion module, Ramdisk cartridges, even new 80 column cards for the 800 XL. News like this makes me feel that things are not dieing, but the world of Atari is just going to continue to get better and better, and happy that some people actually read their newsletter.

This Month's Man of the Hour Award goes to another prominent Atari person, Bill Wilkinson, one of the original authors of Atari DOS. He gave a demonstration to all those who stayed till the end of the monthly meeting, and also spent much time talking about exciting new third-party products being developed for the 800 XL computers. OSS has always supported user groups, especially the SLCC, but Bill's name popped up in the pages of the Jersey Atari Computer Group newsletter lately. Bill was to be our guest speaker last month, but cancelled for an out-of-town engagement. Well, that engagement was the "Taricon" convention in Michigan where, according to J.A.C.G., he represented the only national company that attended the event. Even Atari failed to show (although they donated $500. to the cause). Furthermore, the J.A.C.G. asked that all Atari users register their disappointment with hardware and software companies for their failure to help contribute to the effort. Some Jersey members spent 13 hours driving to Michigan just to attend the group convention (that's dedication) - that's also what user groups are all about.

Even with Mr. Wilkinson's absence from our meeting last month, OSS's donation to the club's software library resulted in the most successful raffle in club history. This is the kind of company that works for and deserves our support. Keep up the good work Bill!

Thanks Mr. Tramiel!

I was very impressed with Mr. Leonard Tramiel from Atari. He was informative (to a point) and interesting. But what surprised me was his attitude about user groups, even announcing a plan to start a national newsletter for Atari user groups across the country. If you remember, that's what Atari was going to start just before the sale of the company (and the loss of my job). I only hope they are smarter by finding someone who understands Atari, and Atari user groups, to run the project. Maybe, just maybe, now we'll finally get the respect we deserve, as a marketing power in the home computer world. Now is the time for Atari users to exercise that power. Ask stores to carry Atari products, and why they don't. Tell them how many other Atari owners you know . If we stick together we can make Atari computers exciting and successful in the future, with new 16- and 32- bit machines around the corner and third party companies making products for those computers, the future looks pretty bright.

****

"GIVE A BIT"
CONTRIBUTE TO THIS MONTH'S NEWSLETTER!

****

Tramiel Meeting

MIKE SAWLEY/TOM BENNETT

"We are planning to make machines that people can buy, not companies....The main thrust of this company will be personal computers, where a person can go out and buy it and use it."

These are the words of Mr. Leonard Tramiel, V.P. of the new Atari Corp. and head of the Software Division, who was the main speaker for the October general meeting of the San Leandro Atari Computer Club.

Mr. Tramiel confessed straight off that he did not have a speech ready and so took questions from the floor the entire time he was at the podium.

One of the first questions centered around the rumored 16 bit Atari machine. Mr. Tramiel stated, "There will be a new 16 bit computer and that will be demonstrated at the CES show in January. We're planning to have it ready to market then." He did not want to answer questions relating to the specifics of the machine. Mr. Tramiel made the following comments on the new 16 bit machine:

"Our new 16 bit machine will definitely be an improvement (over an IBM look-alike). We will definitely take at least one large step (beyond that machine)."

"The aim is to market a high performance, affordable computer. If people wish to use it in their office, they will be perfectly free to go to the store, buy it, and take it there."

"At the moment there is no plan to specialize in any particular market (of software, ie, games, educational, etc.). We are going to get....software running on that machine that will satisfy all of the major needs for a computer. There will be games software, educational software, and productivity/business software. We will not specialize in any one type of software market."

"There will be enough documentation on the 16 bit machine so that any software developer can produce as much software as they want using all of the features of the machine."

"There are expansion methods that third party hardware people will be able to take advantage of and expansion methods they will not be able to take advantage of."

"You should not go out and buy any machine that is out there. Wait until January. You will not be disappointed."

He did indicate that Atari will sell the computer separately. No screen, disk drive(s) or printer will be included. Atari wants to keep the price as low as possible. He said the machine would be made available through large retail chains like Sears, Penneys and Wards.

About the only thing Mr. Tramiel would say for sure about the hardware was that the Amiga chips would not be part of the new machine. He did say that Atari was pursuing the rights to the chips through the courts.

Another area of concern by the members was the fate of the 800 and 800 XL machines.

Mr. Tramiel said that the 800XL would still be produced after the current stock was sold out. He said,

"There are small things you can do to the computer (800 XL) that will improve its reliability and decrease its manufacturing costs by a significant amount. I know that I am going to get cynical snickers...'Sure, you are going to go through and take something out and make it half the price but it will fall apart in 3 months, which is conveniently the warranty time'. But we are certainly not going to do that. There really are things to do to the computer that will make it more reliable and make it quite profitable to produce at the new prices. And we are definitely going to produce many thousands of that machine (800 XL) per month....We are going to support that machine very strongly."

In the area of user support, Mr. Tramiel stated, "We definitely plan on using the user's groups as a tool for us and the Atari users. There is no doubt that the best way that a consumer, going out and buying a machine, has to get access to experts on the machine is to go to the user's group meeting.....(One idea is) we would like to get.....together with larger user's groups in the country and make a user's group headquarters somewhere....and use them as a clearing house for information." He also said a newsletter from Atari was in the works.

One member remarked that if the new machine was so exotic that it would be necessary for Atari to have a direct line of communication for the end user, perhaps in the form of an 800 number. Mr. Tramiel replied that this type of thing was extremely expensive and was not planned. He felt that vastly improved documentation was one answer, in addition to using the user groups as he already stated. He also felt that a truly advanced machine did not need such a line. If a person needed to have someone hold his hand to get the machine turned on, then the user groups were the best way to go. A one on one tutoring session could be had in this way and this was something only user groups could provide. He said Atari was planning an extremely active user group support policy.

In the area of games and game machines, Mr. Tramiel did not know if the 7800 Prosystem would ever be produced. He felt the thrust of the new Atari Corp. would be in the area of computers and not toys. He did say that arrangements were made so Atari Coin-Op games could be made available to the computer owner. (The Coin-Op division still belongs to Warner.) He also said that contracts were being renegotiated with third party publishers so there would be continued support for both the new machine and the 800XL. Lucasfilm was specifically mentioned and the answer was that conversations were going on with Lucasfilm.

In the area of service, Mr. Tramiel said that there would still be the 1500 or so authorized service centers but

Software Review

SGT. SLAUGHTER

Hello gamers!

This is Sgt. Slaughter once again comin' at ya with 2 more reviews for this month's SLCC. First, let me reveal in the wonderful comments and ideas you have been suggesting to me. Its a sure thing that some of these great suggestions will be taken up in upcoming issues. Not only do you folks at the SLCC give me criticisim, but I'm hearing comments from kids over in Peoria and other states across our great country, who happen to pick up a copy of the SLCC newsletter on our mailing list! Wow, a national star! Ok, enough of this, let's get down to business. The two games this month are Beach Head and The Quest.

BEACH HEAD

The first game I'm gonna review is one from a company not too familiar to Atari gamers. The company is Access software, and they have been making fine games for the Commodore 64 ever since the machine came out. Well, they just released some new titles for the Atari, and I think they are on their way to success! Their first Atari title to come out is Beach Head, a multi-screened arcade game. The object of this game is to guide your ships through a secret (secret? On the game map it is shown as a flashing black square!) tunnel which is guarded by mines and torpedoes (obviously it isn't secret to the enemy, either!), attack the enemy fleet and airplanes, stage a landing, launch a tank assault, and finally barrage a pillbox on top of a hill. Not your average arcade game here. Usually, when games get this complicated, they get jumbled up and the player gets confused. Beach Head does not suffer from this malady. In fact, a first time player can usually figure out what to do after 4-5 plays without reading the instructions! (try that with, say, Archon II!). The 3-D battlefields are great during the pillbox seige, airplane attack and ship to ship warfare. Each one of these is from a front view, just as if you were in the cockpit/driver's seat! The other scenarios, the tank battlefield, minefield and map, are only satisfactory. These fields go back to a standard overhead arcade type layout...not too exciting or original. The action is still furious, but these ones require more dodging of flying/stationary/shooting objects than the sort of front view action the other screens have. Still they add a very nice touch of alternation, and it keeps the freshness in the gameplay and the concept.

In fact, this game is almost faultless, except for one thing, the ending. I haven't tried that hard to end a game and been so dissapointed since Ultima III! When you finally shoot down the pillbox, which you cannot do in one tank (you have to make cumulative shots on the pillbox windows), the pillbox cracks in half, a flag waves, and the game ends. How dissapointing!!!

If you can manage to overcome that one little shortcoming of the game, and don't mind waiting while the levels of the game load in (true gamers, and especially wargamers who don't always like to sit through a strategic session for fun), this is a really neat game!

THE QUEST

Well, bring out the mudslinger folks. I got a real dog on my hands this time; the game is the Quest, by Penguin Software (notorious for making bad games for all computers...they don't just pick on Atari!). This has to be the worst graphic adventure I have ever laid my eyes on. The pictures are good, but not great, per se the Institute or Mask of the Sun or your typical SAGA adventure. I don't think the writer of this game really had much in mind when he wrote this game. There are loose ends, mean pitfalls, unescapable traps, and more! If anyone has solved this adventure, he/she deserves a medal for displaying adventuring endurance above and beyond the call of duty (no, the author doesn't count for this award!). Thumbs down, Grade F, Can-We-Talk quality is what this game is made of. I have not yet booted it up since I first played it, and I have absolutely no incentive to do so in the future.

Well, that was this month's review gamers! Next month...No new reviews (Awwwwwww). We will be exploring into the depths of the mysterious BRØDERBUND affect and what that means to games and gamers. One last note. The Sgt. can no longer be found on the Wolves den. Nor can anyone else. Sad to say, the BBS went down for a while, and there is no indication when it will be back up. But you can reach me for comments on:

Oasis systems 415-668-5365
Golden Gate BBS 415-282-6138
Skull and Crossbones 415-552-8924.

and of course our beloved Key system BBS! All these bbses are located in the San Francisco Bay Area. Please feel free to leave me any comments...I love to hear them!!! Goobye for this month and Good gaming!!!!

At Ease,
Sgt. Slaughter

****
RETRACTION
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In the October issue of the SLCC Journal, a number of comments were mistakenly attributed to Mr. Alex Leavens. Mr. Leavens did not make these comments, and we were in error in reporting them. We apologize for any inconvenience we may have caused.

Ed.

ATR 8000 SIG

BILL GEORGE

Outline

Comments on CP/m

Comments on MS-dos

Floppy of the month

Another month has gone by, and the ATR8000 has served me well. I obtained a double sided 8 inch drive and hooked it up to the ATR. Presto, 1,342,000 bytes (that's one point three four megabytes) can be had on one 8 inch CP/M disk. It should also work as an Atari drive but I haven't tried yet. Here's the shopping list for an 8 inch drive (the enclosure is optional):

1. 8 inch Disk Drive	$100	- $200
2. Power Supply	50	- 150
3. Extender Cable (50 pin)	5	- 15
4. Drive Enclosure	10	- 25
5. 50 to 34 pin card edge adapter	10	- 30
T O T A L	$175	- $420

8 inch drives take a 50 pin connector as opposed to the 'standard' 34 pin connector on 5 1/4 inch drives. The 50 to 34 pin edge connectors are hard to find. My best advice would be to buy them from SWP (along with the extender cable). I don't believe SWP sells the 8 inch drives at all, so swap meets or computer supply houses are your best bet. Almost all 8 inch drives turn continuously. This takes a bit more power and creates a bit of noise. A good enclosure will usually keep the noise down.

SWP's new CP/M 2.2 operating system is worth buying if you change your drives around very much. The menu driven configuration utility CONFIG.COM supplied with the system is a breeze. The only MINOR (notice upper case minor) problem is that most new disk formats are not compatible with old ones. This means things are going to get complicated. To SWP's credit they added almost all of the old formats to the new DISKDEF.COM program so that you can access all old programs in the new environment. A sad note is that 80 track double sided drives aren't supported by DISKDEF.COM. To copy most, old disks, all you have to do is define drive B: as the old format with DISKDEF.COM, then copy to the new format in drive A:. Double sided 80's have to first copy to an old format 40 track disk in the old environment. Then, in the new environment copy the 40 track disk to a new double 80. What a pain.

We have an excellent disk of the month for you.

1. NSWP207	(COM & DOC)	The old favorite file utility.
2. FINDBAD	(ASM, COM & DOC)	Reserve bad sectors on formated disks.
3. IF	(ASM, COM & DOC)	
4. GOTO	(ASM & COM)	
5. ELSE	(ASM & COM)	
6. ENDIF	(ASM & COM)	
7. TED	(COM & DOC)	A public domain word processor.
8. SYNONYM	(COM & DOC)	Create command lines.
9. NOTE	(COM)	A personal date minder.
10. MEMLINK	(COM)	Creates a 32k ramdisk on drive M:

I can't believe that we got all of this on one Kaypro formatted disk. An interesting set of programs is the IF, GOTO, ELSE, ENDIF group. These programs will allow conditional execution of parts of CP/M SUBMIT files. The IF program will test to see if a condition is true (whether a certain file(s) is present on a disk), then GOTO another section of the submit file. The ELSE and ENDIF mark subsequent sections of the submit file to be executed depending on the IF condition. MEMLINK is kind of a sleeper. It grabs 1/2 of the RAM in the 64k ATR and establishes a 32K ramdisk. If you ever lose one drive (leaving you with one drive) this program will allow you to copy files with ease. Install the ramdisk by typing MEMLINK, then copy files from the source disk to the ramdisk. Insert a destination disk and copy from the ramdisk. The simplicity of it all.

Don't forget our first CP/M Disk of the month (last month's):

1. NSWP205	(COM & DOC)	File manipulation utility.
2. RESOURCE	(COM & DOC)	An 8080 disassembler.
3. REZ80	(COM & DOC)	A Z80 disassembler.
4. SUPERSUB	(COM & DOC)	Enhanced version of CP/M's submit.
5. TRANSLAT	(COM & DOC)	Translate 8080 source into Z80.
6. YANC	(COM)	Menu driven disk catalog program.
7. Z80	(COM, DOC & LIB)	A Z80 assembler.
8. ZDT	(COM & DOC)	A Z80 version of CP/M's DDT.COM.

You must be a member of SLCC to purchase these diskettes. At the meeting they are $3, by mail $7.

Library/Floppy Update

NATE HOOD AND ALEX CHUN

Well, as most of you Atarians don't know, I'm the Assistant Software Chairman, and I'm tired of all this talk about these disks floating around, so this month I'm writing this article.

As you know, our club's purpose is to benefit each other, so Nathan and I decided that we will help you clean your drive heads this month as an added bonus.

What we've done is spray all the disks with 409 so when you get home all you have to do is to boot up the disk, and it will clean the head for you. However, not all good things last forever. The free drive cleaning is only free this month. Next month there will be a charge for this service.

For an extra $9375.69 we will break your computer in for you. That's right, you will be able to have a brand new worn-in computer. The work requires some time so when we get sick of your system the work is done.

But let's get down to business; this month we will have some of the newest stuff, like Space Invaders. Oops, I always do that whenever I talk about programs. I always mention that game; it's my favorite you know.
And heeerrreeessss the floppy...

###############################

THE NOVEMBER FLOPPY

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AMODEM 5.2
Yep, that's right, the SLCC is proud to give you the newest, greatest, and most fun terminal program for your Hayes compatible modem yet.

ARTIFACT
This program (tutorial?) will show you how to get all those neat colors from graphics mode eight. A very well done, and easy to understand tutorial for you people that are trying to learn about artifacting.

CREEPY CAVERNS
A fun graphic explorer game..(I would have said adventure game, but you don't have to type). Try to find as many treasures as you can without getting yourself killed! In case you're wondering how to move the little cursor at the bottom of the screen, just hit the left/right arrow keys.

DOS III TO II
Now I know that all you 1050 owners are gonna love this one! This program will convert your DOS III format programs back into DOS II format. Whew! I bet you thought you'd never get 'emback.

FIX DISK
Your basic sector hacking program.

FILE MANAGER TO SYNCALC
For all you File Manager owners that just bough SynCalc, this program will convert your files over to SynCalc format. Gee, if you have a 1050 and File Manager, you'll be converting everything in sight!

MAGIC SQUARE
Boy, that was neat. A neat graphics demo of a square that 'floats'(like Trey's disks?) around three graphics mode ten poles.

CHECKBOOK BALANCER
You'll never have to balance your checkbook again (at least not with messy paper... now you get to use messy disks!). I'll let you read the documentation on the disk for more information about this program. (You knew there was some reason that I put docs on the disk!)

FIRE BUG
I know, it's on the Analog disk, but this one is so good I didn't want you to miss it!

ELECTRIC NOTEBOOK
This program was written by our own Jim Warren! He didn't want me to say a whole lot about the program, so I'll just say that it's a neat new idea. Load in NOTEBOOK.BAS. When it boots up, hit 'L' for load, then load in NOTEBOOK.DTA and read away!

THE GRAPH
For all of you struggling algebra, geometry, trig, ect. students (like me and Alex) your gonna like this program... you get to type in the formula that you want (X=Y/2), and the computer will draw the line graph for that equation. I just thought of another great use for this program - bring your computer to school and run this program, and maybe your teacher will give you extra credit!

UNDELETE
By now I know that you're gonna need this program. After all of those other utilites that I gave you, by now you must have deleted two or three programs by mistake already. Well, all ya have to do to get'enback, is run this program, and if you havent already written over the program that you're trying to restore, UNDELETE will get them back for you. (I bet that you thought that you would never see your programs again!!)

PINBALL
And of course, a pinball machine. Sgt. Slaughter keeps trying to send it to me over the modem, but I haven't gotten a good copy yet. He says that its pretty good, but since I don't even have it yet, we shall see.......

That seems to be about all of the good software that's come out for this month, so I guess I'll see ya at the meeting.

And if anyone noticed, I got the month right!
Floppy intro done by Alex Chun, program descriptions done by me, Nate.

Sun	Mon	Tue	Wed	Thu	Fri	Sat
✳ NOVEMBER 1984 ✳				**1**	**2**	**3**
4	**5**	**6** 8 pm MAIN MEETING S.L. Library 300 Estudillo Chris Crawford	**7**	**8**	**9**	**10** 8 pm SOFTWARE/ ATR8000 SIG for info call Bill 538-2449
11 Veterans Day remember those who served	**12**	**13** 8 pm ASSEMBLY SIG for info call Bob 352-8118	**14**	**15** 8 pm BEGINNER SIG for info call Denzil 538-2227	**16** 8 pm Newsletter Deadline for info call Ron 537-3183	**17** 7 pm MSIG/GAMEROOM for info call Phil 351-2208
18	**19**	**20** 8 pm BASIC PROG. SIG for info call Mike 482-5061	**21**	**22** Thanksgiving eat a turkey watch football	**23**	**24** 7 pm EXEC. BOARD closed meeting
25	**26**	**27** 8 pm "ACTION SIG" for info call Jim 483-8796	**28**	**29**	**30**	

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*                                                        *
*   "The Key System" SLCC's OFFICIAL                      *
*        24 Hr. BBS (415) 352-5528                        *
*                                                        *
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"The San Leandro Computer Club"

Will hold it's regular monthly meeting on <u>ELECTION DAY</u> November 6, 1984 at the San Leandro Community Library starting at 8:00pm. The doors will be open at 7:30 for members who have goods to sell or wish to purchase the Floppy-of-the-Month early. We will also be holding our own election for the newly vacated Vice-President position. So after you vote, come prepared to nominate someone and vote again.

TRAMIEL MEETING

(CONT.)

no "open door" policy would exist like the old Atari had. Atari did not want people to go out and buy parts and make their own machines. He did say that all information needed by third party manufacturers would be made available to them as soon as the new machine is released.

Mr. Tramiel stated that there was currently a problem in warranty service, especially for machines purchased in the past three months, but the problems were being looked at and there will be a solution (hopefully) soon.

The other items that were discussed were:

Atari intends to produce a 32 bit machine.

"The 1090 (expansion box) will not exist."

"Any new machines that we are going to produce shortly will be at the January CES show."

He could not tell us what the base ram is on the new machine.

One item of software Mr. Tramiel did confirm was the Plato Package. He said it should be out sometime near Christmas.

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.

FOR SALE

Panasonic Data Grade color monitor, Model CT-1300D. Supports both composite and RGB, 80 column x 25 rows. Less than 1 year old. Includes cable for Atari 800 or 800 XL. For sale: $250.00. Call Nia Hsien Mao at 582-6630.

FAREWELL

Farewell to Trey, Jodi and Trevor Pitruzzello on their new move to Riverside, CA. If you want to keep in touch with the Pitruzzellos, write to:

Trey Pitruzzello D. C.
3981 Larchwood Place
Riverside, CA 92506

S.L.C.C. JOURNAL

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

1325 Devonshire Avenue
San Leandro, CA 94579

NEXT MEETING:

November 6   8:00 pm
San Leandro Community Library
300 Estudillo Ave.

SPEAKER:

CHRIS CRAWFORD

Topic:
"The History of the old
Atari and why it collapsed."

TO:

186. 85/04/30

ACE GROUPS: Please update your newsletter exchange lists with address listed on page 2. Above is our new address for correspondence other than newsletter exchange.