President's Report

PHIL MITCHELL

"My Feet STILL Hurt"

But I had the time of my life. This has been an exceptionally busy month, to say the least, starting with the "Antic Magazine Birthday Party" held at their offices, the first evening of the West Coast Computer Faire. The names go on forever; "Old Atari" Customer Support alumnus Like Bill Bartlett (The guy who hired me) and Cassie Stahl, looking prettier than ever. Bob Moore with his Midi-mate, Bill Wilkinson, who seems to be everywhere, lately. Even Gary Nolan, President of, far-off, Milwaukee Area Atari Users Club. Not to mention all the Atari Representatives. I'm sure you'll be reading all about it in the magazine shortly, except the food was OK (Pizza would have been better) The "smokers" room was "THE PITS". And were those Club Officers seen driving expensive sports cars around San Francisco, touring China Town and Broadway with a pretty (un-named) Gummed-Label Dispenser Sales Girl from Rocky-Mountain-Boston, Washington? (Yes, it was).

Even after talking with those members who attended the Faire on Saturday, it surpassed my wildest expectations, we gave away THOUSANDS of T-shirts, and all kind of stuff that Atari was kind enough to give us. At this point I would like to mention several members who have performed "above-and-Beyond" and really made it possible for us to present, not only the Club, but the new Machines, and the new Atari Corp. to the Public, in the best light possible. First, Vice President Bob Barton was in the booth all four days, in-charge as usual and making wheeling deals that boggle the mind. I bet his feet still hurt too. Treasurer (and Super Guy) Jim Hood, who did a FANTASTIC graphics job on the Computer stands donated by atari. (Yes, he is related to the world famous Nate Hood). And last but anything but least, Tom Bennett, this time for getting us the FRONT PAGE of the Oakland Tribune Business Section, complete with a big picture of Bob and the new ST. Atari could not have payed 'or that kind of publicity. I hope they keep that in mind when the Spring CES show in Chicago happens and they need support (hint). Thanks to the dedication of these and the other members who helped in the booth, the 10th West Coast Computer Faire was a huge Success, both for the SLCC and

Atari. But it didn't stop there.

Imagine, after four grueling days, packing up all the stuff and then driving back to help run the Main Meeting, which many have described as one of the best meeting yet! and we have had some pretty good ones lately. (understatement!). Thanks go out to David Small for the excellent talk, and extreme thanks to Kirt Stockwell of MPP, who could not have been any more helpful or pleasant. Thanks to Kirt and MPP, with the donation of the modem and printer interface and buffer, we were able to raise over $1000 for the Childrens Hospital, Atari donated the 520 ST. Alex Levans, Author of Wombats, won the ST raffle. He still refuses to even let me see his program, either he doesn't trust me, or maybe just plain doesn't like me, but he did say "Thanks" for his new Atari System. I hope he gets it soon.

More thanks go to the already famous Nate Hood and Alex Chun for filling in, again, for Secretary Paul, who had too much homework and couldn't attend the meeting. Some members were pretty disappointed when we ran out of Floppies at the meeting (some actually got mad) but if they knew how much work these guys did, I'm sure they would forgive them. It is events like these that make me proud to be part of this club and friends with these kind of people. That's what Users Groups are really all about. Excellent people produce an excellent Club and in my opinion that's what we have, The San Leandro Computer Club.

Our Next Meeting

DICK SCOTT

Here it is time for the newsletter information to be given to Ron for publication...I didn't make the deadline last month due to surgery, I just couldn't sit at my computer for a few days, and then it was too late...I appreciate Tom filling in for me and getting someone from the Computer Fair to speak in April...

This month, we will be hearing from Gary Sibulan, General Manager of "California Disk Drive Repair" in Santa Clara, Ca. He will give us a presentation on how to repair the disk drives using an oscilloscope and a special disk to check the tracking.

When Ms. Clark of Dysan Corporation was here, and made a presentation about "Diskettes" (or was anyone paying attention to the presentation or were you all watching Ms. Clark???). She talked about how the special disks are used

to set the tracking, but Gary will be able to show us how to repair our disk drives or better yet, take them to him for repair.

June will bring us to the general election of officers... This will be your chance to nominate someone else for my job!! Therefore, I'm not going to have a speaker for June, they wouldn't have any time to tell us anything after Phil gets through conducting the election business.

July will bring us Mr. Bill Holt from Broderbund Software...

See all of you at our May meeting...
Dick Scott, signing off

Software Review

TOM TISBY

As the day became darker, I began to feel very strange; almost tired-like. And through this beakoning feeling, my eyes shut as though they were huge gates closing. When I awakened, I noticed that I wasn't where I usually was. So slowly and cautiously I got up and took out a book of matches I had in my pocket. The match was struck only to be instantaneously put out by a flying AXE!! I hope my mom or dad wasn't mad at me or something! As I crawled across the floor, I reached out with my hand to feel what was in front of me. And there it was: A WALL! So ever so slowly I got up next to the wall. And as I got up, I bumped my head on a board.

After awakening from a slight conclusion, I reached up to get what I had just hit. A board, or what some people call, a torch. What luck! So I lit it and discovered a person called Conan standing right in front of me.

Not saying anything stupid, I decided to ask him for something I wanted more than anything else. You guessed it. His autograph! Unfortunately Conan had other things on his mind so I followed him (maybe I could get it on the way).

Leading me up stairs, dodging bats, and throwing axes are the IN THING for Conan. Other points of interest are jumping in a bubble, avoiding being stung to death by scorpions, ducking from strange birds which seem to want to end our happy lives, and getting keys which open secret passage ways. Something what Conan might call a TYPICAL day in the life of our hero.

As the day darkened down, I knew the journey was almost over (I hope!). After traveling through about 7 levels, our voyage had ended. The world was saved from all those ghosts (oops! Wrong place and episode!). Well the world was saved (at least for now). As for Conan, he went back to where he had started, this time at a more challenging level. And as for me, I finally got his autograph. By the way is anyone interested in buying one used medieval sword at a great price?   * * * *

NAME: CONAN
COMPANY: DATASOFT
PRICE: $23.95 APPR.
VALUE: 7
COMPLEXITY: 7
DOCUMENTATION: 6
DISK: 48K

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<u>JOURNAL SUBMISSIONS</u>

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 with the following parameters:

B12 D1 G2 I5 J1 L10 R44 S2 T2 Y132

From The Editor's Desk

RON SEYMOUR

Everyone else is talking about the West Coast Computer Faire so I should get my two cents worth. The crowds that the Club's booth drew during the four day event were unbelievable! Both the 520 ST and the club were big hits. And the number of new members will attest to that fact. Whoever I talked to, the discussion was always aimed at the new ST line. Many good things came out of the Faire. My personal favorite was the raffle of the 520 ST and other items donated by OSS and NPP. The money raised was given to the Children's Health Council of Palo Alto. I believe that any time you can do something for a child and have fun doing it, is well worth the cause. So I would like to take the time out to thank the people who bought a raffle ticket. The Faire was exciting and I can't wait for the next one.

With this issue we the staff will be retiring (just kidding to see if you were still with me). Seriously, this is when we put to bed the Special Edition and get ready for the coming out party. The special edition is really becoming a reality. This is due to the extensive work of Tom Bennett, who by now has had his name in the journal 5 or 6 times. It has been a lot of fun and the excitement is growing each day. The response like I have said in the past has been unbelievable. The normal June issue will be a supplement to the Special. Right now we don't know just how big it will be or even how many disks there will be. The only thing we know that it will be free to the membership (the S.E. only the disks will be the Floppy of the Month). Also look for the Special Edition in some of the local computer stores that handle Atari. Some of the things that will contained in it will be amazing. Just wait and you will be very pleased.

Another thing that will be coming in June will be the elections and May kicks them off. Nominations will be taken in the month before the elections. So get your nominations in and if you want to run tell someone to nominate you. Be a working part of the best club in the nation.

We have many people in the club that could do great things and take us to new heights. This is the time that the club should be thinking of where its going. Atari is new and is starting a new direction. The S.L.C.C is a great club and the only direction that we should be thinking of is up. So lets get it together and make a run to make us even stronger.

Remember success comes to those who wait. The waiting is over and its now time for the Club to reap the harvest of success. We can only be a good as we make ourselves. So until next month remember to make your voice heard, a voice not used is a wasted thought. Have a safe month and be looking for the very best to come from the best. Take care and happy computing.

GONE FISHIN' - IN RENO

(Assistant editor's notes: Ron's statement above about "gone fishin'" is reference to his vacation from layout this month to play in a bowling tournament in Reno. But he did not leave me putting the Journal together alone. He recruited Tom Tisby and Ron Devine, who helped put this edition to bed. They will have to watch out though, because we could easily change the masthead to read Ron and Tom editors, with the last names Devine and Tisby!

I haven't been writing much in the Journal lately, so this is my chance to fill you in on some things. First, the "phase 1" roll out for the ST was announced in the San Jose Mercury to be user group beta test, as I announced at the meeting last month. Well......I haven't heard this from Sig Hartman yet, but it appears that the concept fell through somewhere. Dave Duberman (user group support person at Atari) said that he thought that the concept was scrapped, but that we should be able to get the $800 system by June. I will let you know at the meeting what the official word is.

As you all know by now, the 130 XE's are out, but I thought you might want to know that the Joystick port placement will make certain types of joystick plugs not fit. These are joystick plugs that are not tapered at the end like the old trusty Atari Joysticks. This will include the old style 1000 C modems and new Atari Light Pens.

Rumor has it that ROM magazine has folded (or merged with the Atari Explorer) so I guess we won't get our third free issue. Could it be that our curse now works via mail?

We have been getting quite a bit of press lately. There were references to our West Coast Computer Faire booth in the Hayward Review, Oakland Tribune, and S.F. Examiner. And at press time, Bob Barton was quoted in the S.F. Chronicle for comments about Atari and their pulling out of the Chicago CES. And David Heller, a writer for the Atari Explorer, called the other day and the SLCC may be the next club profile.

Some interesting observations: I visited the Lawrence Hall of Science in Berkeley, and found a whole room full of Atari Computers for classroom type meetings. Maybe we should look into hold some SIG meetings there. Then I went to the Exploratorium at the Palace of Fine Arts in San Francisco, and they had a sign "Logo Workshop". I looked in and there was a room full of 800 XL's! Then this last week on a trip with my son to Knotts Berry Farm, we looked into a building and there were a bunch of Atari 800 XL's with learning games on them.   Tom Bennett)

REMINDER:

NOMINATIONS FOR

CLUB OFFICERS

NEXT MEETING

MIKE SAWLEY

Now that we have had a detailed look at each of the major commands of our BBS, The Key System, it is time to learn a few short cuts. Warning! This "Expert User Mode" should not be used until you get familiar with the system since you will be passing up most of the sub-prompts and can easily get lost!

Most of the commands will require additional information before the BBS can process your request. The addition information supplied by you is had through a series of sub-prompts or by commands stacking. The format of command stacking is: COMMAND SPACE COMMAND SPACE COMMAND ...

Perhaps the best way to go is with some examples. Please remember that each of the following examples should be typed in when the BBS is waiting at the main *Go prompt.

F A will search the drives for all download files. F C will search out all the communications related files. F G will look for the games.

D AMODEM will let you download the file AMODEM. This command should be used when you already have the files listing. If you misspell a file name, then a "File not found" message will be returned. There will be a short delay while the BBS looks for the requested file.

U TEST will initiate the upload routine with the file name TEST.

R - would read all messages in the currently active message base. The messages would be read in the reverse direction. That is from highest message number to lower numbers. You can tell which message base is active by pressing [RETURN] at the go prompt. You will also be given the time, date and a reminder that [?] will get you the command list.

To switch to another message base and begin reading messages, type Z 3 +. This would begin reading messages in base number 3 from the lowest message number and working to the higher numbers.

Z 4 E will switch you to message base number 4 and drop into the message enter routine.

If you had left a message on the currently active message base, and now want to delete it, K 40 would read the header of the message and ask if you really want to delete it. Of course you must know the message number. If you can't remember the number, then you will have to read through the message base until you find it.

If you are sure you want to log off, the G Y will say good bye, skipping past the "Are you sure?" prompt.

I hope these examples get you started. They will most likely seem cryptic now, but given some time on the system, you will begin to make sense of them. There are lots of other places that you can use this technique of command stacking. Just experiment. You cannot hurt the system, but you may get lost! If this happens, just keep pressing [RETURN] and you will eventually get back to the main *Go prompt.

For the remainder of this months column, I'd like to pass on some other little known features of the system.
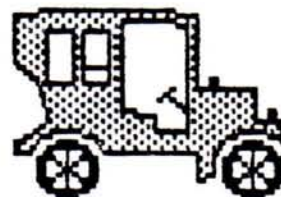
When you enter a message, you will have to give a subject. If you press return here, then the message will be aborted. In the Electronic Mail section, you will have to give an addressee. Pressing [RETURN] will abort the message. However, pressing [RETURN] at this point in a public message will address it to ALL callers. You will also notice that a [?] will enter the search feature. You will be asked to enter the first name of the person to address the message to. You do not have to enter the entire first name. You can search on any part of the first name up to the space separating the first name from the last name. (For John Smith, you could search for J, Jo, Joh or John. If you typed in John S then the BBS will search for John.) You can also type in ALL to stop at each name. CAUTION: There are over 200 names on file so it may take a few moments to find the one you are looking for.

At the end of each message there is command string displayed. You can stack commands here also. For example, if you wanted to reply to the message and delete it at the same time (especially helpful on E-Mail so I don't have to wonder what to do with it) you could type D R. You could also add a third command, like M to take you to the main *Go prompt after you reply to the message.

There are two user set parameters included in your password file that tells the BBS how you want to display things. These are the system clock and the continuous scroll of messages. The system clock can be turned on and off from your [P]rofile command by answering [Y] to the change prompt. Continuous scroll of messages can be toggled at the Select: prompt with the [C] command. If you have this feature turned on, then there will be a short pause at the end of each message. If you press any key during this pause, the command string will be displayed. If you do nothing, then the system will go on to the next message. Both the clock and the continuous scroll are remembered by the system and will be as you left them on the next call.

That about does it for now. Next month, look out for an editorial!

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Disk of the Month

NATE HOOD

After running out of blank disks for the floppy last month, we went out and bought 251 Blackship disks for the club (there's a price-break if you buy over 250 disks.) Since we were able to get these new disks cheaper than the old ones, we are now able to sell blank disks for $1 a disk! We had to drive over half of San Francisco to find the place but I guess it was worth the effort.

Have you ever noticed that whenever you get some good news, it seems like there's always some bad news tagged along with it? Well, this month's bad news is that I'm going to have to give up the position of software chairman at the end of July. There's two reasons why I have to quit. One reason is that I'm going back east on August and I won't be able to do anything (floppy-wise) for about a month. The other reason is that now that I can drive, I have to start making money so that I can pay for my insurance! So if you're interested in becoming the software chairman for the legendary San Leandro Computer Club, let me know. (Enough bad news, let's see if I can work in some more good news here...)

If you decide to take over the position of software chairman, you will probably become fairly well-known, and you will have access to any of the clubs disks whenever you want them. You will also have access to disks from... Abacus (I don't know if I would call that a benefit but... (Just kidding)), Blackhawk Ace and disks from Antic (ones that were never used for the floppy.) You also get your membership "bumped up" one month for every month that you're software chairman (I'll have gotten a free year!) and you'll get officers access to the Key System!

If you want to take over (or if you have any questions about it) please talk to me at the meeting.

Since I'm still software chairman I guess that I'd better tell ya about this months floppy...

Hmmm... well after walking around my room for 15 minutes looking for the floppy, I finally stepped on it (oh well.) If it still works, I'll tell ya what's on it...

PIRATES

I hope that the name of this one won't get me in trouble! This is an interesting two player game where you try to get your skull to drop down through a series of (bricks?) and into your "hole". The first player to fill up his hole wins.

BARRIER

This is a two player version of Trons light cycles. You guide your wall to try and cut off the other guy. If he crashes into your wall, you win!

EMULATOR

Another XL translator with some special hidden goodies from Eugene ACE.

TRON

This is a one player version of Trons light cycles.

This game has the same objective as BARRIER, but in this game you have to go against two computer light cycles! If you play this game at level 8 (or higher) it's very fast. If you can beat the computer, it raises you about two levels, so if you beat the computer at level 9, it's almost impossible to beat him again.

BEAMATRON

For all of you Action! lovers, here's a game for you. This game was written in action (but it has the runtime package so anyone can use it.) This game took me a while to figure out, but once I did, I loved it! Each player has a "home" that he has to defend from the other player. You set up barriers to deflect your laser shot (and to protect your home.) Once you've set up all of your barriers, you get to shoot the laser. If you can blow up the other guy before he (or you) blows yourself up, you win.

GLIDER

This is a neat graphics demo. It takes forever to load in the data, but it's worth the wait. Eventually, a 3D hang-glider will appear, and you get to fly it around the screen. There's no objective, but it's fun to watch.

HORSE

I'm not very good at this game, but that's because you don't get to shoot anything. The game is a simulation of a horse race. You place your bet on the horse that you think will win and that will be the one that loses (at least that's what happens when I play.)

INSECTS

Ha! Here's a game that I'm good at! You get to shoot things! This game is like Centipede. If you play level 1 it's very slow (and not very fun.) If you play level 9 it's so fast that you almost can't see what's happening!

And now the back side...

Since I couldn't find enough programs to fill both sides of the disk, I left the back of the disk blank (no, I was just kidding!) The back of the disk has a very well done demo from Synapse. It's a demo of some of their newest games, but if you let it sit there for a minute or two, it has a very good demo of all (or most) of their software. I know that I probably shouldn't put a program on the disk that advertises a company, but there are two reasons why I did... One is because Synapse needs all of the free advertising that they can get right now and the other is because it was too good to pass by!

There are a couple of things that I want to say before I go... one is that if I gave any of you disks from the Blackhawk Ace club, DO NOT WRITE DOS from their disks!!! The DOS that they used was modified using a Poke that is in "Mapping the Atari" The poke speeded up writing, but it also never updates the VTOC so all of your disks say that they have the same number of free sectors! The second thing that I wanted to say was that I didn't really step on the floppy.

Hope to see you at the meeting,
Nate

Secretary's Report

PAUL GIFFORD

This month, the guest secretaries are Alex Chun and Nate Hood...Yes, I missed another meeting. Well, school has to come first. This is just my way of getting others more involved in the club. Alex wrote the following column, jokes and all. I played english teacher (and assistant joke writer). For those that want to get involved in the club more, run for secretary. It's not that hard, (esp. since I hear Phil won't be running again Hahah..) and can be a lot of fun. Well, on with the column!

San Leandro Computer Club
Main Meeting Minutes
2 April 1985

20:20 (Isn't that a news report?) Tom tells the club members about the discount that we can obtain from Atari on the ST's. Atari could be giving us a $200 discount on the very first machines off the assembly line. Tom also tells us of the assembly class that the club is offering. The famous Chris Crawford, author of Eastern Front, would be teaching the class. The cost of the class is $20, of which $10 would be refunded if you don't miss more than one session of the class.

20:27 Tom turns the floor over to Phil (Boy, Tom must be really strong to do that!). Phil has everyone give Tom a hand for the tremendous effort he puts into the club. Phil tells the membership how Nathan ran out of blanks, so he was only able to sell sixteen copies of the fantastic floppy at the WCCF.

20:30 Phil introduces our first speaker, David Small.

20:32 Small tells us that Bally Midway, the people that brought us Pac Man will be dropping out of the arcade game market (Does this mean that Pac Man and Ms. Pac Man won't get married?) (Then where did Baby Pac Man come from? -PG) Small wonders (no pun intended) why Jack Tramiel bought Atari. What does Atari mean to him? He feels that Atari users are very loyal. The new machines have nothing to do with the old Atari but if it's an Atari, we users would buy it (are we pigeons or what?) Jack might not do much good with the ST's considering his history. He first made calculators, and left that. Then he went to Commodore and left that. So after he makes the ST's will he leave Atari? Atari is supportive of the ST's. Even more than just a customer service number. When you call now they have the security guard answer the phone. The employees for Atari are from the East. They talk very fast and are really hyped up (drugs?). They talk so fast that you can only understand 3 words out of the entire conversation! Small also compares the MacIntosh with the Jackintosh. The Mac's screen is always fighting with the processor for time while the ST's screen is sitting there having a nice friendly game of chess with the processor, speeding up things considerably. There may be some problems with the Jac. When the ST's come out,

how will K-Mart help answer your technical questions?? (Their autoshop section?) Computerland can't help you because they have the Mac. Only user's groups will be able to help you. (hint hint) The 68000 is a fast processor but many have discovered that the Mac's GEM OS is very slow. This will not be true with the ST's. Also, many people are concerned with the ST's not having much software available with it. Well, look at the Mac. They didn't have much software for it because people claimed to be software developers so they could get the Mac cheap. And even without the software for the Mac look how many Mac's they sold. But this will not happen with the ST's because they are selling developers a $1000 system for $4500. They also have to fly to Digital Research to attend a seminar on the GEM OS. Then, after they survive all that, they become a certified software developer. Small also comments on how amazing it is for them to make a hard disk and a lot of memory for the Mac and still make it go so slow.

20:36 A roar from the hall interrupts the meeting.

20:37 Small comments that a good development software for the 68000 is Dimension 68000. He also says that if Atari wants to make the ST's Mac compatible it could be done easily. There is even a rumor that there might be a 10 meg. Jackintosh. The GEM OS is somewhat like CP/M. He also notes that if someone would come out with a Mac Draw for the ST's they would clean up. The only way anybody can do anything good is if they copy from someone else. That is what Apple did with the Mac, they copied the idea from Xerox. So all Jack did was steal it from Apple. The keyboard for the Mac is not very good, neither is the IBM's. The people that made the Mac don't even know what the Mac looks like inside. They made it so weird that you even need to buy a special screw driver just to open it up. The ST's are now very buggy. Constant upgrades are being made. Whenever Atari gets ready to ship the developer's package they always come up with a new ROM so they have to open up the boxes and change the ROMs. On a different tack...Later on, in one of his columns, Small will be writing a "DOS patch" so you won't need MEM.SAV. He also states that buying a computer is not a rational decision.(at least not when you buy a 16k 800 for $800!) The next wave of computers, according to Small, should have the ability to doubt. When we learn we always doubted. When programs write programs they should tell the computer what not to do as opposed to telling it what to do. Software companies should also think what might we not need another one of. Do we really need another spreadsheet, word processor, or even another Pac Man type game?

21:09 Phil takes over. (King Mitchell? oh no!) He reminds us of upcoming elections in June. We really should thank the officers because they're doing this for free. And Phil thanks secretary Jim Hood (maybe the elections are not early enough for Phil [Funny-PG]) and wheelin' and dealin' Bob Barton for their tremendous help at the Faire.

21:13 Phil introduces Kirt Stockwell of M.P.P.
21:14 Kirt introduces himself. And asked us if we really

8

need a hard disk for our 800, 400, 800XL, 600XL, 130XE, or 2600. Must people agreed that there should be one. The cost of the drive should be $1000 for the complete drive as opposed to $600 for the kit. Being a typical treasurer Jim wants to spend the grand for the complete drive. And for the highlight of his speech, he told us that Apple layed off their workers for 2 weeks. And Coleco has dropped the Adam for the second time.

21:25 Willie (fill in blank) talks about all the new goodies that M.P.P. will be coming out with. First of all, the hard disk is really fast and you would get 39,000 free sectors (we're in trouble if we have to make a floppy for that thing). And they would have a special DOS for the hard disk that would have sub-directories. They will also be developing a BBS program for the drive. They now have a BBS, if you ever have any problems you can call them there. The number is (503) 926-1900. They will also be offering just the hard disk interface for $250 (for those that steal their neighbor's drive, but leave the interface). They are also developing a thing called Micro Net that allows you to hook up 8 computers to one disk drive and printer. And for all you hardware hobbiests, they are making a Microport that will allow you to make things on it coming out of the PBI. And if anyone has developed a 80 col. card for the Atari for around $80, they would like you to give them a call. MPP is now updating their Smart Terminal Ver. 4.0 with 6.0. The new version would allow you to down load more than 255 sectors (thank God). Plato will run on both their 300 baud and 1200 baud modem. The 1200 baud should be out in June. It will sell for under $200. There will be new software for the 1200 baud modem that will allow you to run it on the 800, XL's, XE's, ST's, and GEM OS type computers. The new modem would not run off the joystick port any more (yeah).

22:00(or so) Meeting over and total chaos as usual.

Watch those A's this year!!

Assembly Line

FRANK DANIEL

Well another month has gone by, but what a month! I made the opening day at the West Coast Computer Fair and I must say it was uuunnbelieevable! Everything people have said about it is true. Our booth was stacked about 10 to 20 deep from opening to closing. I haven't had as must fun since I dumped 20 pounds of dye into my high school's cross town rivel's swimming pool.(the fifth on which) I'm talking total ZOO! And it was no wonder. Starting with the pit helmets, going through the mobiles and ending with the T-shirts, we must have given away about 5000 freebies that first day. I mean if there was a hot booth at the computer fair... it was the SLCC's. By the end of the day I don't think there was a person there that didn't know who the San Leandro Computer Club was. Oop, that's it, I'm starting to

drool all over myself, better get on to other things.

S.I.G. business.... First, I'd really like to thank both Jerry Jessop and Alex Leavens for attending the SIG's meeting. I thought the insight they gave us into both the old and new ATARI was very entertaining and informative. Also, I don't normally plug programs, but after seeing a sneak preview, I have to tell you to look out for Alex's hot little number in the special edition of the journal.

Beginning this month the Assembly SIG will be starting a group project. The program will be a high speed disk copier. Alec Chun and Nate (only 16 floppies) Hood will be spearheading this indeavor.

Now for that time that EVERYBODY dreads:

MY MONTHLY TUTORIAL

With the continuation of screen interrupts. This month we start on horizontal interrupts.

The TV interface processor, which is known as the ANTIC, will set an interrupt on two occasions. The first is the Vertical Blank which was the subject of last month's article. The second is the horizontal blank interrupt.

The ATARI computers uses what is known as the 'Rasper Scan' system of video display. This system builds the display line by line, starting at the top of the screen. There are 192 of these scan lines which make up a screen display. each one of these line takes 73 cycles ($4.1E-5$ sec.) to draw. This was recounted to me by a not too old sage who use to, and on occasion still does, write for the VCS. By the way, did you know that when you write for the VCS, you have only 128 bytes of RAM and you share it with the stack! Plus, there is no video chip (ie. CTIA/GTIA). YOU and your program are the video chip!! Meaning you have to write and rewrite the entire screen, line by scan line!! As the game is running!!! You should try chasing the scan line one time. I did once, helps explains how I got this way. Whew.....

Between the end of each scan line and the beginning of the new line, there is a short pause called the Horizontal Blank. ANTIC will set an interrupt at this time if requested.

The operating system does not support horz. interrupts. Meaning it only clears the interrupt and restores the registers, and nothing else. It also means that you as a programmer have carta-blanca with modifying the screen. Though you have a limited amount of time, such items like the hardware color registers or the character reflect registers can be safely updated.

Well kids that's it. I'm running out of time(not to mention usable gray cells). So it's goodbye from now and have a good and safe Memorial Weekend.

A SPRING FEVER SALE FOR YOU!

WHO SAYS YOUR ATARI CAN'T DO
WHAT OTHER COMPUTERS DO?

For less than $975 you can enhance your ATARI system AND add a complete 64k CP/M and 256k MSDOS computer to it!

The ATR8000 is both a complete ATARI interface and a CP/M computer. It runs up to four disk drives that can be a mixture of 5 1/4" (40t and 80t) and 8", single-sided and double-sided. It also has ports for a parallel printer and a modem. With the ATR8000, you can connect normal computer components to your ATARI system AND use these same devices for CP/M computing. Using standard disk drives you can operate in a double density ATARI-like operating system called MYDOS. It even includes modem software!

Even the novice computer user will find ATR8000 CP/M friendly. It includes a program that lets you read disks from over 40 other CP/M computers! SWP provides several utility programs, including a versatile modem program.

You don't have to stop at CP/M! With the addition of one of SWP's CO-POWERs the ATR8000 system can be expanded to include an 8088 processor with up to 1024k of RAM and the MS-DOS operating system! CO-POWER also provides a program to let you use CO-POWERs memory as a high-speed disk drive for CP/M (RAMDISK). There are two CO-POWERs to choose from: CO-POWER-88 has 256k of memory and CO-POWER-Plus is expandable from 256k to 1024k!

BEST OF ALL, buy now and take advantage of SWP's SPRING FEVER prices. Buy the components separately or as a package:

64k ATR8000 w/ CP/M	$499.95	$399.95
16k ATR8000 (no CP/M)	$349.95	$299.95
256k CO-POWER-88, MS-DOS, RAMDISK	$500.00	$399.95
256k CO-POWER+, MS-DOS, RAMDISK .	$650.00	$549.95
512k CO-POWER+, MS-DOS, RAMDISK .	$762.00	$629.95
768k CO-POWER+, MS-DOS, RAMDISK .	$874.00	$709.95
1024k CO-POWER+, MS-DOS, RAMDISK .	$986.00	$789.95

PACKAGE DEAL #1: ATR8000 and CO-POWER-88 System

64k ATR8000 w/ 256k CP88	$999.95	$749.95
1 DS 5 1/4" Drive	$329.95	$159.95
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AUTOTERM80 (80-Col Option)	$ 29.95	-FREE-
MYDOS (DD ATARI OS for ATR)		$ 29.95
		————
		$964.85
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	WOW!	$974.95

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64k ATR8000 w/ 256k CP+ ...	$1149.95	$ 899.95
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SIG Review

TOM TISBY

When I first joined this great club a little over a year ago, my main concern was to go to the monthly meeting and get the newsletter. Sure I was told that SIG were available to me if I wanted to join. For those of you who don't know exactly what an SIG stands for, it stands for Special Interest Group or SIG for short. The whole purpose behind having SIG's is to develop your Atari capabilities so you can better know your Atari inside and out. Now I'm not saying these groups are long, boring, hard-to-understand sessions designed to manipulate your mind into oblivion, all I'm saying is there are people out there who want to help you understand your Atari.

Anyway, getting back with the story, I had no ambition to join one of these groups in fear of being ridiculed for asking stupid questions. Sure I didn't know the answer, but I knew they did, and felt they expected me to know the answer (does that make any sense???).

Then I remembered what my parents said about "there's no such thing as a stupid question, only stupid answers exist". Well with a statement like that barreling in my head, I felt as though I could ask the world all that puzzled me. So I took a chance and gambled a little. You know, we all gamble every day, whether we like it or not. WE could die tomorrow, or get massively hurt, lose all our money, or be attacked by Russians (all of which I'm not keen for). My first SIG I attended (this was my second month as a member by the way) was the BASIC SIG. What I found out from that night was that I sometimes knew something others didn't. But most of all, I found out everyone was an average joe like me.

Let me tell you, after that night I learned my lesson: Go to all the SIG's I'm interested in!!! So then I attended a week later, the M-SIG. Or in other words, the MISCELLANEOUS SIG. The name says it all. Everything goes on here: Basic, Assembly, Action, game playing (my favorite), discussions, and snacking (Mmm).

Hooked I was, and so, I became hooked on SIG's. And best of all I met a great group of people I now call friends. Presently I've joined the newsletter staff, and am proud of my accomplishments. Why not be as proud of your club as I am. You don't have to use a lot of your time. I know for a fact that you at least set aside the main meeting night. So why not save another (or two) for a SIG. They're great, and best of all, since you're a member, they're free. Not much in life is free you know. If you have any questions about a specific group, give the SIG host a call (the numbers and name are on my calendar in the back). Hope to see you there!!! Let's show everyone what group is the best!!!

Logo SIGnal

LOIS HANSEN

As you heard at the last meeting, members of the SLCC will be given the opportunity to purchase some of the first 520 ST machines, before they're generally available, _and_ at reduced prices. These machines will come with Logo for sure or BASIC maybe in ROM. There will be very little, if any, other software available at first.

Are you going to buy one of these machines? Will you take it if it only has Logo? Will you choose Logo or BASIC if you get the choice?

You know my position on this, of course. You know I will only tell you that Logo is terrific, and you should get it. But this column is an appeal for people who are concerned about this question, and who would like to ask me some hard questions about Logo to come to the May meeting of the LogoSig at my house in Oakland at 7:30 p.m. on May 15. I don't know if I'll have my Jack by then, but I do have my IBM PC Jr running IBM Logo, which is more like the Dr. Logo on the ST than Atari Logo is. I will show you some list processing programs and generally try to convince you that BASIC doesn't belong on a 68000 machine, and that you shouldn't pass up this opportunity to grow into a higher level language.

Please call my phonemate at 482-2222 if you're planning to come, and to get directions. (It's just above Montclair off Skyline.) Children are welcome, dessert will be served.

Guest Input

JIM HOOD

It was great getting together with Atari and ABACUS to put together Dhe most popular booths at the West Coast Computer Fair, but for a time there I felt like everyone was getting the giveaways and no one was buying disks or memberships.

However, once I had a chance to count up the money, I decided we didn't do too bad.

We had a gross income of $3356.75, which includes disk sales and memberships at the general meeting after the fair (and some other income between the March meeting and now).

$1116.00 of that was raffle money that went to the Children's Health Council. Another $377.49, or so, went for various expenses, such as truck rental (for hauling giveaways from Atari), paper for fliers, parking (if you worked at the booth, we'll pay yours), table and electrical outlet rental at the fair, exhibit unloading and loading at the fair (Bob and I did it, but we still had to pay for having the union folks available) and stuff like that. In addition, of course, we will have to restock our disk library.

So, that gives us a net income of about $1863.26. Atari had agreed to pay for added expenses we incurred from demonstrating their machines and handling their giveaways and raffle. These came to about $321.00.

Bob Barton, who never likes to walk away emptyhanded from a party with Atari people, harrassed an exhibit stand from Sam Tramiel and Sig Hartmann at the Antic party during the fair.

We then aggreed to trade the $321.00 in expenses for a Sony monitor that Atari had for the stand.

That gives us a bank account of $5592.91 at the moment, but Tom Bennett says we just received an additional bill from Greyhound Exibition for $15.00 (for Bob and me reloading my truck after the fair???)

Special Report

TOM BENNETT

They were 6 and 7 people deep. Who would have ever thought that a user's group would be the "belle of the faire" as the Oakland Tribune described the SLCC booth at the West Coast Computer Faire! 5,000 plus free goodies were given away. Over $1,100 was raised for the Children's Health Council! And to cap it off, a member of the SLCC won the grand prize of a 520 ST system!

You could not call the SLCC and Abacus booths anything but a success. The action around these booths resulted in mentions in newspaper stories by the San Francisco Examiner, Oakland Tribune, Hayward Review, and Computer Currents.

Everything finally fell into place; long hours of preparation, coordination, hauling, and exhibiting. "What you have done is what I think is the ultimate goal of what a user's group should be", stated Kirt Stockwell of MPP. "Your club not only is a user's group, but it is one with an awareness of the community's needs."

Opening day was full of excitement. Art Leyenberger of Analog was snapping pictures of the setup for a possible article. People with exibitor badges saying "IBM", "Hewlett-Packard", "Apple", and "Byte Magazine" were sneaking peeks at the new "Jackintosh".

That evening we attended the Antic WUN (Worldwide User's Network) party, meeting people like Sam Tramiel and the Atari crew (Sam said he would speak to the club later!), Ron Luks of Compuserve's Sig Atari, Gary Nolan of Milatari, Dick Hiatt of San Diego Ace, the Prescherns of Atari Anonymous, Bill Lurie of LAACE, Gary Furr, and many more. Things are looking up for user support through Antic.

Outside of our booth, Atari displays were sparse. There was a busy MPP booth, Abacus had a MIDI demo set up with the Hybrid Arts MIDI interface drive Casio synthesizers. HSU software was demonstrating an educational game, NEXA of San Francisco was previewing an impressive Football game, American TV was selling parts and Software. And if you dug a little bit, you would have seen a speech digitizer by COVOX of Eugene that will soon be out for Atari. And you would also have seen software and hardware creating digitized pitures on the Commodore that will soon be available for the Atari.

Special thanks to all of those who helped out with the booth, especially Bob Barton and Jim Hood. And we can't forget to thank Neil Harris, Dave Duberman, and Sig Hartman of Atari for their unprecedented support of the SLCC and ABACUS.

CRAWFORD 6502 ASSEMBLY CLASS

BEGINNING WEDNESDAY, MAY 8, 1985

7:30 to 10:00 PM
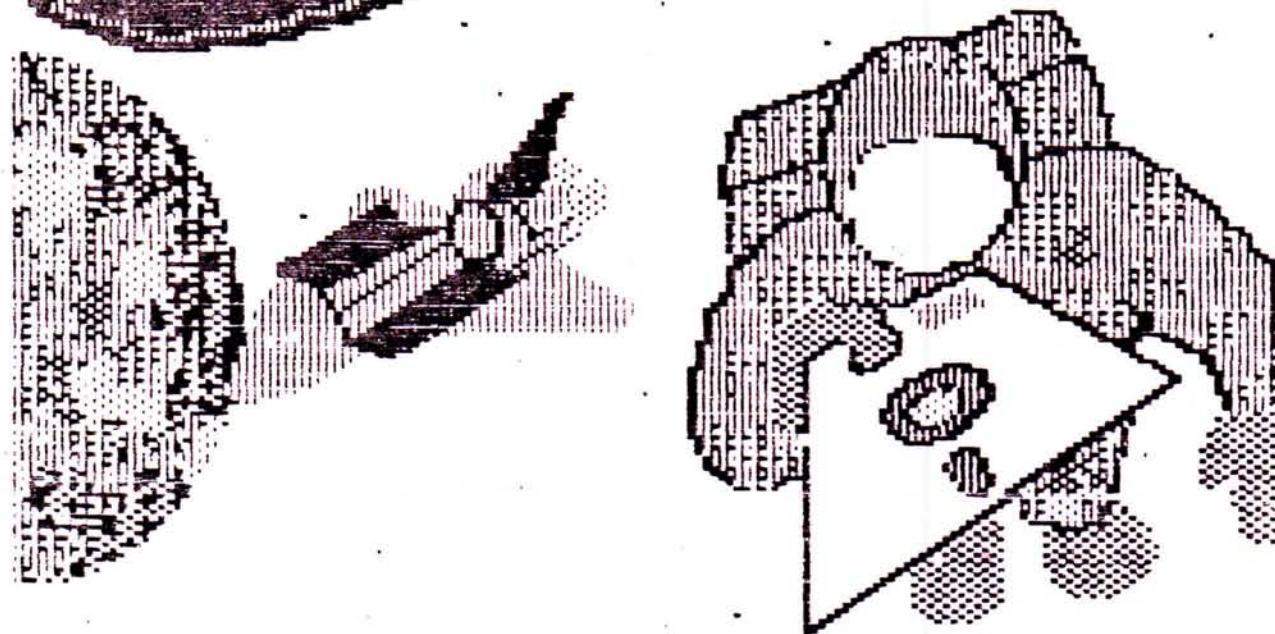
San Leandro Community Library

$20.00 fee

Class schedule:

May 8
May 14
May 22
May 29
June 5
June 12
June 19
June 26

SLCC

** MEMBERSHIP REMINDER **

"Who in the world supports my Atari?"

* Guest Speakers

* Monthly Newsletter

* $5 Floppy-of-the-Month

* The "Key System" 24hr. B.B.S.

* Special Interest Groups

* Telephone contact lists

DON'T "QUIT THE CLUB"

sun	mon	tue	wed	thu	fri	sat
MAY·1985 **SAN LEANDRO** **COMPUTER CLUB**			**1**	**2**	**3**	**4**
5	**6**	**7** 8 pm MAIN MEETING S.L. Library 300 Estudillo	**8** 7:30 p.m. CHRIS CRAWFORD ASSEMBLY CLASS S.L. Library 300 Estudillo	**9**	**10**	**11** 8 pm ATR8000 SIG for info call Bill 538-2449
12	**13**	**14** 7:30 p.m. CHRIS CRAWFORD ASSEMBLY CLASS S.L. Library 300 Estudillo	**15** 7:30 pm LOGO SIG for info call Lois 482-2222	**16** 7:30 pm BEGINNER SIG for info call Denzil 538-2227	**17** 8 pm Newsletter Deadline for info call Ron 537-3183	**18** 7 pm MSIG/GAMEROOM for info call Phil 351-2208
19	**20**	**21** 8 pm BASIC PROG. SIG for info call Mike 482-5061	**22** 7:30 p.m. CHRIS CRAWFORD ASSEMBLY CLASS S.L. Library 300 Estudillo	**23** EXEC. BOARD closed meeting	**24**	**25** 8 pm SOFTWARE SIG for info call John 276-2615
26	**27**	**28** 8 pm ACTION SIG for info call Jim 352-7744	**29** 7:30 p.m. CHRIS CRAWFORD ASSEMBLY CLASS S.L. Library 300 Estudillo	**30**	**31**	

Opus Says: Join A SIG

The Key System

24 hour BBS

(415) 352-5528

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.

**** FOR SALE ****

ATARI 1027 LETTER QUALITY PRINTER, hardly used. Direct connect, no interface needed. $140.00 or best offer. (Toys R Us price new is $295!) Call Tom at 276-4466.

* * * * * * *

Atari 800 Computer, 810 disk drive, 850 interface, 830 modem, printer cables, and....
SOFTWARE TO BOGGLE THE MIND, some of which is:
Logo, Basic, Visicalc, Paint, Home File Manager, Atariwriter, Microsailing, Juke Box, Graph-It, Telelink, and more games and utilities then you can imagine! Over 200 programs!
Documentation, books, joysticks, paddles - fantastic package.
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I want to sell it all, if you would like a more complete list of the software or have any questions, please call me. I am NOT interested in selling individual items. Price negotiable. Cyndi 521-9979 (leave a message on tape if I am not in, i will return your call). Serious inquiries only.

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81' Datsun 280 ZX, Automatic, stereo, air, cruise, lo-miles. $8,500 or best offer. Call Phil at 351-2208.

* * CRAWFORD 6502 COURSE * *

The first class of the 6502 Assembly language programming course taught by the famous Chris Crawford will be held at the San Leandro Community Library beginning at 7:30 PM on Wednesday, May 8. We will be using the Atari Macroassembler for the course, which will be available to class attendees for $14.00 new. Class fee: $20.00, of which $10.00 will be refunded if you attend all 8 weekly classes. Fee paid at first class. For further information, call Tom Bennett at 276-4466.

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:

May 7   8:00 pm
San Leandro Community Library
300 Estudillo Ave.

TO:

186 85/04/30

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

8:00 SPEAKER:

DISK DRIVE REPAIRS
MIDI MUSICAL DEMONSTRATION

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