

# S.L.C.C. JOURNAL

1/85

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

## President's Report

PHIL MITCHELL

### HAPPY HOLIDAYS

If you owned an Atari computer, and used it, 1984 was not the year of steady growth enjoyed by some computer owners. Keeping up with the "Atari Escapades", along with all its Cliff hangers and roller coasters was any thing but boring. Here is my epic legacy, to the Club.

"The History of the SLCC, Part II-1984 the Year of Change"

Last December, saw Tom Bennett, perhaps at his best, arranging our guest speakers, and Mr. Earl Rice from Atari who re-assured us of their intent to stay in the computer business. We went to bed that Christmas, not dreaming of sugar plums, but 1450 XLD's by February, and a CP/M module by mid summer, from a company who really wanted to succeed and support their customers. The 600 & 800 XL's had been released and were available if you could find them. We had a whole 95 members in the club, and Main Meeting attendance broke 100+ for the first time. The club treasury only contained \$500 but we still felt the Christmas spirit and donated \$50 to the San Leandro Community Center. I felt confident that I was keeping up with computers in general by owning an Atari, and using it for other than game playing.

January 1984. Bob Barton was our more than competent President, Bill George was V.P., Nai-Hsien Mao handled the treasury duties, and yours truly held the Secretary position. Atari showed an upbeat mood at the CES show in Las Vegas, and everything in the future looked rose. Ron Seymour became our Newsletter Editor, and John Manning (Bless him) was running off the copies. The JOURNAL adopted a new look and style, with the help of Tom Bennett. The musical program "Passionately" was the hot item. And Chris Crawford, accompanied by Mark Cator and Bill Bartlett from Atari, gave probably, still, the most enjoyable meeting we ever had.

February, I resigned my Secretary post in the club to accept the job offer Mr. Bartlett, Director of Atari Customer Relations, had offered me at the January meeting. George Herres assumed the Secretary duties very effectively. Denzil Tipps starts the first Beginners SIG. Programmers were just starting to discover a new language called

(cont. on pg. 3)

## From The Editor's Desk

RON SEYMOUR

One of my main duties as Editor is to make sure that all the articles are turned in by the deadline. This means making my once a month friendly reminder about the upcoming deadline. At times I would even go as far as to pick up an article. This will change shortly (details to come).

Sometimes you may have read that I have twisted arms or begged for articles to be on time (or at least written). Even if this was true, which it is not, there is always someone who is late. Then the twisting, screaming and primarily the begging begin. This deadline is no exception. This time, though, the culprit is none other than your's truly. The only problem is that when I am late with an article, who yells at me???? So excuse me as I am off to do some twisting and begging...

Ok! I'm back and ready to go on with the show.

Christmas is over and the stockings that hung by the chimney are all taken down. The memories of St. Nick remain in the hearts of children of all ages, until the day when he arrives again. You all have shown that the true meaning of Christmas is the spirit of giving. The SLCC Food Drive was a great success and it can be attributed to your generosity. The food was donated to the Davis Street Community Center. It was added to other donations to make up some 400 food baskets. As some of you might remember this was the same organization that we donated to last year. Mr. Homer Richardson, who runs the center, was extremely grateful and wanted to thank the club. I would like to personally thank the club for it's support of the drive, and to everyone that helped inform members of the food drive and leaving messages on the Key System BBS.

After months of being ridiculed by some of the other members for not having a modem, I thought long for excuses on just how to get one. Then I got it! How about a BBS run by the Journal to help our already mighty institution. So then I called Tom Bennett and bounced the idea off him. He loved the idea. Then came the twisting, shouting (and yes the proverbial begging) for a modem of my own. I guess it was the begging that finally won out. What this means is that the SLCC will have another BBS, this one primarily for the Journal.

The bulletin board's hours and days will be announced at a later date. What this means is that the input is

totally up to you. This board will make it easier for you to make a difference in the material handled in the the Journal. You will be able to submit articles, ideas for what you would like in the newsletter, and comments on past issues of the Journal. The best results can be achieved with the help of you, the general membership. If it is to succeed, it is with your inputs and cooperation.

So until next month, keep an eye out for the JOURNAL BBS and happy computing to all. Remember the next best thing to computing is watching the Super Bowl. It is a New Year and the course it follows is up to you.

## Our Next Meeting

DICK SCOTT

Wow! How time flies when you're having fun playing games and trying out the new software "SYNICALC" from SYNAPSE. "I need to get something for the newsletter prepared", I thought to myself. Sure enough, who is calling the next evening... our good editor, Ron Seymour! "Hi Dick, do you have anything ready for the newsletter?" "No", I said, "but I will have by Friday". Here it is Friday and Ron will be here any minute. I sure hope that I can finish this in time.

Our next guest speaker, Alex Levens, co-owner of "DYNAMIC SOFTWARE DESIGN", will be speaking about his newest creation "WOMBATS I". Also, Alex will be attending the "CONSUMER ELECTRONICS SHOW" to display his wares. He will give us a detailed report on the "New Atari" releases at the next meeting.

That takes care of January—and quickly moving on to February and March:

February we will be hearing from a spokesperson from "ELECTRONIC ARTS".

March, we will have a presentation on how those "little critters" called floppy disks are manufactured! By the "DYSAN CORPORATION".

I wish each of you and your family will have a Happy New Year! Dick Scott.

### SLCC'S JANUARY DISK SALE

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### ECHO D500 2-PACKS

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MAIN MEETING  
WITH FLOPPYS  
OF THE MONTH

# S.L.C.C. JOURNAL

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

## PRESIDENT'S REPORT (CONT.)

"Action". And the club was selling the "Floppy-of-the-Month, Best of the Floppies Volumes 1 & 2, the Amis Music Disk, and the first Club Telecommunications Disk. Software Chairman was Trey (house on fire) Pitruzzello.

March, the first hints of disaster started to appear. It also marked the beginning of the "SLCC Curse". Fred Thorland our guest speaker lost his job (2 days after he addressed our meeting) when Atari shut down operations at APX (the Atari Program Exchange). Chris Crawford then resigned from the Company, but optimism still rode high, Atari showed the new light pen, and touch tablet at the West Coast Computer Faire, and rumors of the 1450XLD still circulated with 128K of memory, true DSD built-in disc

drive, 300 baud built-in modem, and an 80 column/CP/M module just around the corner. The 1050 disk drive started appearing and the promise of DOS III came in the package. The world's biggest secret was "Tom got Atari Chairman Jim Morgan to be our guest in August" (Don't tell anyone) a real coup in the User-Group world. Tom has produced several major miracles for the club.

April meeting drew 200+ members to the Library to witness our first ATR-8000 demonstration by Dave Lucky, we added Antic and Analog magazine disks to the software on sale by the club. We also held first nominations for officer elections coming up in June, and the JOURNAL published it's first "Computer Buzz-words" column. Mark Cator becomes the next victim of the "SLCC Curse" when he quits his post as User Group Support at Atari.

May, the "SLCC Curse" strikes again as Dave Wilson and Bill Bartlett quit Atari to work for Alpha-Com Printers. Atari along with Lucas Films developed 2 new "DYNAMITE" games originally called "Ball-Blaster" & "Behind Jaggi Lines". Some people had the games before they were released, and are still playing (and enjoying) them today. It's a shame they were never sold. Gary Carlson from Broderbund Software gave a nice presentation. But the big rumor was that Philips Electronics was interested in buying Atari, while Atari denied this, Ex-SLCC President Bill George quietly started the first ATR-8000 SIG.

June, I lost my job at Atari along with 95% of the people who were still there, (SLCC Curse?), but Atari and James Morgan were still in the computer business, and promising us the infamous 1450 XLD by early 4th quarter. Then they disconnected the toll free 800 help line. Trey beat Bob, in the club election, to become our new President, I won the V.P. post (unopposed), Paul Gifford beat George Herres by 4 votes to win the Secretary position, and the Honorable Mr. Jim Hood (who is currently doing a SUPER job) became our Treasurer. Most of us were busy playing Bruce Lee, 7 Cities of Gold, or Music Construction set.

July was what I like to call the "Atari Wake Meeting" as we all recoiled from the news that "They sold our beloved Atari" and the millions of rumors, some true and some not, that circulated for weeks afterwards. "Who is this Tramiel guy anyway?" "Oh yea?" "Commodore?" "Who gets the chips?" "Drop the new XL line?". As the dust settled, the casualties were many, The 1450 finally died (for sure this

time, maybe), the expansion, CP/M, 80 column, Mindlink, all died. Everything died, except the 800 XL and 1050 disk drive, (a few modems and printers made it also). But this didn't stop the SLCC.....(Remember the German Guys?) Rudy and Raphael appeared on community channel 3 television along with Ron Seymour and myself to promote the Atari cause. Nate Hood accepted the never ending responsibilities of Software Chairman, and started those spiffy scenic beginnings to the Floppy of the month. Star Wars and Gyrus were the games to have, and the first "PHOOEY" appeared in the JOURNAL.

August, Gary Yost and Antic Magazine filled in for the missing James Morgan (SLCC Curse, again?). Things were still pretty weird at the meetings. The German Guys left after the meeting with many new friends, handshakes, and even a few tears. Tom continued blazing new ground completing his first year as Program Chairman, handling the Byte Computer Show Affair, very well indeed (those things can get messy). More Phooeys appeared in the JOURNAL, And last but not least, the first SLCC Picnic, a great day in the sun. (I still have chips left from the picnic). Thanks in large, to President Trey Pitruzzello. Track and Field was the hot game.

September, BABY BOOM, there were other things besides computing going on in many of our members homes as Bob Barton, Frank Daniel, and Trey all became proud daddies. "Who's next?" was the question. The Atari-Con convention bombed in Michigan, in part because Atari didn't show. But Bill Wilkinson went, and represented the only national company to attend the ill-fated Mid-west Atari User Group Convention, so Mark Rose from OSS gave a pleasant presentation and a great donation to the club. Jim Warren starts the Action SIG, Paul Gifford resigns as Secretary. Archon II & H.E.R.O were popular.

October, Paul Gifford returns as Secretary while Trey resigns the President Post, What do you do when the spark plug quits? Trey stayed long enough to present Leonard Tramiel from the new Atari as guest speaker. (Tom triumphs again). Mr. Tramiel told us all that he wanted us to know, and I was impressed that he showed up. This event caused the SLCC to show up in national magazines like Infoworld, Antic, Analog, Compute and even CompuServe. "The Key System" SLCC's 24 Hr. B.B.S. started operation with the skilled Mike Sawley at the helm. "Beach Head" was keeping me up at night.

November, I find out that being President is alot more work than V.P. Bob Barton is elected to the vacated V.P. post by a huge margin. The one and only Chris Crawford returns to the SLCC causing mixed emotions in the club. I thought he was great, but so did all the ex-Atarians in the audience, others in the club felt different. SLCC begins selling CP/M Floppies-of-the-month with Kaypro formatted disks, thanks to the ATR-8000 SIG.

December found Tom Bennett, Jerry Jessop, Bob Barton, and Ron Seymour helping St. Nicolas School for Boys, while Ron organized a canned food drive for the Davis Street Center. Jon Loveless from Synapse showed their new Relax

(cont. on pg. 4)

package, donating one, in our name, to the Boys home. Currently, The San Leandro Computer Club has a newsletter subscription mailing list of nearly 350 Atari owners, covering 20 States, and 5 countries. Our Treasury bulges with over \$5,000. in the Account. And what about the future of the SLCC? There has been talk of cooperating efforts with Antic Magazine to write columns, Advertising and selling the Floppy-of-the-Month in volume, Copier machines to print our own Newsletter, an ATR-8000 with 8 inch drives for the B.B.S. and a whole lot more. Rest assured, no matter what kind of computer Atari releases, or what happens to computing in general. The SLCC will be there, to support the computer owners who comprise it.

I am proud to have been a part of it. And look forward to 1985 being a brighter year for all.

Phil Mitchell, President SLCC, 1984.

## Library/Floppy Update

NATE HOOD

A new year, a new menu...

Jim Hood has re-written the famous "Menu plus" so that it is now easier to use, and still has all of the old functions! Now when you want to load a program, you just hit one key! Next to each file, there will be a letter... just hit the letter next to the file that you want to load, and it will load it.

I finally got an XL to try out the Floppy-of-the-Month on, and found that the autorun was causing the XL's to lock up. Well, from now on, I will be using an autorun that works fine on either machine.

This month's floppy is going to be a special graphics issue so I will also be making a separate utility disk for you utility lovers.

### THE JANUARY 85' FLOPPY-OF-THE-MONTH

The front side of the floppy has a lot of special character fonts on it. All of the fonts will have the extender '.FNT'. To load these fonts, use the DOS on the front side of the disk (it has an option to load character fonts).

Also on the front side....

#### Mona Lisa

This is a neat graphics nine (GTIA) demo. It will ask if you want to see (1)Lincoln or (2)Mona Lisa. In a few seconds, you will see an amazing digitized picture!

#### BALL SONG

Wow is this neat!!! You can load this up and enjoy it for hours! The program plays a song while a ball bounces around a room (It sounds stupid, but its great)

## COLOR 256

This is a neat graphic demo that puts up all of the Atari's 265 colors at once!!! Show this to all of you friend with Apples and then ask them if they still think Atari's can't do anything.

## RAINBOW DOS

This DOS can load re-defined character sets, Micro Painter, and Koala files. It is named DUP.SYS, so you access it the same way as you would for a normal DOS.

And the back side...

The back side of the floppy has the neat demo that was being shown at the last main meeting. If the 256 color demo didn't convince your Apple friends that the Atari has the best graphics around, this will definitely make them think twice about the Atari!!

(This program requires the entire back side of the floppy)

Well, that's about all for this month. But before I go, I'd just like to say...

"Have a Happy New Year!"

## Guest Input

### ATARI BOOSTERS LEAGUE EAST

(Editor's note: This article is reprinted from the ATARI INFORMATION DIGEST, newsletter of the Atari Boosters League East.)

### GROUP NAILS PIRATES

An independent consortium of software publishers fighting piracy has already closed a mail order business, stopped a flea market salesman peddling copyrighted programs, and several bulletin board systems that engage in illicit distribution of pirated programs.

The Software Publisher's Association (SPA) has 85 member firms, two full time paid staff members, and several part-time workers who are pursuing bulletin boards nationwide. Its board of directors include Doug Carlston, president of Broderbund Software; Joel Berez, President of Infocom; and Edmund Auer, President of CBS Software.

The SPA had its first major success in San Francisco last September when it thwarted an illegal software duplication and distribution system called the West Coast Connection.

Searches for piracy on electronic bulletin boards are being conducted by SPA using private investigators in cooperation with several unnamed telecommunications firms. The organization has established a regular program to monitor bulletin board systems, and several of these systems are among the nine potential cases currently under investigation that may result in lawsuits.

Presenting:

# WOMBATS

## Episode 1: gazumba the great & the wombats of borozoa

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# Secretary's Report

PAUL GIFFORD/JIM HOOD

San Leandro Computer Club  
General Meeting Minutes  
06 Nov 1984

Note: Special thanks to Jim Hood, who took notes for me at the general meeting since I was unable to attend. Jim also wrote the following column, doing his best to emulate my style. Good job Jim! I know who will take over the secretary position at the next election! haha...PG

2010 Phil Mitchell finally opens the meeting with an introduction of the club officers and a rundown of rumors and best prices for hardware. He asks that food drive donations be put under the Christmas tree in the corner of the meeting room and introduces Tom Bennett.

- 2020 Tom reviews the club's help in getting four Atari systems set up for the St. Nicholas Home for Boys and asks that software donations for the home be put on the table in the corner opposite the Christmas tree.

2022 Alex Levin gives a short overview of his adventure game, "Wombats", which the Smithsonian Institute has acquired for exhibit.

2025 Phil returns to the podium to say that he thinks David Mentley's book, "ABC's of Atari Computers" is great; to thank the smokers for being considerate of others and to ask the others for a show of appreciation to the considerate smokers. A show of appreciation ensues.

2030 Dick Scott, our illustrious program director, explains that our guest speaker, Jon Loveless, president of Synapse, was kind enough to fill in after Electronic Arts asked to reschedule their talk to February.

2031 Jon Loveless makes passing mention of the "old days" when he and David Mentley were new Atari 800 owners and members of ABACUS, the San Francisco Atari users group. That was back when people paid ten times the current price for a computer containing one eighth the current memory.

Because of the increased user base that Synapse anticipates will result from Atari's lower prices, Jon said Synfile and Syncalc will have a recommended list price of \$49.95.

These programs are no longer being distributed by Atari. Synapse will distribute them through their regular network.

David Duberman, formally of "Antic" magazine, is now working at Synapse and is their contact for your questions on the SynSeries software.

With a larger user base, more programs should be available and the prices should be lower.

Broderbund has invested in Synapse and the two companies are now associated, but in most markets they will

still be competitors.

They will cooperate on some projects. One example is an upcoming game, a sort of "Alice-In-Wonderland", Construction Set that Synapse is developing.

It will use Broderbund's "Lode Runner" trademark as part of the title. Synapse hopes that the fame of Lode Runner will help propel the new game to the top of the game charts.

Synapse will also be coming out with Electronic Novels, which will have about 60 pages of text to lead you into the plot. You then become a character in the novel and continue on the disk in a deluxe, first person adventure game.

Synapse has optimistically named their parsing language BTZ (Better Than Zork).

A couple of the titles to look for are "Mind Wheel" and "Essex". "Essex" will have over 65,000 turns and need two disk drives to run.

Another new game will be "Alley Cat", by Bill Williams, the author of "Necromancer". Jon Loveless demoed this, to the amusement of the audience.

It has a main game; getting the cat out of the alley into an apartment building, through the windows; and seven mini-games which take place in the rooms of the apartment. Gee, if you get this game, you can tell your Mac friends that your Atari can display seven windows at one time.

There will be 1984 tax templates for Syncalc in the next issue of "Antic" magazine. Synapse will also be supplying templates for various uses.

The premier product in the Synapse line at present is the "Relax" package. With this, the user puts on a headband which relays to the computer the amount of electrical activity being generated by the user's forehead muscles. This information is transmitted through an interfacing box, which isolates the headband from the computer's electrical system and also adjusts the level of the signal to the computer. It also contains 4 AA batteries, which in the great American Christmas tradition are not included.

The amount of electrical activity is related to muscle tension. Lower the tension and you lower the electrical signal.

The units for the Atari and Commodore computers have a suggested retail price of \$139.95 and will sample the electrical level 60 times a second.

The units for the Apple and IBM computers have a suggested retail price of \$199.95 and a maximum sample rate of 30 times a second.

When "PC World" did a feature on "Relax" in their September issue they used Atari screen shots for their illustrations because of the better graphics from the Atari.

So there Lois Hansen, Paul Lew and all you others of wavering faith!

A couple of the club members were selected to demo the unit with the three software programs that are included with a purchase.

One program puts a line graph on screen. It appeared to be going great, but Jon said to his more experienced eye it was apparent that a good signal was not being captured. This varies from forehead to forehead. Some people are OK as is, others need a saline solution wiped on the sensors

and so forth. After some fiddling, Jon got a signal which he thought was better. It still appeared to be going great.

The second program is a game where the user controls the flight of a balloon on screen. The third is a kaleidoscope generator where the colors and patterns relate to muscle tension.

All three programs are attractive.

Some paddle controlled games can be played using "Relax". Bob Barton seems to be the club expert in this area. Maybe we can have a "Relax" division in the mythical video Olympics.

There is also a book sold separately from the "Relax" package. It is called "Relaxing With Your Computer". Written by Martha Davis, it gives a broader background on the area of biofeedback devices.

2130 Jon concludes his talk and says he hopes to see us again next year. I'm sure the feeling is mutual.

He also made a generous donation of a "Relax" package to the St. Nicholas Home for Boys. Batteries were not included.

2130.5 We take our usual pandemonium break, during which club members take advantage of the Holiday Special and get a free blank disk with each Floppy they purchase. This nearly depletes the software library's stock of blank discs, but adds considerably to the treasury.

We reassemble into a much smaller group and approve joining AUGIE, a nationwide network of Atari user groups.

We put off making a decision on Phil's suggestion that the club invest in a copy machine. If purchased, it would be used to print this monthly newsletter.

The cost of having the newsletter printed outside is a bit over \$100.00 per month for 300 copies.

A ballpark figure for a used copier of adequate quality for our needs is \$1000.00 to \$1500.00.

More discussion on purchasing a copier will probably take place at the next general meeting, on January 8, the SECOND Tuesday of 1985.

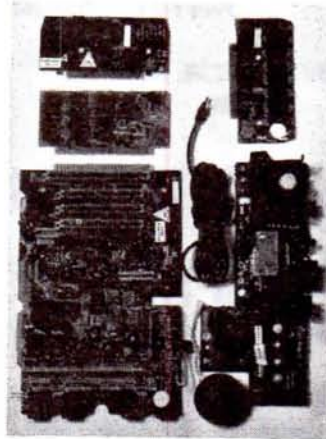
2222 or thereabouts. We adjourn. Ron Seymour goes to one corner to inspect the food donations and is elated at the generosity of his fellow club members, and guests. Tom Bennett goes to the opposite corner and is equally elated at the abundance of donated software.

They and the SLCC want to thank you all for your donations and for showing, once again, that the SLCC is the greatest bunch of computer nuts ever. Even if they are a bit too modest when it comes to boasting about the club.

Happy New Year. May it be filled with good memory and memories.

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**SPARE PARTS FOR YOUR ATARI**

# Guest Input

## ANTIC MAGAZINE

### ANTIC MAGAZINE SPECIAL REPORT

11/13/84

SUNNYVALE, CA—The new Atari Corp. today dropped the price of the Atari 800XL to "under \$120" from \$179 — and hinted that some major retailers may drop the price to \$99.

Atari 1050 disk drives will be cut to below \$200 for holiday shopping, and the 1010 data recorder and 1027 printer will also be reduced in price, according to Vice President for Marketing, James Copland.

An Atari 800XL with disk drive, 1027 printer and key software should be available now for under \$600, Copland said. Atari Christmas sales will be supported with a multi-million dollar print advertising campaign with the theme, "Even Scrooge would give one..." The ads will feature a quote about the 800XL from the December ANTIC Buyers Guide.

At the January Consumer Electronics Show, Atari will show a line of three to five 8-bit machines compatible with the current 800XL and a new line of 16-bit machines. All products are to be on the market during the first quarter of 1985.

True to their "Rock Bottom Pricing" strategy, Atari will also introduce a new modem and full-sized color printer at CES. In an exclusive interview with ANTIC following his press conference today, Tramiel underlined his commitment to Atari telecommunications and said that the 1985 modems will upload and download at 300 and 1200 baud and connect without any interface box.

Telecommunications was emphasized by Sig Hartman, President Atari Software, who told ANTIC that the Plato cartridge was their number 1 new software product. Hartman had evidently been (unsuccessfully) trying to develop a Plato terminal emulator at Commodore for the C64 since 1983.

Tramiel pledged to start a new program of support to user groups. "When a person buys a computer, he shouldn't be left out in the cold. We'll give him as much support as we can if he needs help," Tramiel said.

The first look at the new 32-bit Atari computers will come in April at a computer show in Hanover, Germany. After the conference, Sam Tramiel privately confirmed that this machine would utilize the new National Semiconductor 32032 and would be a "VAX in a box." Copland would only say that this new machine would be a "user-friendly reliable computer at rock-bottom prices."

"We give the people what they want. Our work ethic is to constantly strive for improvement," Copland said, echoing Atari owner Jack Tramiel's philosophy of "computers for the masses, not the classes."

"We always try to reduce the computer's cost to what's affordable for the customer," said Tramiel. "Our goal is to make the best computers at every meaningful price point between \$100 and \$1000."

The new Atari Corp. will not charge more than \$49 for software, said Tramiel.

Although he would not outline specifics, Tramiel said all the 8-bit machines will be compatible, at least one will offer 128K, and at least one will be a portable, luggable computer.

The new 800XL will look almost exactly like the older machine, but will contain improved new design technology, according to company president Sam Tramiel.

The company's line of 16-bit and 32-bit microcomputers will use a proprietary operating system and VLSI custom graphics coprocessors developed by Atari in Sunnyvale, according to Sam Tramiel.

These computers will also feature GEM, the Macintosh-like Graphics Environment Manager produced by Digital Research, according to Sam Tramiel.

GEM is an extension of the operating system and supports overlapping windows, pull-down menus, icons, mice and other advanced user-friendly features.

Meeting with the press en masse for the first time following their purchase of the company, Atari executives were almost astonishingly open about their confidence in the future. Atari Corp. is projecting \$1 billion in sales during 1985, Copland said.

Copland said Atari expects to sell at least a half million 800XL's within the next five months, using a network of major mass retailers and distributors.

Orders for the 800XL have exhausted Atari's current inventory, and the company is now manufacturing 150,000 new machines monthly at factories in Taiwan and Ireland. Another facility will be operating in Japan soon, according to Sam Tramiel.

At test markets in Detroit and elsewhere, the newly low-priced 800XL sold out almost overnight, with no advertising, said Sam Tramiel.

"Most people six to 26 know how to use computers. We don't have to educate them on how to use computers the way IBM does. I believe American parents want to educate their children to the greatest possible degree," Jack Tramiel told ANTIC, adding that he intends to offer price incentives for schools to purchase Ataris.

Tramiel's philosophy is very clear. "We sell products to individuals—personal computers. We do not intend to compete in business computers."

However, Tramiel also said he is prepared to knock out anyone who sells computers, including Apple and IBM, if they choose to compete with him.

"After I left Commodore — due to philosophical differences with the management — I noticed business was becoming very dull. Everyone was sitting around, being very greedy and trying to get as much money as possible. There was a need for new life and excitement in the computer business," Tramiel said.

"The end-user is intelligent. He knows what he wants," said Tramiel. He said he intends to support his customers by increasing the existing software base, working closely with third-party software developers.

Tramiel said the new machines will be backed by a 90-day warranty, during which time a customer could obtain a new, replacement unit if problems develop with the computer. After that, customers could take their machines to any one

of some 1,500 service centers around the country or mail it to Atari for service.

"We like to convert proven products into personal use—for the lowest price," said Tramiel. His company, although it continues to design its own chips, will not conduct leading-edge research.

The next step for Tramiel, after his current plans, is to "turn around mainframe technology for a hand-held computer."

Executives hope to take Atari public in 1985, after raising \$150 million through three \$50 million private and stock-market placements.

"In 1987, there will be 50 million personal computers sold worldwide, and over half of those will be below \$200," Tramiel predicted. "Back when I was in the calculator business I correctly predicted that the price would drop to \$9.95 (from over \$1,000) within 10 years."

Tramiel also said he would decide in January if Atari will continue producing and marketing the company's 2600 game machine.

\*\*\*\*\*

This report is presented as a service to Compuserve Atari SIG members by ANTIC Magazine. Look for more of these same-day dispatches on major Atari news by ANTIC on Compuserve.

(Editor's Note: Special thanks go to Paul Lew, Compuserve Expert and member of the S.L.C.C. for downloading this article for the Journal. Also, expect to see additional articles of this quality from Antic in future issues of the Journal. This is all part of a new user's group support program that Tom Bennett and Bob Barton had the opportunity to preview earlier this month. Watch for the February issue of Antic and the Journal for additional details on this unique user support program!)

## Hardware Review

ART WOOD

### OKIMATE 10 PRINTER

"IT'S HERE", "The Printer in a class by itself", "Color your world", "What about graphics and pictures?", "The OKIMATE 10 does it all".

My quest for a printer had ended—the clever ad in the November ANALOG convinced me that I had to have that printer.

My imagination went to work immediately: Custom designed Christmas cards, jazzy sales illustrations & color printouts!!! With a fluttering heart and quivering finger, I made my first call to Service Merchandise...("No, we don't have it, try the store in Barstow"). Then I called Consumer's Distributors and on the sixth call located the printer in the San Francisco store. The clerk said he would save me one...I was taking no chances of some other eager Atari fan getting my printer. After waiting in line for 45 minutes, the stock clerk brought the printer and the PLUG 'N

PRINT package to the merchandise pick-up shelf. My nearsighted eyes squinted to gaze upon the boxes. (For the COMMODORE Computer? No, this can't be!!!) The clerk then called my name and my fears were confirmed; they had brought out the wrong PLUG 'N PRINT package. After explaining that Atari & Commodore are 2 different computers, he went to the stockroom and said they were no PLUG 'N PRINTs for the Atari in stock. But, I demanded, "You said you would save me one!!!" "Yes, we did but the stock number is marked wrong." The clerk was kind enough to give me an unlisted phone number to Consumer's corporate offices. "Yes, the catalog is wrong; we told all our stores to change the inventory code!"

Persistence pays off!!! I finally found my Okimate 10 in the Newark Consumer's store, and they had the Atari PLUG 'N PRINT package. Eagerly studying the box, I noticed the following message: Color functions available only on the 800 XL...all other functions available on other Atari computers. This must be a misprint, I thought, after all this trouble, I'm not going to let this bother me.

The PLUG 'N PRINT package came with a demo disk and sample paper. The tractor feed device tended to jam easily. There is no line feed or page feed button. The color demo worked fine on my 48 K 400 and, so I figured the rumor about needing an 800 XL was false. When I tried to boot up the special color function disk on my 400, of course the computer locked up and that was that.

After running out of the 25 or so sheets of sample paper provided with the printer, I loaded up some tractor fed paper I brought from my office. Yuk! what's wrong? The print quality was dismal. I thought the printhead had died and packed up the Okimate 10 and returned it. After displaying my disappointment with the manager, he said that one of his staff had the printer and was totally satisfied with it. "Oh, you can only use smooth paper—you can order 250 sheets for only \$9.95 from Okidata."

Further postmortems: the color demo (a parrot in the swamp) took about 1/3 of the ribbon, so after 3 parrots, one would have to buy a new color ribbon (\$6.69, from Okidata). The printer worked o.k. with the Atariwriter, but control codes had to be entered for print styles, etc.

Out of the mud grows the lotus: I bought an 800 XL to use with the Okimate 10 at the Santa Rosa Toys 'R' Us, located right off highway 101 (take the Hearn exit).

### \*\*\* REMINDER \*\*\*

OUR JANUARY MEETING  
WILL BE HELD  
ON JANUARY 8, 8:00 PM

NO PARKING ALLOWED IN  
LIBRARY STAFF LOT  
LOCATED ON HARRISON  
BETWEEN DAVIS AND ESTUDILLO

USE THE STREET OR MAIN  
PARKING LOTS ONLY.

MIKE SAWLEY

Last month I talked a little about how to log onto the new Key System and something about the access levels. This month we'll assume you've got a validated password and have full access to the system.

The first thing to come across your screen after you get past the password and confirmation stuff is the BULLETIN. This is where I put items of interest relating to the club, the BBS or whatever seems like it would be of interest to the callers. If you have anything you think should be posted there, then leave me a message on the system printer (Item [L] from the main #Go prompt) and I'll put it up. I usually change the bulletin about every 10 days or so. The bulletin can also be read from the Data Base menu.

After the bulletin, the BBS will tell you to hold on a moment. It is checking the Electronic Mail base (E-Mail) to see if you have any waiting mail. If you have mail, you will be so advised and told to use [M] to read it. If there is no mail for you on this call, the system will next tell you how many messages the system has in the other message bases. You are given the option to do a global search to see if you have any messages. This search takes some time as the system has to check each and every message except for those in the E-Mail base. If you answer YES then be prepared to wait a few moments. If there are messages, you will be told which base to look in to find it (them) and who sent the message. If there are no messages addressed to you, then you will be automatically taken to THE I/O CABLE and given the main #Go prompt. It is now your turn.

From the main #Go prompt, the following commands are legal:

- A - ATASCII/ASCII TOGGLE
- D - DOWNLOAD A FILE
- E - ENTER A MESSAGE INTO THE ACTIVE MESSAGE BASE
- F - VIEW THE DOWNLOAD FILES
- G - GOOD BYE / LOG OFF
- L - LEAVE MESSAGE TO SYSOP ON THE SYSTEM PRINTER
- M - ACTIVATE THE ELECTRONIC MAIL BASE
- P - PASSWORD STATUS
- R - READ MESSAGES IN ACTIVE MESSAGE BASE
- U - UPLOAD A FILE TO THE KEY SYSTEM
- Y - YELL FOR SYSOP (CHAT MODE)
- Z - SWITCH MESSAGE BASES
- \* - ACTIVATE DATA BASE MENU
- ? - GETS A LIST OF COMMANDS

There are also a few commands you can use when the BBS is sending you data. CONTROL S will tell the system to stop

sending you data. This lets you examine what is on the screen. CONTROL Q will tell the system to RESUME data transmission after a CONTROL S was used. CONTROL C will usually cancel a command. If, for example, you were reading a data base text file and decided you didn't want to finish it, then CONTROL C would return you to the data base main menu. CONTROL N is used when reading messages. If you were reading a message and half way through decided you did not want to finish it, the CONTROL N can be used to read the next message in your list. CONTROL X is used to abort a X-Modem transfer. The SELECT key can also be used here if you are using a version of the AMODEM program. Just hold it down and wait for the end of the current block to be sent and the system will abort and go to the main #Go prompt.

A request for help is made with [?]. You will be given a list of the commands similar to the one above. If you just hit the return key at the main prompt, you will be given the time and date and a reminder that ?=HELP.

The ATASCII/ASCII TOGGLE is used if you need to change translation mode. You may need to do this if you have just finished calling a non-Atari BBS and forgot to switch over to Atari mode. You will be given a few lines of instructions followed by a HIT [RETURN] prompt. You should now switch over your terminal program to Atari mode and hit return. If you just switch over at your end and don't use the [A] command the BBS will no longer understand you. The reason for this is the difference in codes the return key sends out.

If you are just going to read and send messages or mail, then it really does not matter what translation mode you are in. If you are in ASCII mode, you will simply see the reverse video characters as normal video. However, if you are going to download a file with Atari special characters (reverse video or control characters) then you have to be in Atari mode. You can still download the file, it just won't work when you try to load it.

[F] is used to get a list of the download files. You will first be given a list of file categories to choose from. Until we get more disk storage on line, I recommend you use [A] to look at ALL since there are only about three pages of files online. Also, if you choose a category that has no files, you'll just be wasting your time.

When you find a file that sounds interesting to you, use the [D] command. It can be used from the main #Go prompt or is also available at the end of each page of files. The system will ask for the file name you want. Just type in the name of the file exactly as you see it in the files list. D: and an extension (.XXX) are NOT needed! The system will then search for the file you requested. If you made a typo, the system will tell you the file cannot be found. If the file is found, the system will ask if you are using X-Modem protocol for the transfer. X-Modem is required if the file contains Atari special characters (Saved Basic, Object, AMS, etc.). If it is a text file (ACTION! source code for example) then X-Modem is not required. To be safe, always use X-Modem. (The exception to this rule is in the data bases. You are given the option to use X-Modem here too, but right now all the data base files are text files and don't need X-Modem.) The system

will now tell you it is ready to send the file.

Set up your terminal program to receive a file according to the type of transfer you told the BBS you are going to use. If you are using the AMODEM program and want to use the X-Modem protocol then press SELECT and choose item [R]. Type in the name of the file (Here you need to specify a device such as D: and an extension if you like.) You now have the BBS and your terminal set up to download a file. If using X-Modem, press the START key and the transfer will take place. At the end of the transfer, the file will be saved out automatically.

## Sgt. Slaughter

### SGT. SLAUGHTER

Hello, Gamers!

It's time for this month's column with the Sarge, and to start up '85 with a bang, I would like to devote this article to the best games of '84.

Best game of 1984? Toughest question that I get asked every year. I am still really up in arms about trying to decide which one of these is better, but as far as I can tell, the best game of '84 would have to be.....Spy Vs. Spy. It's a wonderfully funny and innovative game, where you play the roles of the two warring agents that are so famous from MAD magazine. You are trying to find photographs, a passport, money, travel plans and a briefcase in a large embassy. Once you find all of these items, which are inconveniently hidden in drawers, behind pictures, under T.V. sets, etc, you have to find the airport door and leave. All this is under a time constraint, but that's not the tough part. What's really rough is that the computer/other player is out to get you. A wonderful array of traps, good fighting, split screen, and excellent 3-D graphics make this a game that any avid gamer should have in their library. Second place? The very comparable sequel to Castle Wolfenstein, Beyond Castle Wolfenstein, a great sequel with lots of new twists. You have to blow up Hitler and his cabinet and escape with your life. It's not an easy job, but somebody has to do it!

For Atari utilities, one stands out far above the rest. This is the MMG Basic Compiler. I really love this program, especially to make binary files out of public domain programs. It is innovative in two respects: it is simple enough to learn in after a few tries, and it's FAST! Another great thing about it is that it accepts almost anything I have thrown at it, except for modem programs, statements like: DIM X\$(B), and statements like GOTO X. Other than that, this program is a BASIC hacker's dream. It has the ability to turn your BASIC programs into machine language before your very eyes! It is the computer equivalent of a magic wand!

Fortunately, the job of picking the best adventure of '84 was relatively simple compared to the rest. Infocom, the kings of adventure, really out did themselves this year with Hitchhiker's Guide to the Galaxy. It is an excellent adventure in all respects. I recommend this game just as much, if not even more, than I did last month mainly because I figured out most of the hang-ups that were troubling me, only to find myself stuck today on some parts even worse! It

is fantastic, and if you haven't got it now, rush out and get it! It, by all means is the adventure of the year. (Hey, if it gets any better, I might nominate it for '85!.) The best action-graphics adventure is the fascinating sequel to Ali Baba, The Return of Hercules. I have played it and solved it 4 times, definitely a good showing of the staying power of this game. It gives accurate mythical accounts to twelve of the best known Greek stories: the Hydra, The golden fleece, etc. (I wouldn't want to spoil any of the fun!). There are plenty of characters to choose from and the action is fantastic. Definitely a game to remember.

The last category is the best sports game of 1984. We had a large crop coming to us with the Olympics, but the one to remember is Summer Games by Epyx. I still find myself loading it up time to time to try to top my own world's records. For more detail, check out my review on it that I did a few months back in the Journal. A close contender was Track and Field, adapted by the Konami arcade game. Close, but no cigar. Summer Games still wins the gold over this one.

And now for the big losers of '84. No column would be complete without it! The worst sports game: Decathalon; boring without remorse...hide your joystick from this one! Worst adventure game: the Quest. If you read my review, well, I haven't loaded it up since and I STILL hate it! That definitely says something! Worst utility? Magic Dump II on cartridge. My cartridge wouldn't even dump a blank screen on to the printer, let alone graphics. I've sent it back to the company, but so far, no reply. And now, for the worst game of all in 1984...I would have said Genetic Drift, but that wasn't in '84, so I will have to harp on Super Bunny by Sirius Software, the last piece of software from the now defunct (thank god) company that brought us such grand hits as Sneakers, Ruskie Duck, Gruds in Space, and a decent title, Wayout. Super Bunny is a useless game. It has been said that this game is "so un-fun that it could be a utility". I got rid of it almost as soon as I got it. The graphics are nice, but somebody should have told the folks at Sirius that "graphics do not make a good game" because this is abysmal. If anyone bought this Super Turkey, my sympathy really goes out to them, because Super Bunny is a real dog!!!

Well, that is my review for this month. Next month, it's back to the beat for me, searching out new games, new life forms, boldly going where no man has ever gone before (whoops, wrong monologue!) So keep up the great comments! Goodbye and Good gaming!

At Ease,  
Sgt. Slaughter

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# Programming Tips

JIM WARREN

## ACTION! RE\_ACTION PART II

Now there may come a time when you will want to write a recursive program that is relocatable. In that case you can't get the address of your recursive procedure from the monitor and just "plug it in" because the program may have to run at a memory location other than where it resides in memory at the time of compile. In that case, your program must find the address of the procedure at run time and "plug it in" for you. The method I have worked out here, works just like the previous "plug it in yourself" method except that we use a little more programming overhead and get the Error procedure in the ACTION! library to do the "plugging in" for us. The relocatable method works like this:

1) Declare global card variables (with names easily recognizable to you) for holding the run time address(s) of the recursive procedure(s). Like this:

```
CARD ADR_MAIN
```

2) write the RE\_CURSE procedure using ERROR instead of a dummy number like this:

```
PROC RE_MAIN=ERROR(any parameters)
```

3) Assign the run time address(s) of the recursive procedure(s) to your variable proxie(s) as the first statement(s) in your program like this:

```
ADR_MAIN=MAIN
```

4) Call the recursive procedure by changing the address of ERROR like this:

```
ERROR=ADR_MAIN RE_MAIN(any parameters)
```

By this method, ACTION! is fully recursive under all conditions. I hope to receive comments on and improvements to these methods of doing recursion in ACTION! I know that you will find them handy even if not absolutely necessary. A demo program follows:

### FULL RECURSION USING ERROR

```
CARD
```

```
ADR_CURSE_A,  
ADR_CURSE_B,  
ADR_MAIN
```

```
PROC RE_MAIN=ERROR(BYTE NOTEA,BYTE ARRAY M)  
PROC RE_CURSE_A=ERROR(BYTE NOTEA,BYTE ARRAY A)  
PROC RE_CURSE_B=ERROR(BYTE NOTEA,BYTE ARRAY B)
```

```
PROC CURSE_A(BYTE NOTEA,BYTE ARRAY A)  
PRINTE(A)  
SOUND(1,NOTEA,10,5)  
ERROR=ADR_CURSE_B  
RE_CURSE_B(50,"CURSE_B")  
RETURN
```

```
PROC CURSE_B(BYTE NOTEB,BYTE ARRAY B)  
PRINTE(B)  
SOUND(1,NOTEB,10,5)  
ERROR=ADR_MAIN  
RE_MAIN(150,"MAIN")  
RETURN
```

```
PROC MAIN(BYTE NOTEA,BYTE ARRAY M)  
ADR_CURSE_A=CURSE_A  
ADR_CURSE_B=CURSE_B  
ADR_MAIN=MAIN  
PRINTE(M)  
SOUND(1,NOTEA,10,5)  
CURSE_A(35,"CURSE_A")  
RETURN
```

## S.L.C.C. Interface

(CONT. FROM BACK PAGE)

In response to our inquiry as to whether ROM Magazine sends exchange copies of their magazine to user's groups:

"The answer is an emphatic yes, we do exchange newsletters with the User's Groups; as a matter of fact we send a sample of ROM each issue to 97 different User Groups - with attached letter stating a discount to groups of 30 or more (ed. note: No letter was attached!).

We value our User Groups so much that ROM is offering a free column to the User's Group to advertise, complain, etc. Peter Ellison will re-send you his letter.

We, at ROM, enjoy your S.L.C.C. Journal - so please do not stop sending it. Please accept our apologies, and I will personally check to see that ROM issue #9 is sent to the San Leandro Computer Club.

Mrs. T. G. Cockroft, General Manager

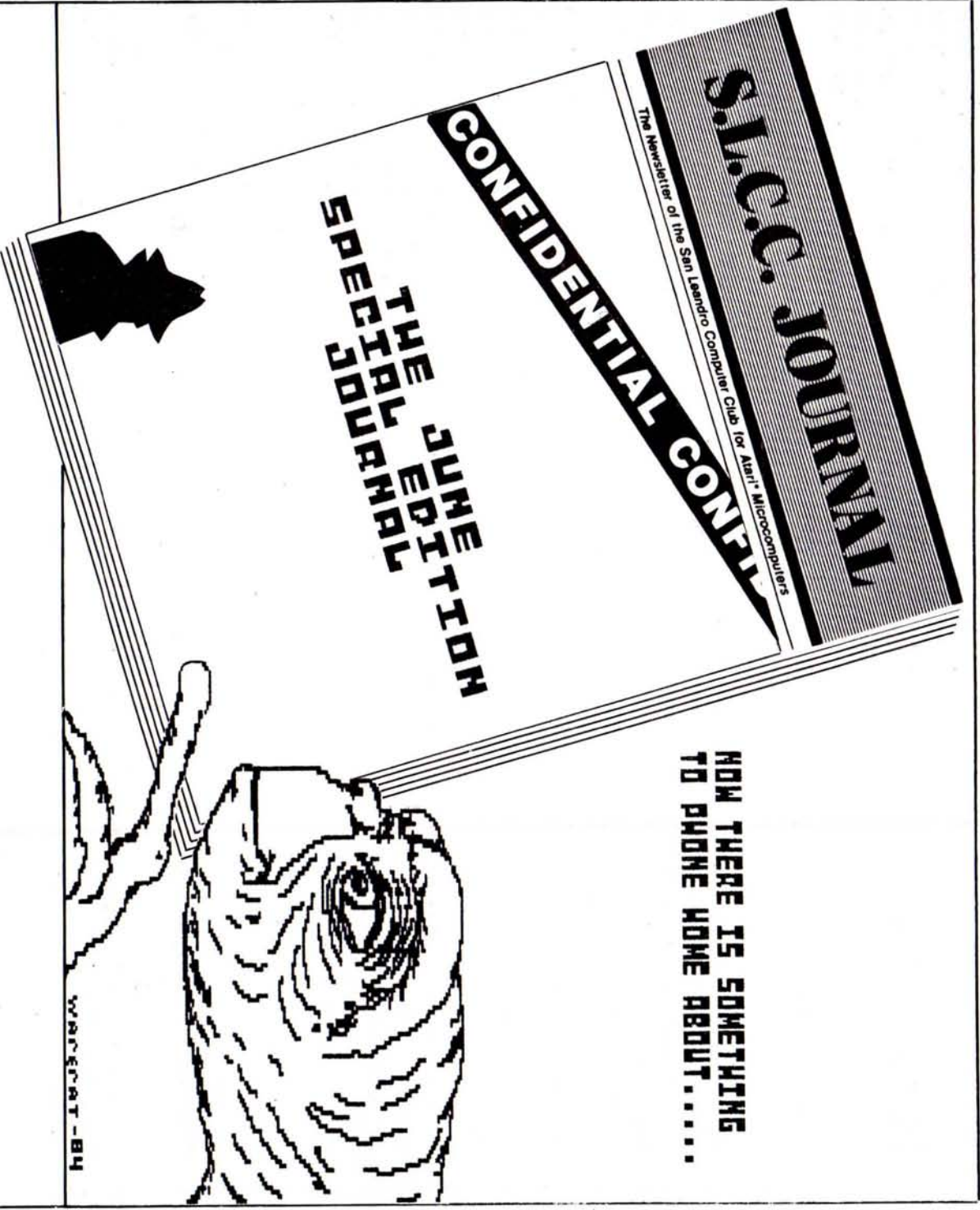
\*\*\*\*\*

You may have noticed that Mr. Hidalgo sent us \$12.00 for a subscription to the Journal. We offer this special rate for subscribers out of the general Bay Area. If you know of someone outside the area who would like to subscribe, have them send \$12 (U.S.) to the Club's P.O. Box listed on the back page.

\*\*\*\*\*

You may also have noticed that we are planning a special edition version of the Journal for June publication. It will hopefully be in a magazine format, and if it works, we may try to put one or two of these special editions out per year. We will need all kinds of help, though, for this ambitious project. We will need advertisers (at the standard Journal rates!), writers, typists, original programs, and artists to make this successful. We are also planning to ask some of our illustrious past guest speakers to contribute articles to this special edition. (Imagine, submissions from the likes of Chris Crawford, Bill Wilkinson, Leonard Tramiel, Jon Loveless, etc., all provided they agree to contribute an article.)

If you would like to get involved with this, give Ron Seymour, Tom Bennett, or any officer a call. The success of this project depends on YOU!



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# Hardware Ideas

ACE (N.S.W.)

## 810 DISK DRIVE MODIFICATION

(EDITOR'S NOTE: This article was reprinted from the ACE (N.S.W.), Australia, newsletter, October, 1984. Although this modification was carried out by the author, the SLCC cannot take any responsibility for damage resulting from attempting to carry it out. This modification should not be attempted if you are unfamiliar with using a soldering iron. Take special care not to apply too much heat circuit boards or components.)

This write-protect override mod allows use of the second side of a disk without punching a write protect notch.

The following is reproduced from the Queensland Atari Resources Club Newsletter, article by Bill Fletcher.

Parts needed are as follows:

- 1 x 1800 ohm resistor
- 1 x 270 ohm resistor
- 1 x LED (red, green, or yellow)
- 1 x D.P.D.T. switch

A flashing LED could be substituted for a normal LED.

The actual schematic circuit diagram of the modification is set out below. Reference to the diagram will reveal that the modification is only connected to the drive's original circuitry at two points.

The position of the switch and LED is your own choice. I suggest you place them on the front face for ease of use. Take care when selecting a position as not to tamper with

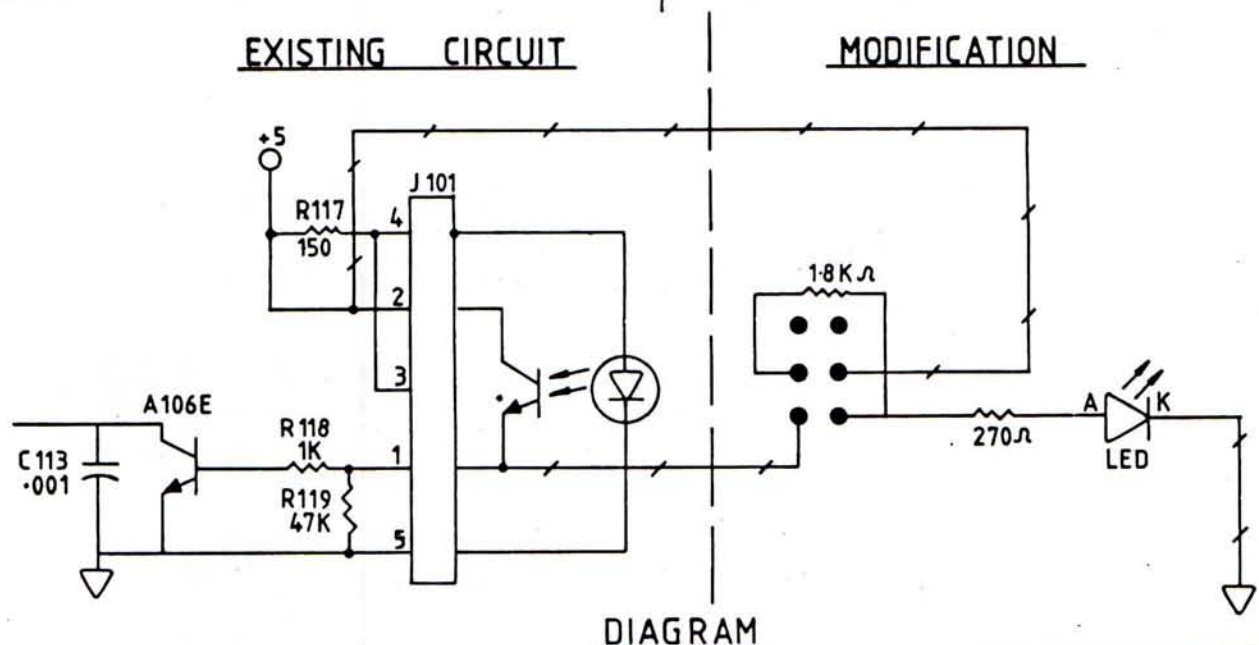
the drive mechanism, door circuit board, etc. On my drive I placed the LED on the right hand side of the door in line with the BUSY LED. The switch was placed under the door and to the left of the door catch (a hole was placed there during manufacture, for mounting BUSY LED, e.g. Apple disk drives).

The polarity of the connection of the LED is very important (a LED will light up in one direction only). Also insulate any exposed wire so they do not touch other parts of the drive.

The J101 plug is located on the board (side board) on the left side at the back of the drive. At the bottom of the plug is pin 1, the top is pin 5. Add the wires to the outer side of the side board.

(NOTE: You can avoid soldering to the side board altogether by splicing into the connector going into location J101, and drawing your wiring from that point. You can also mount your switch or LED in the space under the Atari Logo on your drive faceplate. That way you can later pull the mod if you desire, and replace the hole in the faceplate with the original Atari Logo. The Logo is attached with an adhesive tape on the back that will allow you to easily pry it off. There are many other types of write-protect override switches used, and if you want to see these, ask other members of the club if they are using a switch, and how they made the modification.)

Another tip came from the Jersey Atari Computer Society Newsletter in an article by Bob Mutton. If the resistor marked R218 on the analog board (board mounted on top of the drive above the diskhead) is a 2000 ohm resistor (marked red, black, red, gold), then change to a 1400 ohm resistor. Alternately, a 4700 ohm resistor can be soldered in parallel to give the same result. This apparently improves the strength of writing on the 810.

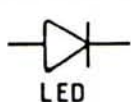


KEY:-



SWITCH

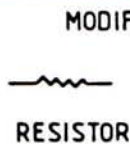
EXISTING CIRCUIT



LED

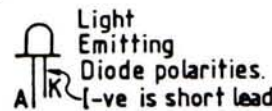


EARTH



RESISTOR

MODIFICATION



Light Emitting Diode polarities. A (-ve is short lead)

# JANUARY 1985

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
						10-6 pm.
						COMPUTER SWAP
						AMERICA INC.
						SAN CLARA COUNTY
						FAIRGROUNDS
						(415) 366-9162
6	7	8	9	10	11	12
		8 pm	8 pm	7:30 pm		8 pm
		<u>MAIN MEETING</u>	<u>ASSEMBLY SIG</u>	<u>BEGINNER SIG</u>		<u>SOFTWARE/</u>
		S.L. Library	for info call	for info call		<u>ATR8000 SIG</u>
		300 Estudillo	Bob 352-8118	Denzil 538-2227		for info call
						Bill 538-2449
13	14	15	16	17	18	19
		8 pm			8 pm	7 pm
		<u>BASIC PROG. SIG</u>			Newsletter	<u>MSIG/GAMEROOM</u>
		for info call			Deadline	for info call
		Mike 482-5061			for info call	Phil 351-2208
					Ron 537-3183	
20	21	22	23	24	25	26
				8 pm		
				<u>EXEC. BOARD</u>		
				closed meeting		
27	28	29	30	31		

HAPPY NEW YEAR!



# 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.

## \*\*\* LETTERS TO THE EDITOR \*\*\*

We actually received three letters this month on unrelated topics:

We wish to thank the members of the San Leandro Computer Club who have so graciously donated Atari software for the boys at St. Nicholas Youth Home.

St. Nicholas Youth Home, Inc. is a non-profit organization, licensed by the state of California, which provides complete care refuge for adolescents, aged 11-18, who have been abandoned or abused by their parents.

The computer has been an invaluable aid to their learning experience, however, we are in great need of more

educational software. Any assistance you and your members may be able to give us in procuring these programs would be greatly appreciated.

We look forward to meeting with you at your January meeting.

Respectfully, Very Rev. Father Gregory Ofiesh,  
Executive Director.

(ED. NOTE: Any more help, SLCC'ers? If so, contact Tom Bennett, Bob Barton, Ron Seymour, or Jerry Jessop.)

\*\*\*\*\*

Will you please notice my change of address (from Cali, Columbia). Enclosed please find \$12.00 to cover my subscription to the Journal.

Congratulations for your excellent work. I read everything in your newsletter, even when I am far away (Columbia, South America). I even enjoy the meeting minutes.

THERE WAS NOTHING MORE IMPORTANT THAT THE TRAMIEL MEETING!!!! YOU DO DESERVE NATIONAL ATTENTION AND INTERNATIONAL RECOGNITION FOR BRINGING US SUCH BEAUTIFUL NEWS!!!! HERE IS MY APPLAUSE!!!!

Fernando Hidalgo.

(cont. pg. 12)

## S.L.C.C. JOURNAL

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

P.O. Box 1525, San Leandro, CA 94577-0152

### NEXT MEETING:

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

7:30-8:00: Soft/Hardware Swap

### 8:00 SPEAKER:

ALEX LEVENS

TO:

186 85/04/30



**ADDRESS CHANGE:** Please update your newsletter exchange lists and general correspondence with address listed above.