Our Next Meeting

DICK SCOTT

It is again time to let all the members of the SAN LEANDRO COMPUTER CLUB know who will be the next guest speaker. Will it be someone from ELECTRONIC ARTS as I announced at our last meeting? Or will it be someone from another company?

Remember at the last meeting, our President, Phil Mitchell, was mentioning that some software producers were leaving the ATARI market place or setting back waiting...to see if the ATARI market was going to improve or "die". That is the position that ELECTRONIC ARTS has taken. When I called them for a confirmation for February's program, they didn't want to do anything right now; however they said that I could call them back in June or July. They would then have some idea of what they are going to do with the ATARI market. In other words, they want to wait and see if things are going to improve this year over what it was last year.

DYSAN CORPORATION

Alas, all is not lost for February. Remember, I mentioned that DYSAN CORPORATION was going to make a presentation in March, about how those "floppy disks" are made. They were kind enough to reschedule for February. So, come prepared to find out all about the FLOPPY DISKS and how to take care of them. If you don't, they will "CRASH" on you, hopefully, you have a back-up copy of your program or "data".

EPYX SOFTWARE

In March, we will be hearing from someone from EPYX SOFTWARE. Thanks to Mr. Jon Loveless of SYNAPSE SOFTWARE, he gave me Mr. Botch's phone number and when I mentioned Mr. Loveless' name, Bob was very helpful. I will call him back in a couple of weeks for confirmation. If you have checked out THE KEY SYSTEM BBS lately, you know that EPYX has an agreement with LUCASFILM and those "great graphics" to produce games with arcade quality.

Until the next meeting, happy computing!!

From The Editor's Desk

RON SEYMOUR/TOM BENNETT

For some reason, it seems that the time between Journal issues are getting shorter, and shorter, and shorter.... Due to deadline pressures, you may notice a number of typo's and misspelled words in this issue. We did the layout for the Journal "as is", with little editing. So please excuse the mistakes.

Last month we announced the "Special Edition" Journal, and we received some (little?) response. Bill and Joe Eash have offered an impressive drawing tool that is joystick and keyboard controlled, with many features you would expect to see on commercial software. It is called Electronic Pencil, and will be listed in the "Special Edition" in Basic and Action!

Alex Leavens, last month's guest speaker, has offered to write a game in Action!, and Victor Johnson has offered to help us do some typing for the project. Banford Wong will be writing an article on a new version of the write-protect override switch that allows you to use both sides of your diskettes without punching a hole in the media. It is a combination switch with an LED built in, complete with pictures on how to do it.

By the time you get this edition of the Journal, we will have sent out requests to our illustrious group of past guest speakers to donate an article or public domain program for this Journal. We also will have sent out requests to prominent individuals that are rising under the new Atari wave!

There will also be a disk version of the Special Edition available at an undetermined price ($5-7). We also would like to sell some copies to non-members. This will help offset the costs of production.

Paul Gifford, our club Secretary, has volunteered to become the advertising manager for the Journal. This month's ad from Home Computing Centers is a result of his

efforts. At this point, our advertising rates will be the same as the monthly Journals, with the exception of the back page.

This is a pretty good start, but we are far from getting the submissions or commitments from the many talents in the club that we need. I know that there are many people out there that have written programs for their own needs or amusement, but are not sure they want to submit them. Why not share your works? That is the point of this group, to exchange ideas, programming tips, and tutorials.

If the response does not come, we will have to abandon the concept. We wanted to set up a budget for the project, and we will talk about it at the next main meeting. If you think that this is a worthy project, let us know. If you think we are wasting our time, please also let us know. If we get no response, then we KNOW you are telling us that this IS a waste of time!

We have a deadline set of April 15 for all submissions. We need to work this far out in order to be able to present this to you in time for June.

* * * * *

RANDOM BITS: Atari has confirmed to the SLCC Journal that the expansion bus will be on the new 130 XE, but not on the low end 65 XE. They said that we must understand that the 65 XE will be the low end, and they want to do everything they can to keep unnecessary costs down. The catch with the new parallel bus is that it will have additional pin-outs along with +- 5 volts. They claim that anything developed for the XL series will run off the bus on the XE, but that the manufacturers will have to use new connectors for the XE's. Atari also claims to have improved the timing on the bus. But wouldn't this be crucial to compatibility with the old bus? It is rumored that Atari is working with MPP on the bus specifications.

DOS 2.5 is in house now at Atari, but they discovered some bugs. They will be issuing DOS 2.5 to the SLCC for beta-testing in the next week. We will be testing it on as many different Atari drives as we can find. If you have a Trac or other non-standard drive that you would like to test DOS 2.5 on, let one of your club officers know. One interesting feature that DOS 2.5 will have is a ramdisk function that will only be able to be used on the 130 XE. So that is what the additional memory will be used for on the new machine!

It is rumored that the 65 XE will retail for $100, and the 130 XE at $150.00. Again, these are only rumors at this point. If that is so, and you want to take advantage of the extra features on the 130 XE, you could sell your old machine for $80-$90, and spend only $60-$70 for an upgrade! Sounds pretty reasonable if the prices are right.

BBS News   2-85

MIKE SAWLEY

So far we've learned how to log on to the BBS, get a password and do some uploading and downloading. The remaining segments in this series will cover the real reason for a BBS; READING and POSTING MESSAGES. Remember, this entire series is geared to a F.o.R.e.M. BBS. However, most other Atari BBS's will be similar in operation.

There are a number of commands used in relation to reading messages. Three of them are used at the main "*Go" prompt; [R]ead, [K]ill and Message [Z]one Selection.

[R] is used to retrieve messages in the currently active message base. You will first be given the opportunity of search for messages addressed to you. If you have any, you will be told what message numbers they are. You will then be told about the number of messages and the low and high numbers in the active base. You will also be told if continuous scroll is on or off. Finally the message "Select:" prompt is presented. More on what to do here later.

[K] is used to delete a message from the main prompt. You will be asked for a message number to delete. If there is no such number, or the message was not addressed to you or posted by you, then the system will abort to the main prompt. If the above parameters are satisfied, you will be presented with the header of the message and a prompt to delete the message or abort.

When you first log on, you are taken to the first base. [Z] is used to select another base from a list of those available. Make your selection by typing the number of the base that you want. The base will be activated and you will drop into it as if you had typed [R] from the main go prompt.

[E]nter is used to enter a message into the active base. You will be asked for the subject and addressee. You must give a subject. A [RETURN] will abort the message. You may address the message to all callers by hitting [RETURN], or you may activate the search system by typing a [?]. Once these are taken care of, a summary of the editor commands is given and the message is entered. More on the editor commands will follow.

When you type [R] from the main "*Go" prompt, you will get the message base "Select:" prompt. Typing [?] here will show you the available commands. They are [R]ead, [B]rief, [T]itles, [M]arked, [D]elete, [C]ont. toggle, [S]end and [Q]uit.

[R] used from the Select: prompt is different from [R] used from the "*Go" prompt. Used here it indicates you want to read the entire message(s), as opposed to Brief or Titles. You are next asked what messages to read. You can type in a list of numbers (3,6,12,33-40,25) or a range of numbers (25-40 or 30-10). You can also use the [+] or [-] keys to get a full forward or reverse read.

[B]rief is used to see the header of the message. You will be asked for a range of messages to brief as above. The header consists of the date and time the message was posted, from, to, subject and number of lines in the message. If the message was addressed to someone and he/she has read it, then a RECV flag will show.

[T]itles is similar to Brief, but only the subject of the message is displayed. However, after each subject, you are given the option to mark the message for future reading. A maximum of 16 messages may be marked at one time. The next command from "Select:" must be [M]arked, to read the marked messages, or the list will be lost.

[D]elete is used to delete a message. See the discussion about Killing a message for information about this function. Delete uses the same routing starting from the message number to delete request.

[C]ont. toggle is used to tell the system how to display the messages. If Cont. is off, then at the end of each message a short list of commands will be presented. These are [R]eply, [D]elete, [A]gain, [M]ain Menu and [N]ext. If Cont. is on, then there will be a short pause at the end of each message. If you press a key during this pause, then the list of commands will be displayed. If no key is pressed, then the system will scroll to the next message in your list. The default condition for Cont. is off. If you turn it on, and leave it that way, then the system will remember, and the next time you call, it will be on.

[S]end is used to send or post a message. It is used the same way as [E]nter, except from the Select: prompt rather than the "*Go" prompt.

[Q]uit will take you back to the main "*Go" prompt where the rest of the BBS will be available to you. If you have deleted or sent messages, there will be a short delay as the system updates the config file with new information about the message you just left.

The Electronic Mail base is similar to the other message bases, but with a few special properties. First, all messages here are private. They can only be read by the sender and the addressee. Second, the messages are retrieved by matching your name with the address fields mentioned above.

When you [R]ead messages here, the next prompt is special also. You need to specify which messages to read, but not by number, but rather by TO YOU, FROM YOU or ALL. To you is obvious. From you could be used to see if a message you left has been read by the addressee. You may want to delete it if it has. ALL will read a combination of the above.

When sending mail, you must specify both a subject and an addressee. A [RETURN] at either will abort the send.

That about covers reading messages on a F.o.R.e.M. BBS. Next month we'll have look at sending messages and tie up a few loose ends.

Happy Modeming... but watch that phone bill!

KEY SYSTEM BBS
(415) 352-5528
24 HOURS

SLCC PHONE LIST
JAN. 85'
****

LAST NAME	FIRST NAME	CITY	HOME TEL
ANDREWS	THOMAS	OAKLAND, CA	436-4516(H)
ARONSON	MORT	SAN JOSE, CA	408-263-0804(H)
BACANI	MISHEL	SAN FRANCISCO, CA.	
BACANI	CARL	SAN FRANCISCO, CA.	387-9463
BANZET	ROBERT	FREMONT, CA.	792-3889
BARATTA	PASQUALE	DANVILLE, CA.	
BARTON	BOBBY	SAN LEANDRO, CA	352-8118(H)
BARTON	BOB	SAN LEANDRO, CA	352-8118(H)
BEACHELL	DALE	UNION CITY, CA	471-6807
BEAUDRY	DIANA	SAN LEANDRO, CA	276-2615(H)
BEHAN	JAMES	SAN LORENZO, CA	278-1701
BENDSEN	LEE	NEWARK, CA	656-6015(H)
BENNETT	TOM	SAN LORENZO, CA	276-4466(H)
BERRY	NANCY	SAN FRANCISCO, CA.	586-7083
BIDDELL	WILLIAM	HAYWARD, CA	582-6207(H)
BISHOP	GWEN A.	SAN LEANDRO, CA.	357-0257
BLAIR	SEAN	SAN RAMON, CA	838-9232
BLANKENSHIP	MARK	DANVILLE, CA	838-2189(H)
BLENIS	GEORGE	HAYWARD, CA	783-4008
BLETHROAD	D. L.	FREMONT, CA	490-2068(H)
BOHART	ART	NEWARK, CA	793-6990(H)
BOND	GORDON R.	LANDING, NJ	
BREITKODF	KARL	ALAMEDA, CA	522-0567(H)
BRISCOE	JOHN	FREMONT, CA	792-3160(H)
BROWN	JACOB	RIVERSIDE, CA	
BUCKLEY	CHARLES_E.	FREMONT, CA	794-7280(H)
BURGARDT	JIM	OAKLAND, CA	547-4346(H)
BURGARDT	CHRIS	OAKLAND, CA	547-4346(H)
BURNS	P.	SAN MATEO, CA	345-7949(H)
CAMARA	RICK	HAYWARD, CA	889-6737(H)
CAMPBELL	DAVID	HAYWARD, CA	783-0939(H)
CARDENAS JR.	RAY	FREMONT, CA	794-9095(H)
CARDENAS	LAZARO	HAYWARD, CA	489-5971(H)
CARLSON	CONRAD	MANTECA, CA	(209)823-1454
CASSELL	JACK W.	SAN LORENZO, CA	278-1465(H)
CASSIN	CRAIG	TALMAGE, CA	
CATER	SHERMAN T JR	SAN JOSE, CA	408-945-1896(H)
CENTENO	LINO	SAN FRANCISCO, CA	239-1729(H)
CHANG	TOMMY D.	CASTRO VALLEY, CA	581-8154
CHING	EDWARD Y. K.	SAN LEANDRO, CA	357-0301
CHUN	DANIEL	UNION CITY, CA	471-9286(H)
CHUN	ALEX	OAKLAND, CA	533-5860(H)
COIT	CARLYCE D.	UNION CITY, CA.	471-0459
COLLIER	WILLIAM	SAN JOSE, CA	408-923-9299(H)
COMBS	THOMAS P.	OAKLAND, CA	652-6627(H)
CONE	ROGER A.	FREMONT, CA	651-5115(H)
COOK	CORKY	HAYWARD, CA	537-8432(H)
CORR	RANDY	HAYWARD, CA	538-1529(H)
CURRY	MICHAEL	HAYWARD, CA.	
DANIEL	FRANK	SAN LEANDRO, CA	N 782-9148
DANIEL	FRANK	SAN LEANDRO, CA	632-7181(H)
DANIEL	MRS. FRANK	SAN LEANDRO, CA	632-7181(H)
DAVIS	ELLIS A.	OAKLAND, CA	632-7497(H)
DEITCHMAN	KEN	SAN LEANDRO, CA	635-6646(H)
DEITCHMAN	MICHELL	SAN LEANDRO, CA	357-0166(H)
DEVINE	RONALD	HAYWARD, CA	537-2749
DEWITT	BARRY L.	SAN RAFAEL, CA	454-7463(H)
DIMON	STEWART J.	HILLSBOROUGH, CA	347-8536(H)
DINELLI	ENCIDO	DUBLIN, CA	828-5263(H)
DIXON	WILLIAM	UNION CITY, CA	487-2209(H)
DONGON	AL	DALY CITY, CA	994-8218(H)
DOREMUS	DENNIS	FREMONT, CA	656-0136(H)
DOSS	PHILLIP L.	GOODE, VIRGINIA	933-5254(H)
DUCKETT	RANDY	PACIFICA, CA.	355-4570
EASH	BILL	CONCORD, CA	798-1347(H)
EATON	JANICE	HAYWARD, CA.	538-1096
EDWARDS	M. HOWARD	RICHMOND, CA	237-4083(H)
EDWARDS	KIRK	RICHMOND, CA	237-4083(H)
ELLISON	KIRK	HAYWARD, CA	
ENGELS	CLIFFORD	FREMONT, CA	794-1550(H)
ENGINEERING,INC	PROTECTION	SAN LEANDRO, CA	357-0257
FANNIN	JIMMY	OAKLAND, CA	
FANT	GLENN	WALNUT CREEK, CA	939-8470(H)
FERREIRA	RICHARD	SANTA ROSA, CA	
FLEMING	SHEILA	SAN LEANDRO, CA	895-8873(H)
FLEMING	CHARLOTTE	SAN LEANDRO, CA	895-8873(H)
FLEMING	RICHARD	SAN LEANDRO, CA	895-8873(H)
FOLEY	R. F.	UNION CITY, CA	471-5505(H)
FORTE	NAP	OAKLAND, CA	635-7083(H)
FORTE	NAPOLEON L.	OAKLAND, CA	
FOWLER	DOUGLAS H.	SAN JOSE, CA	408-996-7511(H)
FOWLER	GLENN	OAKLAND, CA	530-7128(H)
FREEMAN	SIDNEY	FREMONT, CA	487-1170(H)
FRYE	ROBERT	FREMONT, CA	797-0219(H)
FUNSCH	KAREN	NEWARK, CA.	N 797-0483
GALISTAN	PIETER	OAKLAND, CA	569-8504(H)
GEORGE	BILL	HAYWARD, CA	538-2449(H)
GIBBODS	CLIFFORD	DANVILLE, CA	826-3966
GIFFORD	PAUL	SAN LEANDRO, CA	351-4336(H)
GILLUM	CHARLES	OAKLAND, CA	568-6592(H)
GLEASON	STEVE	MARTINEZ, CA.	
GOLDEN	SAMUEL L.	OAKLAND, CA	531-2358(H)
GROUP SUPPORT	ATARI USER	SUNNYVALE, CA	
GUY	CONSTANCE	SAN LORENZO, CA	276-2159(H)
HAAVISTO, JR.	THEODORE U.	CASTRO VALLEY, CA.	537-7318
HALFORD	STEVE	BERKELEY, CA	549-1153(H)
HAN	DELPHINE	PIEDMONT, CA	
HANSEN	LOIS	OAKLAND, CA	482-0674(H)
HARDER	DALE	CASTRO VALLEY, CA	582-8252(H)
HARVEY	HAROLD	OAKLAND, CA	534-5961(H)
HASEL	KENT	SAN LEANDRO, CA	351-5277(H)
HAWKEY	JOE	SAN LEANDRO, CA	569-5527(H)
HEALEY	MARVIN R.	CORTE MADERA, CA	924-0295(H)
HELLER	CYNDI	ALAMEDA, CA	521-0165(H)
HERRES	GEORGE	SAN LEANDRO, CA	351-2208(H)
HERRES	ROBBI	SAN LEANDRO, CA	351-2208(H)
HERRES	MICHELLE	SAN LEANDRO, CA	351-2208(H)
HIDALGO	FERNANDO	VALINDA, CA	
HOLLOWAY	PAUL	FREMONT, CA	792-3260(H)
HOOD	JIM	OAKLAND, CA	534-2197(H)
HOOD	NATHAN	OAKLAND, CA	534-2197(H)
HUA	K. C.	MORAGA, CA	376-7500(H)
IREMONGER	TOM	CONCORD, CA	827-1819
IZBAK	BENE	OAKLAND, CA	531-5254(H)
JACKSON	RUSSELL	TIBURON, CA	
JARVIS	BRUCE	PLEASANTON, CA.	846-3575(H)
JESSOP	LAURIE	SAN LEANDRO, CA.	481-1110
JESSOP	JERRY	SAN LEANDRO, CA	481-1110
JOHNSON	TOM	FREMONT, CA	796-9929(H)
JOHNSON	VICTOR	UNION CITY, CA	471-2365
JUUL	ERIK	SAN FRANCISCO, CA	665-2580(H)
KANELLIS	FRANK	HAYWARD, CA	785-1790(H)
KELLER	DONALD	SAN FRANCISCO, CA	651-5726(H)
KELLY	MICHAEL N.	ALAMEDA, CA	865-1233(H)
KELLY	SAMATHA N.	BOTKINS, OH.	513-693-3102
KELLY	ROBERT (ROB)	SAN LEANDRO, CA	482-1702(H)
KENNEDY	SANCHEZ	SAN LEANDRO, CA	
KENNEDY	MICHAEL	SAN LEANDRO, CA	
KENNEDY	CAROL	SAN LEANDRO, CA	
KENNEDY	KATHLEEN	SAN LEANDRO, CA	357-8037(H)
KOHLMEISTER	ANNETTE	BERKELEY, CA	526-9474(H)
KONZI-NEWPORT	ANNE	HAYWARD, CA	785-2047(H)
KROLL	PAUL	SAN LEANDRO, CA	276-2615(H)
KURTZ	SARAH	OAKLAND, CA	530-0201(H)
LANGTON	ROYLE	CONCORD, CA	686-2354(H)
LANZAR	RAMON	OAKLAND, CA	531-4423(H)
LEHMAN	JAMES	PITTSBURG, CA	458-4137(H)
LEON	JAIME	FREMONT, CA	657-8712(H)
LESSA	MAXINE	SAN LEANDRO, CA	351-2248(H)
LESSA	MARSHALL	SAN LEANDRO, CA	351-2248(H)
LEU	PAUL	OAKLAND, CA	835-8714(H)
LEWIS	FLOYD D.	SAN LEANDRO, CA	351-1039(H)
LIE	JOHNNY	SUNNYVALE, CA	408-746-203?(H)
LOUIE	MOON	HAYWARD, CA	887-0639(H)
LOUGHIN	J. D.	NEWARK, CA	794-6738(H)
LOW	JAMIE	SAN RAMON, CA.	831-9116
LUCKY	DAVE	PLEASANT HILL, CA	827-9338(H)
LUCKY	JAMES	ALAMEDA, CA	523-0767(H)
MADDOX	BAIL	SAN LEANDRO, CA	357-7901(H)
MADDOX	RALPH	SAN LEANDRO, CA	357-7901(H)
MADDOX	MICHELLE	SAN LEANDRO, CA	357-7901(H)
MADDOX	BRIAN	SAN LEANDRO, CA	357-7901(H)
MALLOY	GEORGE	HAYWARD, CA	785-3022(H)
MANNING	JOHN	SAN LEANDRO, CA	276-2615(H)
MAO	NAI-HSIEN	CASTRO VALLEY, CA	582-6630(H)
MARBLE	CHUCK	LIVERMORE, CA	449-8922
MARIANO	NESTOR S.	SAN FRANCISCO, CA	665-5355(H)
MARLER	LEONARD	SACRAMENTO, CA.	(916)363-3802
MARTIN	PAULA	OAKLAND, CA	635-5367(H)
MARZOUK	DAVID	FREMONT, CA	
MATSUI	JAMES T.	SAN LEANDRO, CA	278-7680(H)
MAUER	KARL	OAKLAND, CA	836-0885
MAURER	HARRY J.	HAYWARD, CA	538-7127(H)
MAVIS	JOHN	UNION CITY, CA	489-9525(H)
MAY	DARRYL	PIEDMONT, CA	652-9082
MCCARTHY	MIKE	SAN LORENZO, CA	276-3434(H)
MCFALL	SANDRA J.	OAKLAND, CA	654-1341(H)
MCPHEDERAIN	CINDY	SAN LEANDRO, CA	351-2208(H)
MCRAE	DON	SUNNYVALE, CA	408-730-2931(H)
MILTON	DON	UNION CITY, CA	415-471-9615(H)
MITCHELL	KERRY	FREMONT, CA	794-8068
MITCHELL, 0106	CHRISTINE	STERLING HEIGHT, MI	313-979-7095(H)
MITCHELL	PHIL	SAN LEANDRO, CA	321-2208(H)
MIYASAKI	ROY	ALAMEDA, CA	521-9243(H)
MOBERT	KENNETH C.	GUALALA, CA	707-884-3360(H)
MOHR	MICHAEL W.	UNION CITY, CA	471-5329(H)
MONAT	ALAN	CASTRO VALLEY, CA.	538-1796
MORAN	JIM	ALAMEDA, CA	████
MOREL	DAVE	OAKLAND, CA.	658-4592
MORROW	KENNETH	OAKLAND, CA.	532-8706(H)
NAPLES	JASON	FREMONT, CA	797-4383(H)
NELSON	CHARLES D.	SAN RAFAEL, CA.	383-1109
NEWEY	ROBERT	HAYWARD, CA	538-1197(H)
NORMAN	PETER E.	FREMONT, CA	797-0236(H)
NULL	E. JAN	NEWARK, CA.	793-5157
OAKLEY	HARRY	FREMONT, CA	791-0669(H)
OLSON	STAN	SAN LEANDRO, CA	████
PARKER	DONALD E.	HAYWARD, CA	849-9390(H)
PENDERGRASS	BAILEY	OAKLAND, CA	638-1146(H)
PEREZ	MARK	FREMONT, CA	792-0398(H)
PERKINS	DONNA	SAN LEANDRO, CA	352-8118(H)
PETROW	A. S.	BERKELEY, CA	655-2355(H)
PHILIPPS	DANIEL C.	ROHNERT PARK, CA	707-585-3510(H)
PITRUZIELLO	DR. TREY V.	RIVERSIDE, CA.	483-6098(H)
PITRUZIELLO	JODI	RIVERSIDE, CA.	
POINTS	RON	OAKLAND, CA	436-4516(H)
POPOVITS	RICK	SAN LEANDRO, CA	352-6713(H)
POTTER	MARC	SUNNYVALE, CA	408-737-9785(H)
POWELSON	MARGO NANNY	OAKLAND, CA	839-4654(H)
PRATT	BOB	PLEASANTON, CA	846-1668(H)
QUAYLE	NENISE	SAN LEANDRO, CA	
QUAYLE	STEPHEN	SAN LEANDRO, CA	
QUAYLE	JACK	SAN LEANDRO, CA	638-0763(H)
QUAYLE	JULIE	SAN LEANDRO, CA	638-0763(H)
RANDIG	MICHAEL E.	CONCORD, CA.	798-6565
RAVEN	STANLEY C.	SAN FRANCISCO, CA.	431-6022
RE	ROB	SAN FRANCISCO, CA	564-2851(H)
REMPEL	DICK	CASTRO VALLEY, CA	582-6794(H)
RENO	DUANE W.	ALAMEDA, CA	521-7260
RICE	BOB	HAYWARD, CA	581-0674(H)
RICKEL	JAMES S.	HAYWARD, CA	783-5507(H)
RIORDAN	MICHAEL	SAN MATEO, CA	574-3592
RODRIGUEZ	SAL	FREMONT, CA.	489-5434
RODRIGUES	JIM	SAN LORENZO, CA	276-5792(H)
ROLL	GREG	TRACY, CA	209-835-6929(H)
ROMAN	DAVID M.	REDWOOD CITY, CA	368-0869(H)
RUFER	RICHARD	SAN LEANDRO, CA	278-5132(H)
RUIZ	NORBERTO	HAYWARD, CA	782-4187(H)
RUTH	DAVE	FREMONT, CA	657-7482(H)
SAFER	DON	UNION CITY, CA	471-5314(H)
SAKULTANAPANICH	PICHIT	SAN FRANCISCO, CA	
SALINAS	SAMUEL G.	SAN BRUNO, CA	359-5906(H)
SALSBURY	RONALD	DUBLIN, CA	
SANDS	RONALD	SAN LEANDRO, CA	████
SAMLEY	MICHAEL	OAKLAND, CA	482-5061(H)
SCOTT	RICHARD D.	HAYWARD, CA	887-8357(H)
SEGELKE	VERN	CASTRO VALLEY, CA	537-7918(H)
SENZIG	RICK	HAYWARD, CA	581-8844
SEYMOUR	RONALD C.	HAYWARD, CA	537-3183(H)
SHERMAN	CAROLE	NEWARK, CA	793-6175(H)
SHURTZ	MIKE	ALAMEDA, CA	522-2635(H)
SIDARI	BARBARA	SAN LEANDRO, CA	351-6933(H)
SIDARI	FRANK	SAN LEANDRO, CA	351-6933(H)
SIDARI	JOHN	SAN LEANDRO, CA	483-9635(H)
SIDARI	STACY	SAN LEANDRO, CA	483-9609(H)
SMITH	LORRAINE D.	SAN LEANDRO, CAL	357-0257
SMITH	WILBUR M.	SAN MATEO, CA	341-2681(H)
SODEN	JEFFREY	OAKLAND, CA	654-8103(H)
SOFTWARE DESIGN	DYNAMIC	FREMONT, CA.	
SOUZA	TONY	SAN RAMON, CA.	846-4540
STEELE	JOHN	HAYWARD, CA	538-2538
STIEHL	RICHARD	OAKLAND, CA	835-9957(H)
STORM	MARVIN	MORAGA, CA	376-8907
STRAND	ART	ORINDA, CA	254-0404(H)
STUART	DEWAYNE	SAN LEANDRO, CA	351-3177(H)
SUMMERS	JOHN	NEWARK, CA.	796-7290
SWEENEY	ALEX	SAN MATEO, CA	347-5974(H)
SWINDLER	LEONARD J.	SAN LEANDRO, CA	636-0462(H)
SWINDLER	LORRAINE G.	SAN LEANDRO, CA	636-0462
TAYLOR	CIMARRON	OAKLAND, CA APT 202	548-1570(H)
THE PEOPLE M157	COMPUTERS &	SAN PABLO, CA	223-2411(H)
TIPPS	DENZIL	HAYWARD, CA	538-2227(H)
TISBY	JAN	SAN LEANDRO, CA	352-4482(H)
TISBY	JOHN	SAN LEANDRO, CA	352-4482(H)
TISBY	ORRELL	SAN LEANDRO, CA	352-4482(H)
TISBY	JUDY	SAN LEANDRO, CA	352-4482(H)
TISBY	THOMAS	SAN LEANDRO, CA	352-4482(H)
VAN ROEKEL	BERT	HAYWARD, CA	785-0608(H)
VEACH	JEFF	SAN LEANDRO, CA	████
VIERRA	ANGIE	SAN LEANDRO, CA	834-8963(H)
WALSH	T. M.	DUBLIN, CA	654-2199(H)
WARD	FRANK JR.	DUBLIN, CA	829-3717(H)
WARREN	MIKE	SAN FRANCISCO, CA.	
WARREN	STEPHANIE	SAN LEANDRO, CA	332-7744(H)
WARREN	JAMES	SAN LEANDRO, CA.	332-7744(H)
WILLIAMS	DANIEL	PLEASANTON, CA.	846-5624
WILLIS	GEORGE	SAN MATEO, CA	349-1031(H)
WILLIAMS	JIM	PLEASANTON, CA	462-6536(H)
WINDHORST	BYRON	SAN FRANCISCO, CA	821-0598(H)
WINTER	THOMAS	SAN JOSE, CA.	(408)259-2925
WITTMAN	JOHN	OAKLAND, CA	562-4471
WONG	KAI-LEY	PITTSBURG, CA	
WONG	SANFORD	SAN FRANCISCO, CA	752-0494(H)
WOOD	ART	SAN FRANCISCO, CA	352-6850(H)
WOOD	JOANNE	SAN LEANDRO, CA	352-6850(H)
WOOD	LAURA	SAN LEANDRO, CA	352-6850(H)
WOOD	DEBORAH	SAN LEANDRO, CA	352-6850(H)
WOOD	JOHN R.	ALAMEDA, CA	521-8567(H)
WOOD	MICHAEL	SAN LEANDRO, CA	352-6850(H)
WORTH	ELEYETTE JR.	OAKLAND, CA	535-0646(H)
WRIGHT	JAMES C.	OAKLAND, CA	635-9408(H)
WRIGHT	DAVID	SAN LEANDRO, CA	352-0371
YOUNG	SUSAN	OAKLAND, CA	835-4028(H)
YOUNG	RICHARD	OAKLAND, CA	486-3749(H)
YOUNG	GERALD	OAKLAND, CA	835-4028(H)

2/85

President's Report

PHIL MITCHELL

"The Atari Commitment"

"Never settle for doing things the way they were done in the past, always find new ways to do things better, less expensively, and more efficiently.

Our Customers are mature and intelligent people; we must give them the best for their hard earned money because if we don't, they will know we've cheated them."

Jack Tramiel...1985
Atari Corporation

Here we go again, Sports fans, it seems like excitement has returned to Atari Computing once more. Our last meeting witnessed 165+ people in the library to hear some exciting news from the CES Show in Las Vegas about Atari and the NEW MACHINES. Alex Leavens from Dynamic Software Design, turned out to be a bright, entertaining and interesting speaker, and his game, Wombats I, is getting good reviews from friends who have the game. Special thanks to Jerry Jessup for the Atari Explorer Magazine and all the information.

"The ATARI re-CONNECTION"

"We've changed the magazine's name from the Atari Connection to the ATARI EXPLORER. The new name signals a new emphasis on the user community and on exploring the infinite possibilities of Atari Computers. We're not just a 'House Organ', we're dedicated to serving and supporting you with new ideas, reviews, and practical advice for getting the most from your home computer. Think of us as your tour guide to the Atari universe."

The list of contributing writers confirms that there are, indeed, some qualified "tour guides" on the magazines staff; Bill Bartlett, Chris Crawford, Jason Gervich, Cassie Stahl, Dave Duberman, and Leonard Tramiel. The magazine also contained an updated article about the MIDI-Mate, which appeared first in the SLCC JOURNAL, July 84'. (The new ST series computers will include a built-in MIDI interface). There were also two Atari user group profiles (Eugene A.C.E. & Peninsula A.C.E.- "70% of the group are NASA engineers and Atari owners)." The center section of the magazine contained a good description of both the 8 & 16 bit computers, promised but not yet available from Atari, and a very interesting section called "The Atari Commitment". They are even offering back issues of the ATARI CONNECTION for $4.00 each (except vol.1 no. 1 & 2, and vol 2, no. 1). The Atari Explorer is to be a bi-monthly magazine costing $15.00 a year (6 issues). If interested the address is: Subscription Department, Atari Explorer, PO BOX 3427, Sunnyvale, Ca. 94088-3427, tell em Phil sent you.

Count 'em before they hatch" Dept.

Well, it's hard to say now, but some of this stuff sounds too good to be true. Not only will the old 800 and XL computers continue to be supported, but 4 new compatible machines are promised, the 65 XE, the 65 XEM; a music machine with 8 voices, the 65XEP; a portable Atari with built-in 5" monochrome monitor, and the 130XE boasting 130K of memory. But the real mind-boggler is the new ST series, the 130ST and 520ST, containing 130K & 520K of memory respectively, brag about an amazing 196K of ROM, and features and expansion you have to read about to believe, not to mention the price.

I don't think the old Atari could have offered this much new hardware at this kind of price, of course many of you older Atari owners know, only too well, the difference between promising and delivering. Welcome to the future, there is plenty to be optimistic about in 1985.

PAREE' A LA ATARI

Thanks in-large to the excellent reputation of our club, many of the officers and members were able to meet an Atari Computer User from France, in town for the CES. Philippe Giudicelli, who runs an Atari shop in Paris, plans to publish the first French Atari magazine, and was looking for a "California Atari Connection". Tom Bennett and Antic Magazine played key roles in helping the two clubs become acquainted, and we will begin exchanging magazines for newsletters, of course the magazine will be in French (I hope they have pictures, nes' pas?)

ITEM FOR LULL IN CONVERSATION

Corvus was a Roman warrior, who as legend would have it, slew a giant with the aid of a raven and drove back an invading army. For his efforts he was proclaimed premier, and has a constellation in the heavens named in his honor. Corvus is also the name of a company that makes hard disk, mass memory, systems. Although they no longer support Atari computers, an interface allowing you to connect a Corvus hard disk through the joystick ports on an Atari 800 used to be available and a few of our club members have them.

*** WELCOME TO THE CLUB ***

I'd like to take a moment to welcome all of our new "Holiday Members" to the club. If Christmas saw your first Computer purchase, Congratulations. There is a terrific network of people, in place to help you solve any problems you may encounter using your equipment. The Club contains a "wealth" of information and knowledge through its members, Friends helping Friends and "There's no such thing as a dumb question" is the attitude you will find as you become more involved with your Atari and the SLCC. But the best part is, you can participate. Our SIG's (or Special Interest Groups) held at different members homes through out the month is the perfect way to exchange information with a few friends who share a fascination for that same special interest. (Beginners and new members are always welcome). It's your time, talent and participation that make the Club what it is, and always will be.

The PREMIER Atari Computer Club in the WORLD.

CLUB	ADDRESS	CITY	STATE	ZIP
A-MAGIC REPORT	P.O. BOX 1335	MERCED	CA	95341
A.A.R.I.	65 RUSSELL AVENUE	EAST PROVIDENCE	RI	02914
A.B.A.C.U.S.	P.O. BOX 1823	MILL VALLEY	CA	94941
A.B.E.'S ACES	P.O. BOX 228	WHITEHALL	PA	18052
A.B.L.E.	P.O. BOX 1172	WINTER PARK	FL	32790
A.C.E.S.S.	P.O. BOX 1354	SACRAMENTO	CA	95806
A.C.E. (N.S.W.)	G.P.O. BOX 4514	SYDNEY	N.S.W., AUSTRALIA	2001
A.C.E. OF EUGENE	3662 VINE MAPLE DRIVE	EUGENE	OR	97405
A.C.U.S.O.F.T.	P.O. BOX 1117	FAYETTEVILLE	NC	28302
ADELAIDE ATARI COMPUTER CLUB	P.O. BOX 333	NORWOOD	S.A., AUSTRALIA	5067
ALAMO AREA ATARI USER'S ASSOCIATION	3646-B FREDRICKSBURG ROAD	SAN ANTONIO	TX	78201
ARINC MICROCOMPUTER CLUB	2551 RIVA ROAD	ANNAPOLIS	MD	21401
ATARI ANONYMOUS	9616 LEMON AVENUE	ALTA LOMA	CA	91701
ATARI CLUB OF THE PALM BEACHES	15993 S.W. 8TH AVE. #B-101	DELRAY BEACH	FL	33444
ATARI USER GROUPS INTL. (AUGI)	P.O. BOX 16132	LANSING	MI	48901
ATARI COMPUTER CLUB OF TOLEDO	4342 288TH STREET	TOLEDO	OH	43511
ATARI COMPUTER CLUB OF OKLAHOMA CTY	P.O. BOX 32672	OKLAHOMA CITY	OK	73123
ATLANTA COMPUTER SOCIETY, INC.	P.O. BOX 888771	ATLANTA	GA	30356
AUSTIN A.C.E.	8207 EL PELAR	AUSTIN	TX	78759
BATON ROUGE ATARI GROUP	1955 DALLAS DRIVE	BATON ROUGE	LA	70806
BAY AREA ATARI USER'S GROUP	P.O. BOX 50459	PALO ALTO	CA	94303
BERKS READING AREA A.C.E.	25 ANGELICA STREET	READING	PA	19611
BIT'S BYTE'S & PIECES	1103 ARROWBEND DRIVE	WILLIAMSON	NY	14589
BLACKHAWK A.C.E.	729 WILDWOOD ROAD	WATERLOO	IA	50702
BOISE USERS' GROUP	1030 EL PELAR DRIVE	BOISE	ID	83702
CAPITAL DISTRICT A.C.E.	P.O. BOX 2233	ALBANY	NY	12220
COASTAL AREA USER'S GROUP	P.O. BOX 5098	BILOXI	MISS.	39534
COMPUTER SQUAD	2625 CORINTH ROAD	OLYMPIA FIELDS	IL	60461
COMPUTAH	484 EAST 6360 SOUTH	MURRAY	UT	84107
DAL-ACE	4033 SOUTHWESTERN BLVD.	DALLAS	TX	75225
DIABLO VALLEY ATARI COMPUTER USERS	1404 NOIA AVENUE	ANTIOCH	CA	94509
FRESNO ATARI COMPUTER SECTOR	834 WEST STREET	SANGER	CA	93657
G.R.A.S.P.	8720 COURTHOUSE ROAD	CHESTERFIELD	VA	23832
GREENVILLE ACE (Gr.ACE)	508 BUTLER SPRING ROAD	GREENVILLE	SC	29615
HAWKATARI	2565 22ND AVENUE	MARION	IA	52302
HOUSTON ATARI COMPUTER ENTHUSIASTS	P.O. BOX 66412	HOUSTON	TX	77006
HUNTSVILLE ATARI USERS' GROUP	3911 W. CRESTVIEW, N.W.	HUNTSVILLE	AL	35805
J.A.C.E.	1187 DUNBAR COURT	ORANGE PARK	FL	32073
JERSEY ATARI COMPUTER GROUP	58 DEWEY AVENUE	HIGH BRIDGE	NJ	08829
L.A.A.C.E.	P.O. BOX 7752	VAN NUYS	CA	91409
LIVERMORE ATARI COMPUTER USERS	4382 ARABIAN ROAD	LIVERMORE	CA	94550
M.A.C.E.	P.O. BOX 2785	SOUTH FIELD	MI	48037
MCDONNEL DOUGLAS CO.	BOX 516	ST. LOUIS	MO	63166
MILATARI	P.O. BOX 1191	WAUKESHA	WI	53187-1191
MODESTO ATARI COMPUTER CLUB	P.O. BOX 3811	MODESTO	CA	95352
P.A.C.E.	969 EDNA STREET	BRIDGEVILLE	PA	15017
P.A.C.E.	1212 N. KING STREET LOT 37	HAMPTON	VA	23669
PACENET	VALLEY STREAM APTS. J-304	LANSDALE	PA	19446
PAGE 6 MAGAZINE	P.O. BOX 54	STAFFORD	ENGLAND	ST16 1DR
PEORIA ATARI COMPUTER ENTHUSIASTS	P.O. BOX 32	WASHINGTON	IL	61571
PRESTON ATARI COMPUTER ENTHUSIASTS	41 ST. SALBURG AVENUE	PRESTON	LANCS, ENGLAND	PR2 2QP
RED ROSE ATARI MEMBERS (RAM)	P.O. BOX 7532	LANCASTER	PA	17604
REDWOOD ATARI GROUP	2305 JOSE AVENUE	SANTA ROSA	CA	95401
S.B.A.C.E. (SOUTH BAY ACE)	5025 RANGE HORSE LANE	ROLLING HILLS EST.	CA	90274
S.B.A.C.E.	P.O. BOX 92037	SANTA BARBARA	CA	93190-2037
S.L.O. POKES	P.O. BOX 4155	SAN LUIS OBISPO	CA	93403
S.T.A.T.U.S.	4836 HONEYGROVE ROAD	VIRGINIA BEACH	VA	23455
SAN DIEGO ATARI COMP. ENTHUSIASTS	P.O. BOX 203076	SAN DIEGO	CA	92138
SAN LEANDRO COMPUTER CLUB	P.O. BOX 1566	SAN LEANDRO	CA	94577-0152
SCAT	P.O. BOX 72226	ROSELLE	IL	60172
SEARLE ATARI USER GROUP	P.O. BOX 5110	CHICAGO	IL	60680
SMLACE	P.O. BOX 3306	SANTA MARIA	CA	93455
SO. NEVADA ATARI COMPUTER CLUB	P.O. BOX 27617	LAS VEGAS	NV	89126
STARFLEET	7685 S. DATURA CIRCLE	LITLETON	CO	80120
TORONTO ATARI FEDERATION	5647 YONGE STREET	WILLOWDALE	ONTARIO, CANADA	M2M 4E9
TRI COUNTY COMPUTER CLUB	344 E. PATTERSON ST.	DUNKIRK	OH	45836
TRIANGLE COMPUTER CLUB	802 MADISON AVE	CARY	NC	27511
TWIN CITY ATARI GROUP	4145 HARRIET AVE. S.	MINNEAPOLIS	MN	55409
U.K. ATARI OWNERS CLUB	P.O. BOX 3	RAYLEIGH	ESSEX, ENGLAND	
VALLEY ATARI COMPUTER CLUB	154 LIPINWOOD DRIVE	BEAVER FALLS	PA	15010
H.A.U.G.	622 CHERRYBARK	HOUSTON	TX	77079
WEST LOS ANGELES ATARI USERS GROUP	5611 SHERBOURNE DRIVE	LOS ANGELES	CA	90056
WESTMORELAND ATARI ORGANIZATION	230 CLAIRMONT STREET	NORTH HUNTINGTON	PA	15642
WIRETAPS	10 MARKWOOD CRESCENT	ETOBICOKE	ONTARIO, CANADA	M9C 1L2

A.C.E. CLUBS:

Above is a current listing of clubs that we have exchanged this issue of the Journal with. In an effort to better communicate with you, we urge the following: 1) publish your current exchange address list so that other groups may communicate with groups on your list; and 2) that your group attempts to stabilize your mailing address by opening a P.O. Box. This way we won't "lose" you when you change editors.

Our club has been approached by four different "post-ACE" groups that want to organize a new network, but none have been able to get something solid off the ground yet. This will be one way that the S.L.C.C. can aid our fellow groups in the transition. Let us hear your ideas on which support network you are going with so that we can hear debate on which way to go.

Assembly Line

FRANK & LITTLE ALEXIS DANIEL

Well what do you expect from a new father?? Besides, I promised her a byline if she was good.

Anyway... for those of you who look forward to my articles (How's Napa State you two) every month, I'm sorry about not making the last journal. Being a new father, the holidays and the short deadline (#"@!$%& Ron) made for some tight scheduling and something had to fall between the cracks.

As to SIG business, well I will have to admit that not much got done due to some of the reasons mentioned above. Though some of the hi-lights were:
The differences between the old ATARI machines and the new type coming out. Why Apple programs can't be directly converted to the ATARI. The changes in program protection.

All that sounds pretty dull, huh. Well I'm not going to get the soap box out again, BUT.... if you want to hear about something you're interested in, just come to the meetings.

As I promised back in late 1984 (gawd, is it 1985 already?) I will start a new series of tutorials on the display interrupts. But first we need to understand a few concepts.

Actually we're going to start by explaining a few buzz words in computereze. The first is 'CO-PROCESSOR'. Sounds a little like the second lawyer in a civil suit doesn't it. Actually what this means is that there is more than one 'brain' in the computer. In the case of the ATARI, there are two.
The first as everybody knows is the 6502. This is the main processor, it is the one which does most of the data manipulation and the number crunching.
But the ANTIC, which controls what goes to the screen, is also considered a processor. It has its own instruction set (graphics modes & blank lines), its own programs (the display list) and its own data (LMS-Load Memory Scan area).

Both these processors share the same memory and the same data bus. By the way, you have to use the 6502 to write programs for the ANTIC. Now you may be wondering if the two processors ever get into each others way. The answer is no. The reason the 6502 and the ANTIC do not get tangled up is because the ANTIC sets an interrupt before it does its DMA (Direct Memory Access). Which leads us to our second buzz word.
An INTERRUPT is any temporary stoppage of the normal flow of a program for what ever reason. To physically set an interrupt, you need to pull the IRQ line on the 6502 high. The IRQ (Interrupt ReQuest) line is a special pin on the 6502 that tell the processor that there is something important that needs handling. Generally, interrupts are used for handling peripherials devices, though they aren't limited to that.
On the ATARI there are two types of interrupts. One is called a MASKABLE interrupt, the other is NON-MASKABLE.

What that mean is that some interrupts, like pressing the BREAK-KEY, can be easily prevented, while others aren't. Now don't take that wrong, I said EASILY prevented. You can delay a non-maskable interrupt. You can even easily delay them indefinately. Which by the way is called a SYSTEM CRASH!! If you REALLY have to find out how easy it is, try this from BASIC:

    POKE 546,0

Not even the SYSTEM RESET key works now, right? Well the reason why is that the RESET key also sets a non-maskable interrupt. But unfortunately we have permanently delayed all interrupts except the screen display's.... At least until we do a COLD START (turn it off and on again!).

What happens during an interrupt and how we can utilize it will be the subject of my article next month.

Software Review

TOM TISBY

GHOSTBUSTERS
by
Activision

This month we are going to review a new game from Activision. It is entitled GHOSTBUSTERS. Unlike so many other games Activision has tried to write for us, this game is a definite winner in every respect. With its detailed graphics, uniqueness in playability, and its dynamite background music, make this game worth owning.

OBJECT: You are a parapsychologist who turns his/her study into a full-time business with two of your closest colleagues to help you wipe out all those nasty spuds (ghosts). Business has started to pick up at an abnormal pace however. More and more paranormal activity is happening and you realize that something awful is going to happen if you don't do something more quickly.

With your company Ectomobile, untested neuclear exciter laser stream throwers, and other types of ghostcatching gear in hand, you must make more money than what you have started with, and catch as many ghosts as possible before the Gatekeeper and Keymaster join forces to rule the world. If you do succeed however, then it is up to you to sneak two of your three ghostbusters into the entrance of Zuul. When you get to this point, you must get to the top in order to save the world.

The game may sound real easy, but it isn't. And that what a good game should be (a challenge).

You may be asking yourself by now just how many big flaws are in a great program like this. Well let us tell you that there are no big flaws in this game, only small, minor ones. They are (for the record): The constant music in the background. Again and again you hear the same theme song from the movie. But that can be adjusted by turning down your volume on your T.V. or monitor. Another minor flaw in the program is traveling across town in your ectomobile. It takes a little more time than it should (but not too much).

All in all though, the positive features of the game definitely outweigh the minor flaws. This game may not revolutionize the computer game industry, but it will definitely be looked upon as a unique, entertaining game worth having from a company called ACTIVISION. Nice work guys!!!

```
NAME: GHOSTBUSTERS
    : 48K DISK
COMPANY: ACTIVISION
PRICE: $23.95 RETAIL
VALUE: 8 (1 WORSE, 10 BEST)
COMPLEXITY: 7
DOCUMENTATION: 6
LEVELS: 1 (when you get to the top of Zuul, you win)
OPTIONS: USE OF A SMALL, SLOW CAR TO A BIG, FAST CAR
CONTROL: JOYSTICK AND VARIOUS KEYS
RECOMMENDED AGE: 12-ADULT
```

Secretary's Report

PAUL GIFFORD

GENERAL MEETING
JANUARY 8, 1984

Guess who wasn't at the last meeting? (I guess you know, since I hear it was announced) So, a big phooey on me for forgetting all about the meeting (actually, I was there for the end). I would also like to thank George Herres for taking good notes for me...Anyway, on with the show...

2020 Meeting starts. (You weren't waiting for me, were you?) President Phil expressed concern about piracy during meetings (anytime is a no-no!). We also had a visitor from France. Also, Phil talked about the SLCC keeping its status with the community.

2025 The raffle and its fabulous prizes are talked about (pushed?).

2030 Phil introduces officers ('cept one!) and other key members of the club.

2035 Dick Scott, our fine program director, gives us the lowdown on upcoming meetings...Feb. Electronic Arts(?) and March Atari(?).

2040 Tom Bennett talks about the special edition newsletter/magazine coming up. If you have programs, articles, cartoons, graphics, or anything to contribute let Tom or Ron Seymour know about it! There may be even a floppy to go with the magazine. Possible contributors are Chris Crawford, Gary Yost, John Loveless, and maybe Tramiel (don't ask me which one).

2045 Alex Levens, the guest speaker, speaks. He is co-author of Wombats I, a parody/text adventure. He also spoke about the CES. The new computers (for those of you that have been in a cave for the last two weeks) will have RS232 and Centronics ports. That means no more 850 interface required. The new computers will have Selectric style keyboards and be able to work in 80 columns. Other things scribbled in the notes... $600 16 bit computer, $150 disk drive, Summer Games II, Two on Two, and new ROMs for the OS. Alex then spends about 15 minutes on a very impressive demonstration of Wombats I.

2125 Nate Hood demo's the Floppy of the Month with such things as ADE, the absolute disk editor, and other fine utilities and graphic/sound stuff.

2140 Break, which is about where I came in to see the usual chaotic ending to the meeting...

Miami Dolphins are #1!

(Ed. note: Sorry Paul, maybe next year!)

HOME COMPUTING CENTERS, INC.

Letter to the members of The San Leandro Computer Club.

This is our first exposure in your club's publication and rather than fill this space with advertising we felt it would be useful to let the membership know a little about our stores.

Insofar as we know, Home Computing Centers is the only store that specializes in home computers. We take them very seriously. That's why you won't just find a few games and a "safe" selection of other software when you walk into one of our stores. Need a compiler? We probably have three to choose from at any one time. Can't find some wierd cable? We'll get it made. Just getting started? We give training with every system and you can try (or see a demonstration) of **any** software **before** you buy. And that's not all. We have inexpensive, practical furniture for your system, a carefully edited selection of the best books, the latest in peripherals and, you bet, games. Lots of games. **Games that are 20% under list price all the time.**

We have several special purchase programs for user group members and other important customer segments.

USER GROUP DISCOUNT CARD

Card entitles holder to a 10% discount on all purchases of software and books except for merchandise on sale

USER GROUP	NAME

HOME COMPUTING CENTERS, INC.
115 Tanforan Park, San Bruno, California 94066
(415) 588-1201

System buyers also get a card.

Group members receive the discount card shown at left.

COMPUTER SYSTEM DISCOUNT

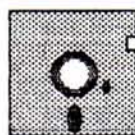Card entitles holder to a 10% discount on all purchases of software and books except for merchandise on sale.
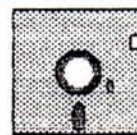
CUSTOMER NAME	COMPUTER SYSTEM

These are just two of the ways we use to say thanks to the people that keep us going. So, if you haven't found us yet (we're new at Bay Fair), try to come by soon. We think you'll be pleased.

Jon & Dan, Bay Fair ***************************** Lew & Michele, Tanforan

WE MAKE IT EASY FOR YOU

YOUR FULL SUPPORT CENTER FOR   ATARI-COMMODORE-APPLE-IBM-T.I.

Atari Update

BOB BARTON/JOHN MANNING

C E S

John: Well Bob, we're home at last, and the first thing I'm going to do is soak my aching feet. We must have walked at least 15 miles a day. Now that I have recovered I can tell you a little about the Consumer Electronics Show (C.E.S).

The C.E.S. is where most of the world's electronic manufacturers introduce their new products, including our favorite, Atari.

It looks like Atari spared no expense highlighting and exibiting the new computers and peripherals. The main display must have had 30 to 40 monitors to premier the ST family of computers. There was one problem, the 130ST and the 520ST demo's were shown by Atari employees. I could look, but NOT touch.

Bob: You know what really has me upset is the fact that Atari stood up in front of all those people for four days saying how they were in contact with some of the larger and most popular user groups in the country to find out what we wanted to see as far as the new computers go. It must have been a lie, because I asked some of the other user groups that were there and nothing was asked of them and I know that they did not even bother to ask us.

John: That's true Bob. And you know that when I found out at the show that they took off the parallel bus interface (PBI) on the XE models I was mad as hell. But there's a rumor and I call it a rumor because it has not been released publicly yet, that the 130XE will have the PBI on it with a few improvements, 5 volts in/out, 4 extra pin outs and it looks like MPP is making a hard disk for it.

Bob: John, does that mean that the PBI will not be compatible to the 800 XL's?

John: Thats right. We'll just have to wait to see what MPP is going to do about the PBI on both computers.

Bob: Well John, speaking of the XE family, what about the 65XE which will be Atari's low end computer, it will have 11 graphic modes, 256 colors, 4 sound voices and built in basic?

John: You tell me that you would be willing to go out and spend $100.00 and then on top of that, another $179.00 to $200.00 for a disk drive just to play games and just maybe in between the game playing you'll learn some programing?

Bob: Well John, you might be right. That's like the 65XEP (portable) with 64k, built in 5" 40/20 column monochrome monitor, 4 sound voices and a built in 3 1/2" drive. Do you think that people are going to take this computer around with them just to play games and maybe, just maybe, I'll get to do my neighbors check book or their income tax for them?

John: That's like the 65XEM, its the same as the 65XE, except it has 8 sound voices for the more musical inclined person.

Bob: So John to hook up any of the third party hardware that is any good, like a printer or a Hayes modem, we still have to have an interface?

John: Right, but Atari does not make their interface any

more, So were back to where we started when Atari came out with the 800 XL's.

Mac-Attack

Bob: It's a game! It's IBM! It's a Commodore! It's an Apple! No It's an Atari-Mac, the Big Mac of Atari, with a Motorola 68000 microprocessor developed by Atari and Digital Research.

The 130ST with 128K and the 520ST with 512K, individually addressable 32K bit-mapped screen, 3 screen graphic modes, low res 320x200 pixels in 16 colors, medium res 640x200 pixels in 4 colors, and high res 640x400 pixels in monochrome (512 colors available in medium and high resolution, 8 levels each of red, green and blue). The operating system has been developed by TOS tm, better known as GEM operating environment. A 2 button mouse controller with icons, drop-down menus, windows and a real-time clock. This system also has a centronics parallel port, RS-232c serial port, high speed hard disk port, diskette port and two(2) joystick ports (one configured for a two button mouse).

John: Well Bob, I can tell that you are excited about this one and so am I. I only hope that Atari can keep their promise and deliver the computer and software by April.

Bob: Yeh John, I hope that that they can too, after all it took Apple 2 years to come out with the Macintosh.

John: Well it took Atari only 6 months to develop the ST series, so I hope that this is no reflection on the quality of these new computers.

Bob: I hope so too! Look at the cost difference; $600.00 for the Atari, opposed to Macintosh at $1700.00.

John: There is one plus that I like; that software developed for the MAC, according to Atari, should be easily converted to run on the ST's.

Bob: According to James Copland, they are targeting the ST's right at Apple and IBM.

John: You are absolutely right Bob, I was present at a News conference with the Canadian Broadcasting System and Mr. Copland said that they plan to go after Apple and IBM and they don't even consider Commodore competition.

"I did it! I broke into the Fitzsimmons's computer and got Edith's recipe for lasagna!"

STAYSKAL, TRIBUNE MEDIA SERVICES, INC.

X - Atari Review

C.E.S. COUNTERPOINT
THE XATARIAN

Well Gang, my seventh C.E.S. is under my belt but this one was a little different; my first as an ex-Atarian. I knew for a long time that the place may fall apart, the victim of a cancerous plague of Harvard MBA's and high priced executives who could not spell computer let alone turn one on. For all true Atarians, the events of June were a total shock. We thought that we were on our way back, that the January C.E.S. would turn the tide. This article is about what could have been, a look at what the old Atari would have shown, and some food for thought on the new line.

Alot of great things have been written about the new product line, and alot of them much deserved. But don't look for them in this article. As Atari users we should be up in arms at the death of the expansion box. This would have allowed all XL owners (1200 excluded) to upgrade to 128K, music synthesizer, and other neat expansion cards that now we are left without. It was only a heavy write-in campaign that saved the PBI or parallel bus on the new high end 8 bit machines but the low end 800XL replacment has been castrated of its PBI. I have not seen too much to lead me to believe that the new Atari wants to support current users, no more warranty service outlets and they continue to advertise 1500 authorized service centers around the nation (must be the new math cause I can't find them).

The new Atari's prices are great I must admit. Let's hope its not at the sake of a terrible return rate (rumored 30%) like Jacks former company Commodore. How about the 16 bit stuff, thay sure looked pretty hot; priced right, great expansion options. They look like winners but I don't want to drag upside down Trakballs across my cluttered table. And those annoying little Icons, Missle Command with a mouse is a frightening thought!

And now a word about what Atari would have shown; 800XL, 1450XL, Expansion box, a read-only optical disk drive utilizing Warner's record division to stamp out indestructable inexpensive software media to hopefully lower the high cost of software, a true double density-double sided drive, and lets not forget the ace in the hole, the Atari Amiga 256K machine with hard disk, communications board, and 256K expansion! A truly new machine in the spirit of the old Atari, not a color Macintosh clone.

Sound like sour grapes? It really isn't, no company could expect to last if run the way Atari was...if only the mistakes were caught sooner. Actualy I kind of like Jack Tramiel and the direction of the new Atari in whole. It is now an Enginnering driven company like Atari of seven years ago. I could have easily written a very complimentary article but it is my opinion that the San Leandro Computer Club should not be an extension of Atari marketing but an information center to support our common interests in Atari hardware and software.

The above article just presents some points for your consideration and are not the opinions of the SLCC Journal.

Guest Input

THANK GOD
I OWN AN ATARI

(Ed. note: The following was downloaded from Compuserve's Commodore SIG. This is one Commodore user responding to another who bad-mouthed Atari computers. You may want to show this to anyone you know that is bad-mouthing your system, or is getting ready to purchase a Commodore. Enjoy!)

Maybe you should try some of those computers before ranting like this. I am writing this on a PC Jr. Next to it is my trusty old Atari. And of course, I have written "Mapping the 64" for Compute Books. Having professionally programmed all kinds of systems, I think a that a Commodore type calling the Atari computers "junk" is quite laughable.

(1) Atari computers work out of the box. I have had 8 C-64's so far, in order to get 2 working models (some of my C-64's were sent to me by Commodore as part of their developer's program!)

(2) If an Atari computer breaks, YOU CAN FIX IT! I mean actually getting new parts, instead of a whole new computer. It can be serviced quickly locally.

(3) It has a much faster clock speed than the 64.

(4) Its screen output is 200 times more legible. It also has 16 shades of 16 colors, which allows much better contrast on all sorts of graphics programs.

(5) It has more graphics modes, and more flexible.

(6) It finally has a reliable disk drive that works much faster than the 1541. Without a reliable drive, no matter what software the 64 has is useless. Can you imagine somebody using a 64 for anything critical, without a lot of disk drive backup?

I wrote the mapping book on my Atari with Atariwriter. The machine is cheaper, more capable, much more reliable, etc. The Basic is by far better than the Commodore one (Its just a matter of what you are used to) and fully supports the graphics, sound and operating system. Come to think of it, the C-64 OS is so primative that it does not even support autoboot disks. Calling the Atari computers "junk" is a little silly. If you want to see junk, get one of the computers that have a 50% fail rate, that won't run their own CPM software, that can't be used with a normal TV set. In otherwords, look down at that piece of junk you are using!

P.S.: To top it off, its overpriced to boot!

Guest Input

SPECIAL BULLETIN

5 NEW '85 COMPUTERS PLUS MONITOR WITH 80-COL CARD, 500K DISK
DRIVE, PRINTERS, MODEM, MOUSE...

1/2/85 by NAT FRIEDLAND,
ANTIC EDITOR

Antic Magazine got a look at the 1985 Atari Computer
Line-Up three days before it was due for unveiling at the
Consumer Electronics Show in Las Vegas.

This Antic Preview was hosted at the Atari Engineering
Center in Sunnyvale by Sig Hartmann, President of Atari's
Software Division, and Sam Tramiel, President of the Atari
Corp. Prices for many of the new products were not going
to be finalized until 24 hours before CES opens.
Manufacturing of the new computers won't begin earlier than
March, which means they won't be appearing in the stores
until at least May or June.

Atari will be showing three new 8-bit XL-compatible
computers at CES. A 128K version, the 130XE, will be priced
around $200. The 65XE, the next-generation 800XL, will cost
around $100.

The keyboards and cases of these machines will be
dramatically changed. They will be smaller versions (no
10-key pad) of the spectacular 16-bit computer housing.
Inside the XE computers, the circuitry has been simplified
and chip functions have been combined. Sam Tramiel said
that this will make the XE a more reliable machine than the
XL while maintaining 100% compatibility.

There will also be a luggable 8-bit XE that comes with
128K, a small video screen and a disk drive, the package
selling for around $400.

The XE computers will use a new DOS 2.5, which Sam
Tramiel said is very similar to the classic DOS 2.0S. The
new DOS is necessary so that the XEs can accept the new 500K
3 1/2" disk drives as well as the current 1050 drive. The
built-in BASIC has not been changed.

Hartmann & Tramiel brought up and agreed upon the
necessity of exchanging DOS 2.5 for the DOS 3 packaged in
hundreds of thousands of new 800XLs sold at Xmas. They were
very open to Antic's suggestion that DOS 2.5 be uploaded onto
the CompuServe Atari SIG and distributed to users' groups as
soon as it's finalized.

Hartmann also proposed that Antic assemble users
questions via CompuServe each month and turn them in to him.
He promised prompt answers from Atari's top management

through Antic. Sam Tramiel was enthusiastic about the
arrangement and Antic is starting it right now! Upload your
questions for Atari on the Antic Electronic I/O Board and
we'll be online with the first round of answers before the
end of January.

ANTIC WRITE-INS SAVE PARALLEL BUS!!

Good news that many of us have been waiting for! The XE
128K computer will maintain an open parallel bus for plug-in
peripherals. The PBI will even be improved over the current
XL format-- with improved timing and a built-in +- 5 volt
power amplification.

The last-minute decision to continue the PBI came at an
engineering meeting called by Sam Tramiel in response to
Antic's write-in campaign on CompuServe's SIG*ATARI.

As for the two new 16-bit machines, they can be described
in one word -- phenomenal.

The 130ST is a non-expandable 128K computer and the 520ST
carries 512K, that's the only difference between them. They
both use the Motorola 68000 chip which is also in the Apple
Macintosh. They both use Digital Research's super-fast
Macintosh-like GEM user interface, which sits on top of DR's
CP/M 68K operating system.

Each model also has 196K built-in ROM containing GEM and
CP/M 68K. An Atari mouse will be available to run GEM's
icon menus. Both computers will be capable of running the
highly-rated DR version of Logo. C or Pascal will be the
development languages of choice.

The state-of-the-art keyboard or the 16-bit machines
includes: full selectric-style key layout, 10-key number
pad, cursor pad with Help and Undo keys, and 10 function
keys. The entire back of the casing is honeycombed with
ports, including: parallel and serial interfaces, MIDI
musical interface, PBI, etc.

The one sad note at Antic's preview was that the
long-rumored AMIE 16-voice sound chip was not totally ready
for production yet. The AMIE, which is said to emulate
human speech and singing with unprecedented accuracy, will
be incorporated into the '85 Atari line later in the spring
and will be identified by adding the letter M to 8-bit and
16-bit models that include it.

Another '85 breakthrough is Atari's sleek, compact 3 1/2"
disk drive with 500K storage capacity. Sam Tramiel said
this drive will be in the incredibly low price range of
$100. Tramiel told Antic that the 500K drive, which uses
the same sturdy 3 1/2" disks as the Macintosh, will be
compatible with both the 16-bit and 8-bit computers.

"We've had long discussions about the issue of disk
compatibility," said Tramiel. "But our conclusion is that
we're going to strongly encourage software developers to
bring out their new programs primarily on 3 1/2" format. At
the low price we'll be selling the new drive for -- frankly
8-bit users would be foolish not to eventually upgrade to a
far superior product and format."

However, the current floppy-5 1/4" 1050 disk drive will
continue to be manufactured as long as there is a market for
it.

In yet another new move, Atari will be showing a wide

line of printers and monitors, which will be aggressively marketed for use with IBM and Apple computers as well as Ataris. When asked who was actually manufacturing these new peripherals, Sam Tramiel laughed and said, "Japan Inc."

The Atari printers -- all aggressively low-priced -- will include a 12-cps daisywheel, an 80-cps dot-matrix, and three $50-100 thermal transfer models, including one that prints in color. The monitors include a 12" monochrome for about $100 -- with a built-in 80-column card for the XE and XL 8-bit series -- and a 14" color monitor for about $200 which will compete with the popular Commodore color unit.

A 640x200 resolution RGB Analog model capable of displaying 512 colors will sell for around $300. There will also be a $150 high-resolution 640x400 monochrome model for the ST series.

Atari also plans to show a monitor with a built-in floppy disk drive, plus a low-cost (around $50) 300-baud modem bundled with software for uploading and downloading.

Software president Hartmann described Atari's goal as "switching from a computer game company to a microcomputer company." He said that Atari Software will primarily publish entertaining and easy-to-use productivity programs. "We'll be very selective about games, only publishing games that we believe have a real chance to become major hits."

By the day before CES, Hartmann expected to sign the contract for Atari to bring out an integrated program comparable to Lotus 1-2-3 -- but with code so compacted that it will run on 64K. If this deal is finalized in time, Antic Online will upload a description of the product from CES.

Also under development is AtariWriter Plus, which will include integrated mailmerge and spelling checker. It is to all run on one disk at 128K.

Hartmann said he is determined to reach out for user group feedback in the fast-moving software market. He specifically wants major users groups to act as beta testers for new Atari software.

As a first step towards this, Hartmann said he will bring top Atari executives to meet with users' group officers at the special invitational Worldwide Users Network meeting which Antic will host at our offices during the West Coast Computer Fair in March.

ATARI CORP. UNVEILS NEW
PRODUCTS AND IMAGE

Saturday, 5 January 1985
by MICHAEL CIRAOLO,
Associate Editor, Antic

Las Vegas--The new Atari Corp. unveiled a new product line and a new image today--all intended to compete with Apple and IBM.

"We are not a game company. We are a microcomputer company," said Sig Hartmann, president of Atari Software, at the Winter Consumer Electronics Show. "We will produce productivity software and educational material."

Atari will now carry complete lines of 8-bit and 16-bit machines, as well as an array of printers, monitors and other peripherals intended for users of Atari, Apple, IBM, Commodore and Texas Instruments equipment.

The XE line of 8-bit personal computers will include a portable 64K machine with built-in 5" monitor and 3-1/2 inch disk drive priced under $400, a 128K computer priced under $200, and a redressed version of the 800XL priced around $100. All are said to be compatible with existing Atari software. Two 16-bit computers, the 130ST and 520ST, are based on an 8 MHz MC68000 microprocessor, according to the company's announcement.

Packaged in sleek, low-profile cases similar to the Apple IIc case, the long-awaited "Jackintosh" Atari ST computers come with 128K RAM or 512K RAM, priced under $400 and $600 respectively.

Today's press conference was introduced by Nevada governor Richard Bryan, who has been negotiating with Atari President Jack Tramiel to establish an Atari semiconductor factory in Nevada.

Negotiations for such an Atari plant are going well, according to Jack Tramiel, but have not been finalized.

Atari will also be actively entering the computer education area, tradionally the domain of Apple, according to Hartmann.

According to Atari, both machines will have 32K bit mapped screens. There will be a choice of three graphics modes: a 320 x 200 pixel, 16 color mode, a 640 x 200 pixel, 4 color mode, and a monochrome 640 x 400 pixel mode.

Atari claims both machines will have a range of 512 colors, with 8 levels each of red, green and blue. According to the Atari, both computers will have a special sound chip capable of producing controllable frequencies from 30 Hz to super-sonic. There will be three channels, with separate frequency and volume control. Both machines will have interfaces to Musical Instrument Digital Interface.

The central processing units feature 8 32-bit data registers, 8 32-bit address registers, a 16-bit data bus, a 24-bit address bus, according to the Atari.

The operating system uses a graphics kernel developed by Digital Research (Pacific Grove, California), and the Graphics Environment Manager user interface from the same company.

The GEM gives users access to icons, windows, mouse control, a memory management system and a real-time clock. Atari claims that both machines have a Centronics port, an RS232 port, interfaces for disk controllers, joysticks and mice. In addition, there are apparently four video ports--television, composite video, RGB and high-resolution monochrome. Accoring to Atari's director of marketing, James Copland, the XE machines will be shipped "as soon as the old 800XLs are out of the pipeline," and the 16-bit computers will be on store shelves by April 1. The company is taking orders now.

"I know he's a retriever, but this is ridiculous."
DELMONTE IN MEDICAL TRIBUNE

Logo SIGnal

LOIS HANSEN

I only write when I'm inspired...you'll note there's been a three-month absence...I got inspired by a recent meeting of "Turtles Anonymous," which I went all the way to Sunnyvale to attend. Why would I do that? Because John Allen, author of Thinking About [TLC] Logo, A Graphic Look at Computing with Ideas, was speaking. The book was not easy to read, and his words were not easy to follow, either. However, I think he shed some light on the question of whether adults should study Logo.

Lisp was invented over 20 years ago on big machines (obviously) in order to get non-mathematicians to use computers. Lisp employed "symbol manipulation" instead of the "string handling" characteristic of Basic, Fortran, etc. This meant that what you wanted to compute with did not have to be reduced to numbers and translated back from numbers. However, Lisp was (and is) still not easy to learn. Logo was derived from Lisp in the seventies, and turtle graphics were added for accesibility. Logo remains difficult to learn properly not because of its code, but because of the kind of thinking you need to do before writing Logo (or Lisp) code.

Most adults, especially those who have gone to college, have been convinced that sequential, logical thinking is WHERE IT'S AT. They are afraid of expressing any idea, especially to a superior, that does not appear, at least, to be logical. Depending on the individual, this requirement of "educated thinking" is more or less painful. In my case, it is quite painful, so that is why I study Logo instead of Basic. Now most of you in the club, through the simple process of self-selection, are probably the other way, since Basic comes with the computer, and it has been the only way to go for so long. But maybe some of you, too, have chafed at the restraints of Basic, and wonder if there is a language that thinks more like a human.

Let me give you John Allen's example of the difference between Basic and Logo: A person is thirsty. In Basic, you would tell him to get a glass, go to the refrigerator and look for beer. If none is there, check kitchen cabinet, then get coat and car keys, go to car, drive to store, etc. You will note that you are doing all the thinking for him. Also, you are creating a program good for only one operation. In Logo, you would create a series of modules which could also be used, if needed, in other procedures. You center your thought on objects and their related attributes, so you would create "Thirsty," consisting of "Drinkwhat," containing a list of various liquids which could be selected, then "Lookfor," "Getready" and "Goget". Why is this better? Well, with the exception of mathematicians, it's more like people think. You take out the glass and want to fill it. Then you notice you don't have any beer. Then you wonder where you put the car keys, etc. This is called "middle-out" thinking. The Prolog language used in Europe and Japan thinks this way, and the word is that the "Fifth Generation" machines will be thinking like this, whoever comes out with them first. (Did you notice on the data sheets for the new Ataris that of the 8 or 9 languages that ran on the 800, only Basic and Logo will be available on the new machines?)

It isn't easy for people "raised" on Basic to learn to think in Logo. It's worth it, though, if you want your computer to help you think, to show you where there are flaws in your reasoning.

LOGOSig is back! 8PM at my house on Wednesday, February 13. Call 482-2222 for details.

Hardware Review

MAJOR TOM

OKIMATE 10 PRINTER
ANOTHER LOOK

The Okimate had some bad reviews when it first came out. My friend wanted to buy one and I told him what most people said about it. So he waited to see if it was any good. After about a week he showed me an article in Antic about the printer. He thought that it sounded good. So he rushed out and bought one.

That day when he showed me his printer. I said to him, that the printer will never work. So he booted up the program and printed some demos. After that I was so surprise because people said that it will not print color on anything except the 800XL. And the program worked fine on his 1200.

So the next day we tried the printer on my 800 and as usual I was wrong. It worked fine on my 800. So I called the local BBS's to download pictures.

That day we printed out about 4 pictures and there was still ribbon left.

I found out that if you use regular paper and iron it after, it will look just as good as the smooth papers. I also tried Printwiz by Allen Macroware on it and have found that it works with it if you use the Okidata 92 function on it. But it does put in an extra line in it. So I have to roll it back a little everytime. And I think the Okidata 92 printer driver will work with it but I'm not sure.

Well, the drawbacks that I found on the printer was that the color program is slow. But according to a friend of mine there is a guy on Compuserve that wrote a program that is faster. I am not sure if this is true or not but he said he will try to get the program for me.

So overall the Okimate was a good printer.

Library/Floppy Update

NATE HOOD

As most of you know, February marks my sixth month of holding the position of software chairman, and I have to say that these past six months have gone by rather quickly. They say that time flies when your havin' fun, but I think that it goes even faster when you have to make a deadline! Well, as I'm already a few days past deadline, I think that I'd better make the intro quick and get straight to the programs...

AVM. BAS

Audial-Visual Meditation is a program that prints a kalidscope of symmetric patterns in graphics eight. It also plays a song as it draws patterns on the screen. If you're into meditation, this is a great program for you (it put me into a trance after about 3 minutes.) Even if your not into meditation, you'll love the program just for the neat graphics.

BLOC. BIN

This program will shorten most machine language files (it actually makes them take fewer sectors!!) It can't compact all files, but it does work on alot of them.

MOIRE. BIN

This is a really neat graphics eight demo. It uses artifacting to get some neat patterns. If you watch it long enough, you might even learn a little about graphics eight artifacting!

POPCORN. BIN

"Oh no!! Who was the one that put too much popcorn in the pot?!?!?" You play the part of a desperate cook who is trying to catch the popcorn that's falling out of the pot. This game is similar to Kaboom, only with the addition of intermissions!

SPIRAL. BAS

Learn the basics of animation through color-rotation. The program draws a sprial, and then rotates the colors to give the effect of motion.

VIPER. BIN

Centipede with a twist. You get to play the part of the famous 'Bug Blaster' again, but with a twist... instead of just shooting up, you shoot down if your in the upper half of the screen and you shoot up if your in the lower half. The game is like Centipede with a "mirrored" screen (it takes awhile to get used to, but it's really fun once you get the hang of it)

XLDEMO. BAS

Now you finally get to prove that your XL can do things that the "normal" Atari's can't. The program works on a standard Atari, but you don't get any of the special features that the XL does. The program was written to be a tutorial more than a demo, so you can easily learn how to do what the program is doing.

DIALER. BAS

Now this is an impressive program! The program generates tones so that can dial the phone for you. All you have to do is put the receiver of the phone up to the speaker of the T.V. and type the number of the place that you want to call, and it will dial for ya!! If someone puts this into a modem program, us people with non-autodial modems can finally autodial!

ENTRPRIS. BAS

This is a classic Star Trek simulation. This is by far the best simulation that I've seen (which isn't saying much, since this is the only one that I've seen) The documentation for this program is called ENTRPRIS.DOC, this is a basic program.

GAUNTLET. BIN

This is a GREAT game!! If you like fast action space shoot-em-ups (like me), you're going to love this program. The first time that I played the game, I didn't believe that it was public domain, but, to my surprise, it was. The game has full documentation built into it, which revealed some "hidden" commands to me.

HARVEY. BIN

In this game, you play the part of the (almost famous) Harvey rabbit. Numbers, representing point value, pop up on the screen, and it's your job to touch them. Sounds easy, rigt? Well, to make things a little harder, the room's walls close in on you. But you do have a defense to the walls, you can shoot them, which "pushes" them back to give you more time.

Well, that's about it for this month.
See ya at the meeting, and remember to
Buy a Floppy.
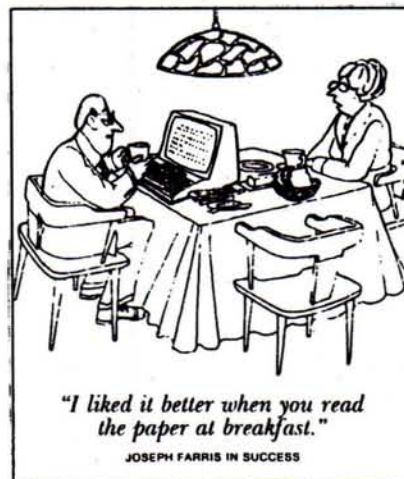
The Game Room

SGT. SLAUGHTER

Hello Gamers!

Well, it's time again for my game reviews for this month. This time, I'm going to review one by Broderbund and one by Activision.

Whistler's Brother, by Broderbund software, has to be one of the most interesting ideas ever to become a video game. The whole idea is that you are supposed to guide your brother, a professor who has his head buried in a book, not even caring about his surroundings. You have to guide this nut all around the place without getting him hurt-for your mother's sake (touching, isn't it). In doing this, you will be able to help him get all the chapters of his book back in order, and then you advance to the next level. Also scattered around the place are treasures, which add greatly to your score. The only problem (you know that there has to be a catch) is that when you pick them up, some mysterious person almost always hurls something at you or releases a viscious animal. If you or your brother get hit, say "bye bye" to one of your men! To help you in this predicament are two tools for every level. When you get both, all you have to do is move and press the button, and you will turn into a whirlwind, invulnerable to all but sharp drops (like off a pier). If you stand still and press the button, you will release a whistle, telling your brother where you are.

I must applaud Broderbund for making a very excellent game. The whole thing behind this is originality-the graphics aren't top notch, but the constant scene changes coupled with the originality of the items and attackers, keep the game fresh and fun to play. This game has staying power, and a lot of it to boot! There are only a couple of flaws, one intentional, one not. The intentional one is that your brother isn't just stupid, HE'S A COMPLETE FOOL! Sometimes he'll mess you up in the worst places! He'll walk off trees, into pits, etc, so you need to watch out for him constantly. At first I was a bit shaken, because the brother moves awfully fast, and sometimes overtakes you when you are trying to fill a hole or disarm a trap. I found out that pulling the joystick in the diagonals will speed yourself up greatly...And that makes playing the game much easier. The unintentional bug is that in some places, the brother will jump (for instance, in the jungle he will sometimes climb vines that aren't supposed to be climbable). But those are just minor bugs in an otherwise innovative and very fun game. I recommend it highly because of its staying power and originality.

Remember Ghostbusters? I never thought that they would put this motion picture into a video game-I guess I was wrong. In this game, you are opening a franchise in your neighborhood, which is suddenly infested with ghosts. You are alotted $10000 (which you must make back by the game's end) to buy equipment. The equipment purchasing part of the game is very well done, reminiscent of the pinball construction set, where you have a little icon (a forklift) that brings things from the menu to arm your car against ghosts. After you are fully equipped, you go out into the city to catch ghosts! The city blocks are divided into buildings, and you are represented as a little ghostbusting sign. As you move, you leave a dotted trail, and when you press the button, you will travel that specific path to your destination. From time to time a building will turn red, which means it's ghostbustin' time! Also, from each corner of the map, a ghost slowly starts to make its way to Zuul. If you move your pointer over it, it will freeze. When you press the button and start driving, you will eventually see the ghost float by. If you have a ghost vacuum, you will suck it up, and your PK energy (a counter in the middle of the screen that is constantly increasing, when it hits 9999 the game will end or you will face Zuul, depending on if you have made back the money or not). When you arrive at a haunted building, 2 of your men (you have 3 in the car) will get out and set a trap down. Then by pressing the button, you will shoot the capture beams. When you usher the ghost near the trap, all you need to do is hit the button and a capture beam comes out. If you are on target, you'll get him, use up a trap and get some money. If not, your man gets slimed and you lose him until you refil at Ghostbuster H.Q.. Eventually, you will face the marshmallow man (pressing "B" for ghost bait will avert him from destroying a building) and then on to Zuul.
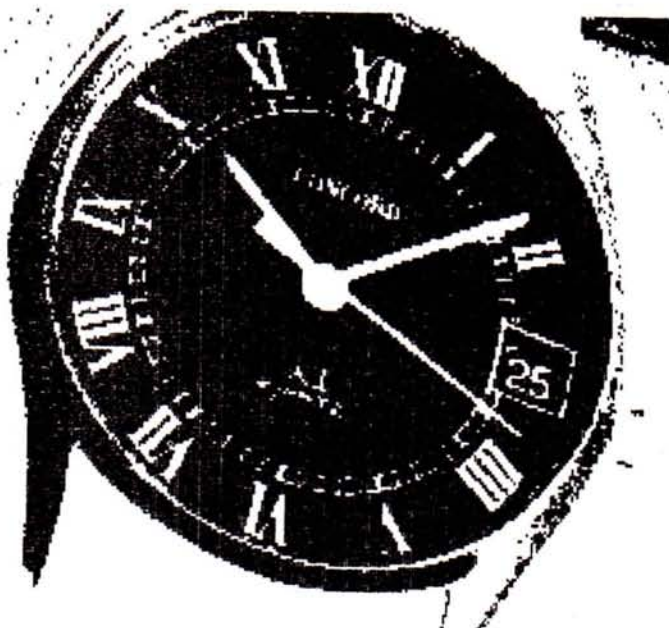
To say that Ghostbusters is a bad game is not being very fair. The music is right on par (some don't like it, but I think it was done very well), and the graphics are very good, especially of the cars and the buldings. A minor note that some are angry about is that th Commodore and Apple computer versions use the voice synthesizer or digitized sound to emphasise the point. I personally don't think it was necessary, and that wasn't one of the game's major faults. What is a fault is that it is too slow in the beginning and too fast at the end. In the beginning of the game, hauntings are so few and far between that you could almost sleep between them! Near the end, up to 4 houses are blinking red, and 5 others are pink (that means it will be haunted)! It almost drives one to panic! Also, the driving part of the game is too long and bland. If you are not scooping up ghosts, all you do is sit there and twiddle your thumbs. A little more challenge (like potholes or something) would help...At least they didn't put in stop signs or red lights!!! Once you win the game and defeat Gozer, you are given an account, so you can start off on the same money amount you started with. The only problem there is you have to make it all back by the end of the game, or you lose again! (it's tough to win when you have an account of $19800!). Activison has a very middle of the road game here. I wouldn't tell anybody to burn their copies, and yet, I definitely wouldn't advise the game heavily to somebody who hasn't bought it already. My advice on this game is: Close, but no cigar. Try again, Activision...You're getting warmer, just a little more experience in the gaming field, and you'll be hot!

Anyway, those are my reviews for this month, next month I'll be back with 2 more wares to talk about. Until then folks, keep the criticisim coming-if you wish to reach me any day of the week, call me at the Cursed Earth BBS (415-924-6196). So to all: Good bye and Good gaming!!!

sun	mon	tue	wed	thu	fri	sat
The Key System **24 Hour BBS** **[415]352-5528**					**1**	**2** GROUND HOG DAY
3	**4**	**5** 8 pm MAIN MEETING S.L. Library 300 Estudillo	**6**	**7**	**8**	**9** 8 pm ATR8000 SIG for info call Bill 538-2449
10	**11**	**12** 8 pm ASSEMBLY SIG for info call Bob 352-8118	**13** 8 pm LOGO SIG for info call Lois 482-2222	**14** 7:30 pm VALENTINES DAY BEGINNER SIG for info call Denzil 538-2227	**15** 8pm Newsletter Deadline for info call Ron 537-3183	**16** 7 pm MSIG/GAMEROOM for info call Phil 351-2208
17	**18** WASHINGTON'S BIRTHDAY OBSERVED	**19** 8 pm BASIC PROG. SIG for info call Mike 482-5061	**20**	**21**	**22** 8 pm SOFTWARE SIG for info call John 276-2615	**23** 8pm EXEC. BOARD closed meeting
24	**25**	**26** 8 pm ACTION SIG for info call Jim 352-7744	**27**	**28**		

F E B R U A R Y 1 9 8 5

TIME MARCHES ON AND SO DOES THE S.L.C.C.!! MAKE A NEW YEARS' RESOLUTION AND JOIN A SPECIAL INTEREST GROUP!!!!!!!!

♥♥♥ ACTION SIG ♥♥♥

EVERYONE WELCOME ♥BEGINNERS, CURIOUS PROGRAMMING ZEALOTS, OR SMALL DOGS.

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 ****

MPP-1000C Interface $90.00
Call Alex at 533-5860

**** FREE ROM MAGAZINES ****

If you are a current member of the SLCC with paid dues, you will be receiving three free copies of ROM magazine in the near future. ROM has offered the SLCC a "trial" of their magazine in hopes that you will like it enough to subscribe. Those members that had requested that their membership information be private (phone numbers, etc.) were excluded from this mailing, as per your request. If you do not wish to receive the free copies of ROM, please advise any club officer, and we will have ROM take your name of the list.

**** NEW MEMBERS ****

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

Gordon Bond, Gwen Bishop
Lorraine Smith, Protection Engineering, Inc.
Chuck Marble, Charles Nelson
Allen Monat, Michael Riordan
Jamie Low, Fernando Hidalgo
Dale Beachell, Sean Blair
John Wittman, Michael Curry
Michael Randis, Robert Banzet
Randy Duckett, Pasquale Baratta
Janice Eaton, Tommy Chang
Steve Benson, Marc Berke

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:

February 5   8:00 pm
San Leandro Community Library
300 Estudillo Ave.

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

8:00 SPEAKER:

DYSAN CORPORATION

TO:

85/04/30 186

ADDRESS CHANGE: Please update your newsletter exchange lists and general correspondence with address listed abc