

SLEC Journal

8/85

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

From The Editor's Desk

RON SEYMOUR AND TOM BENNETT

When first sitting down to write this month's editorial I wondered to myself just what was the most important issue. Then it hit me what everyone has been asking about. "Where in the world is the Special Edition?" Well I'm here to tell that the Special Edition is going to be at the August main meeting and will be given out by Tom Bennett and your's truly.

Tom called me the day he received the final version and told me to rush right over. We were so excited that the S.E. Journal was FINALLY done that we HAD to crack open a bottle of \$1.89 Champagne! Let me tell you that it has been well worth the wait. If you saw the pre-released version you haven't seen anything yet. The art work that Jim Hood came up with for the articles is something to be admired and praised. Everyone that helped in either contributing articles, programs or typing, your talents were greatly appreciated. Also a special thanks again to Jim Hood, Ron Devine, Tom Tisby, and most of all to co-editor Tom Bennett.

This now brings me to the next bit of hot news. After sitting back and reflecting over the hours and hours of work on the Special Edition and regular Journals, Tom and I have decided to take a break from the Journal. We have been working on and enjoying it for the last 19 months. It has been something that we as team have taken great pleasure in presenting to you. Tom and I have always believed in the best product and right now we feel that we need a break to re-charge the creative juices before we totally burn-out. We plan to take at least two months off and relax. During this period of time we hope to come up with some new and exciting avenues that the Journal can travel.

While Tom and I are away we believe that we will have two very competent people filling in. They are Ron Devine

and Frank Hand, who will be acting as editors. Ron, who is the co-chairperson of the Disk of the Month, was very willing and excited about the challenge. Frank, who is a relatively new member is enthusiastic and ready to jump in with both feet. We wish them the best and are willing to help in any capacity.

The last people that Tom and I would like to thank is you the members. Without you we could not have had such a great time doing what we did. Your belief in us and your patience have also made it an easier job. You waited two months longer than when we projected to have the Special Edition. We never heard a worried word about where it was, just how was it coming. So to sum it up we take off our hats to you and promise to keep up the tradition of the S.L.C.C..

We shall return.....if you still want us... So take care and see you soon... Good Luck Ron and Frank.

ET CETERA: We have a new SIG chairman for the Beginner's SIG. His name is Rick Stell, and he will announce meeting plans at our main meeting. If you a beginner, you should not miss this Special Interest Group. The meeting place is tentatively scheduled to be the San Lorenzo Library or the San Leandro Community Library.

Jerry Jessop's Hardware SIG is going strong and they have the hottest hardware modification up and running. Imagine your 800 souped up to 288K online! Our friends from the South Nevada Atari Computer Club (SNACC) have come up with a 256K modification to a memory board that Jerry and John Manning have completed. This along with your other two 16K boards give you 288K. There is software also available to run the extra memory. Jerry says he hopes to have copies of the mod available next meeting.

You may have noticed that Frank Daniel's Blackjack on the SE disk did not work properly when using the XLATOR. It does work properly on all machines if you load it using "L" from DOS. Sorry Frank!

Our Next Meeting

DICK SCOTT

LUCASFILM NEXT MEETING!

At our next meeting, we will feature Lucasfilm's James St. Louis. He was responsible for the famous Robot demo and has programmed some unreleased programs for Disney that were to be marketed by Atari. He may be bringing some other people from Lucasfilm that tentatively include Aric Wilmunder formerly with Atari R&D, David Fox, Author Computer Animation Primer and BallBlazer, and Russ Karas, the other programmer of the Robot demo. He will also try to bring other department heads from Lucasfilm. James plans to demo Eldolon (a cave-like graphics game) and Koronis Rift, both of which were demoed at the Chicago CES. This should be a "standing room only" meeting, so I suggest you come early for the best seating.

Thanks to Mr. Bill Holt from Broderbund Software for the demonstration of the Print Shop and for letting the club members know that "Broderbund" is supporting the Atari users and user Groups.

A special thanks to Mr. Dan Williams of Home computing Centers, Inc. for loaning the club one of their demo printers. Home Computing Centers, Inc. is located in the Bayfair Shopping Center on the second level. Next time you're in there, let them know that you appreciate their support of the club!

Is there anyone interested in using your ATARI Computer to trace your "Roots"? If, so please let me know at this next meeting. If there is enough interest expressed, I'll try to arrange to have a guest speaker from a company in the Sacramento area that has written a very good program especially for the Atari.

"Computer still in the shop, Jenkins?"

TED TROSBOR, SHIBER COMMUNICATIONS, INC.



S.L.C.C. JOURNAL

The Newsletter of the San Leandro Computer Club for Atari Microcomputers

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. Membership fees are \$20 per year. Membership includes access to the computer library, subscription to the Journal, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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JOURNAL SUBMISSIONS

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

B12 D1 G1 I5 J1 L10 R50 S2 T2 Y152

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

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Guest Input

JEFFREY J. WILLIAMS
C.L.A.U.G.

JACK TRAMIEL INTERVIEW

Atari asked the Chicagoland Atari User Group (C.L.A.U.G.) to help assist them with their Exhibit at the Summer Consumer Electronics Show in Chicago.

As one of the volunteers participating in the show, I asked Jack Tramiel for an interview that would appear in the newsletters of the various user groups I belong to (as well as any other groups that pick it up and choose to print it). He was most eager to talk to Atari users so he made time in a very busy day to talk with me. During the interview, I was somewhat nervous and sometimes had trouble following my notes, but Jack was very cordial and tried hard to put me at ease. We talked about CES, the ST series, the CD (compact disk) ROM device shown at CES and Atari's relationship with user groups.

JJW: Atari announced that they would not be attending Summer CES. What prompted you to change your mind?

Tramiel: The CES show, the way we had to display it was too expensive to bring our booth, to refurbish the booth. It would have cost about \$500,000 and I felt it wasn't worth it to spend that kind of money, that I could attract the people to come to a suite in Chicago during that time and to pay much less. When we were offered the present space, we took it because it cost much less. It was strictly economics. We are here to produce computers for the best price, for the best value, not to show off.

JJW: At this show, you are displaying not only the 520ST package, but also a 260STD with 256K RAM, operating system on ROM, and a built-in 3.5" disk drive. What prompted you to include the 260STD in your planned product line?

Tramiel: We feel that there are different buyers in this marketplace...people who like to buy from K-Mart and people who like to buy from specialty stores, so we went ahead and designed two different kind of machines. There is the total system like the 520 which will be sold to specialty stores and a system like the 260 where the mass merchandiser, if he wants to, can buy it. It was strictly to be able to produce the volume and to satisfy our customers.

JJW: The 520ST will initially have its operating system loaded from disk into RAM. Do you hope to put it on ROM at

some future point?

Tramiel: The 520 will be on disk only (NOTE: Atari has since announced that the Operating System WILL be available on ROM for the 520ST. Anyone purchasing the 520ST prior to the ROM availability will receive the Operating System on ROM. -JJW). We will definitely have new machines constantly. Our aim is to continuously improve the product line. We intend to show at Comdex this year an even higher graphic machine.

JJW: Would that be the 32-bit machine?

Tramiel: No. We intend to keep the ST as the basic machine. What we will do is we intend to have an expansion box. In that expansion box we intend to put quite a few boards. One of those boards will be a 32-bit board. Not a machine, but just a board. It will turn the ST, which you own today, into a 32-bit machine if you want to.

JJW: That is exciting. Do you have any problems with me publishing this?

Tramiel: No, go ahead...if I did I wouldn't have told you. You are the first one to be hearing this because to me, people like yourself being part of a club, you are my boss. You are the end user. You are the people that I am working to produce a product for.

JJW: Speaking collectively for other users, we appreciate it (NOTE: I subsequently asked Leonard Tramiel what processor will be mounted on the board. He said Atari is not ready to announce that information). You are showing an early prototype of CD ROM here that seems to be generating quite a bit of interest and excitement amongst the people who have seen it. Earlier today I was walking around the CES looking at other displays and it seemed I could always hear "Atari" wherever I went. I couldn't key in on exactly what they were all saying, but that word always catches my ear. You currently have a 20-volume encyclopedia stored on a 5" compact disk and the retrieval rate is astounding. What other applications do you see for the CD ROM?

Tramiel: There are many. They can be used for a law library of any state of the United States. You could have the whole Library of Congress with every book that's been published in the last 200 years. A lot of hospital information which is all public information for doctors. Instead of having to go into a data base in Minneapolis, he can have it right on his desk. There are hundreds and hundreds of public domain

applications that could be put on that ROM.

JJW: So you see it for use initially perhaps as a professional reference device as well as an institutional reference device like for schools and colleges.

Tramiel: Exactly. And I am hoping that this is one service that we can sell to remote areas in other countries where people could have a whole library, like 42nd Street and Fifth Avenue.

JJW: It really brings to the present the concept of sitting down at a computer and being able to call up a wealth of information, something I thought was still years away.

Tramiel: Exactly. That's the whole idea, we are trying to bring it forward. I am trying to take away the "black box" image, that it is "not available"...it IS available.

JJW: Tell me about peripherals for the eight-bit line.

Tramiel: We will be expanding our drive capacity. We will have a 3.5" disk drive with a half-megabyte and one megabyte in the future. We have a number of different printers, including a daisy wheel printer. The whole idea as far as the eight-bit line is concerned is to keep that product alive and expand it. As far as beginners, as far as education, as far as people who don't have much money, the eight-bit line is a fantastic product. We will continue producing it and expanding it. I'm hoping in 1986 or even the end of this year to have a 256K eight-bit machine with a built-in drive.

JJW: 5 1/4"?

Tramiel: No, 3.5". We want to keep all those products alive and build on the software.

JJW: Perhaps you've just done it for me, but could you describe your vision of the ideal Atari personal computer. If you could just point at the table and it would be there, what would it be like?

Tramiel: It would not be on the table. My ideal Atari computer of the future is to have a television with a remote keyboard to be your computer.

JJW: I've respected your work both at Commodore and especially now with Atari. I've read the book "The Home Computer Wars" which I took to be the Jack Tramiel success story, rather than being the

Commodore story or the Michael Tomczyk story. I got out of it a greater admiration and respect for you. Have you read it and what do you think about it?

Tramiel: I did read part of it because he is an associate and a friend of mine. He asked me to read it and give him comments beforehand. I did not want to give him any comments and I did not give him any comments. It's the way he interpreted the way I have operated and there are many paragraphs that are not correct, but that's the way people write.

JJW: Would you say he captured the flavor of Jack Tramiel?

Tramiel: I would say about 80% he did.

JJW: Could you run down the expected availability dates and prices for the current planned line of Atari products?

Tramiel: The 520ST system (512K RAM, half-megabyte 3.5" disk drive, & high resolution monochrome monitor) will be sold in July retails for \$799. The 260ST will be available in October or end of September and we'll have 2 machines...one will be \$395 without the drive and \$495 with the drive.

JJW: What about the other monitors that will be available for the ST's?

Tramiel: In case you would like to have a color monitor, for \$200 more you will be able to get the color monitor instead of the monochrome. So for the black & white, it is \$799, with the medium-res color monitor it is \$999.

JJW: And the color monitors will be available in July also?

Tramiel: Yes.

JJW: James Copeland (Vice President of Marketing) in a staff meeting I attended the day before the opening of CES, said that Atari has some plans and directions that Atari would like us, the user groups, to take with Atari distributors and mass merchants for which Atari is prepared to help support those user groups. Could you elaborate on those plans and what kind of support is planned for cooperative user groups?

Tramiel: I really am not familiar with what exactly he said. I believe very much in sex. When I mean sex I mean for people to be involved...that's what I call sex. When I have a question to ask, "Is this machine good?", "Do people like it?", I like to go directly to the users and ask them those questions. Like I am

trying to offer you the 520ST first...to find out what is going on. If a retailer needs help, we don't want to go out and hire some models, but to find a way how to give this money to your club so that you can really help each other and at the same time to try to help that retailer to sell the product. And as you know who he is selling to, you will get that many more members and we will pay you for that effort so you can use that money for improving your club. That is what I was trying to tell Jamie (James Copeland) and now he is trying to go forward on it.

JJW: I was asking David (David Duberman, Atari's User Group Coordinator) about the same thing. He said that the plans are not really defined just yet.

Tramiel: I am giving you what the aim is. The aim is that you people in the next 2 or 3 years, with the computers coming out, can help the people that do not know computing by bringing them to the users groups.

JJW: I agree. I was in a store about a month ago where a man just bought an 800XL, 1027, 1050, AtariWriter, etc. While the sale was being written up, I introduced myself and asked if he knew anyone that could help him with any questions or problems he might have in getting his system up and running. He said no, so I gave him my name and number and told him about a couple of the user groups I belong to and invited him to attend our meetings. I don't want to take up much more of your time in concluding this interview... do you have a message that you would like to convey to the Atari users that will be reading this interview?

Tramiel: The message I have for them is a very simple one. I appreciate all the patience they have had over the years. Now we are here, we are producing the best products and I hope they will be as proud of us as we are of them.

JJW: Thank you.

Sgt. Slaughter

SGT. SLAUGHTER

Remember a long, long time ago when I told you all about a strange thing on Atari computers called the BRODERBUND EFFECT?

I discovered the Broderbund Effect one time while playing the Broderbund game, Sea Fox. I was doing pretty well, and I got to the 4th level. All of a

sudden, submarines and ships were popping up everywhere, and my ship slowed to a crawl... And then it stopped. I immediately pondered, "What happened here, and why only on this game?"... The answer would soon become the entire basis around my theory of The Broderbund Effect.

When an author writes a game, he must make many choices; the number of enemies on the screen, the type and complexity of background, the detail of ships and missiles, etc. Sometimes, a novice programmer will not put these in correct order, or will program sloppily. The end result is a significant slow down of your players and enemies on the screen. This is the Broderbund Effect; when the computer has to slow down the action of a game to take care of details necessary to game play.

Many people argue that this sort of thing does not happen on the Atari, since the Atari has separate processors to do all the work, instead of the single processor for computers like the Apple. But unfortunately, many games are directly translated from Apples or Commodores to the Atari, with only essential parts of the program being changed. What often happens is that the program fails to use some of the features that the Atari has, and so we still get the Broderbund Effect.

Some of the games that suffer from this malady are Drol, Tapper(ugh), Pharoah's Curse, Choplifter, Conan the Barbarian, Spy Vs. Spy and Microleague Baseball. Other games like Flak, The Tail of Beta Lyrae, Bruce Lee, Whistler's Brother, Astro Chase and many others are able to have massive amounts of detail on the screen, and still leave the action fast and furious during the entire game. One question is, why do some games escape this malady while others do not?

As I said before, the translation games like Drol, Conan and Microleague Baseball are slower because of the lack of programming time taken to correctly translate the programs to the Atari. The non-afflicted games, however use the Atari's special features to their advantage. One important item is the VTOL or vertical blank interrupt. This happens every 1/60th of a second when the Atari takes "a rest" so to speak. During this lapse, however, programmers can do calculations, etc., but the most common of these would be the programming of music during the action. Therefore you can have fantastic music during a game of Astro Chase, without it ever slowing down the action one bit.

Display list interrupts also help the programmer save time and memory management, as do player missiles, which don't need to be redrawn and erased like many of the old methods of programming. For a good idea on how the player missiles are such an advantage, may I recommend watching the Apple version of Miner 2049er and then checking out the Atari version. On the Apple, Bounty Bob is just one straight character, while on the Atari, he is multi-colored (layered) player missiles. The difference in the action is truly quite astonishing!

So, what am I driving at? Simply this. The Atari is one of the greatest machines of all time. It's inexpensive, fast, and very, very powerful. If only programmers would take the time to fully research the Atari's full capabilities and then program them in when making games, not only would they find that their games look and play better, but that the Atari would have a much higher standing in the under \$1000 market (because many times a computer is judged solely on its software, and the shoddier the software, the worse the computer looks). If you are thinking of beginning programming, I would strongly suggest reading some of the many good books on the Atari. You will be surprised when you find out what the Atari can do.

At Ease,
Sgt. Slaughter

Antic On-Line News

ANTIC MAGAZINE

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MPP REORGANIZES AS SUPRA CORP
by GIGI BISSON
Antic Assistant Editor

7/11- Antic got the news that Microbits Peripheral Products was going into reorganization just as our August Issue with the story about the company was about to go on the press.

Frankly, we had time to pull out the story although it might have made the Issue a day or two late. But Antic publisher Jim Capparelli made the decision to let the MPP article ride, for the following two reasons:

First, our information made it seem likely that the widely used MPP product line would continue to be produced -- even if perhaps under a different corporate name.

Second, even if MPP did shut its doors permanently, the existing product inventory will be available in stores for

a year or more. And MPP printer buffers, interfaces, memory expanders and modems are still among the best buys for the Atari.

Now that the dust has settled, here is what's happened to the Albany, Oregon, third-party Atari peripherals manufacturer:

Microbits Peripheral Products, Inc. was purchased by Supra Corp. -- which is owned by the 22-year-old co-owners of MPP, Alan Ackerman and John Wiley. Legally, MPP is out of business, but Supra says that the Microbits product line and even the brand name will live on.

According to Supra Vice President Ackerman, MPP's bank, worried about the current computer industry slump, shut-down Microbits in May and threatened to liquidate their assets.

Ackerman says this has been a tough time for some third-party Atari manufacturers. "No stores were ordering anything for the old Atari computers," he says. "They're all waiting for the 520ST to come out."

Supra Corp. managed to purchase the bank's share of MPP, essentially just the brand name. Microbits is now a subsidiary of Supra and the partners have swapped titles. Wiley, formerly Microbits V.P., is now President of Supra Corp.

"I'm not sure exactly how much the MPP warranty will have to be changed," Ackerman says. "Some warranty work that used to be free will now have a handling charge."

It will also be harder for the users to get through to the Customer Service Department. "Be patient," Ackerman says, "There aren't as many phone lines as before." As of now, the MPP phone number remains (503) 967-9075, but Ackerman says Supra will be moving to another building this summer.

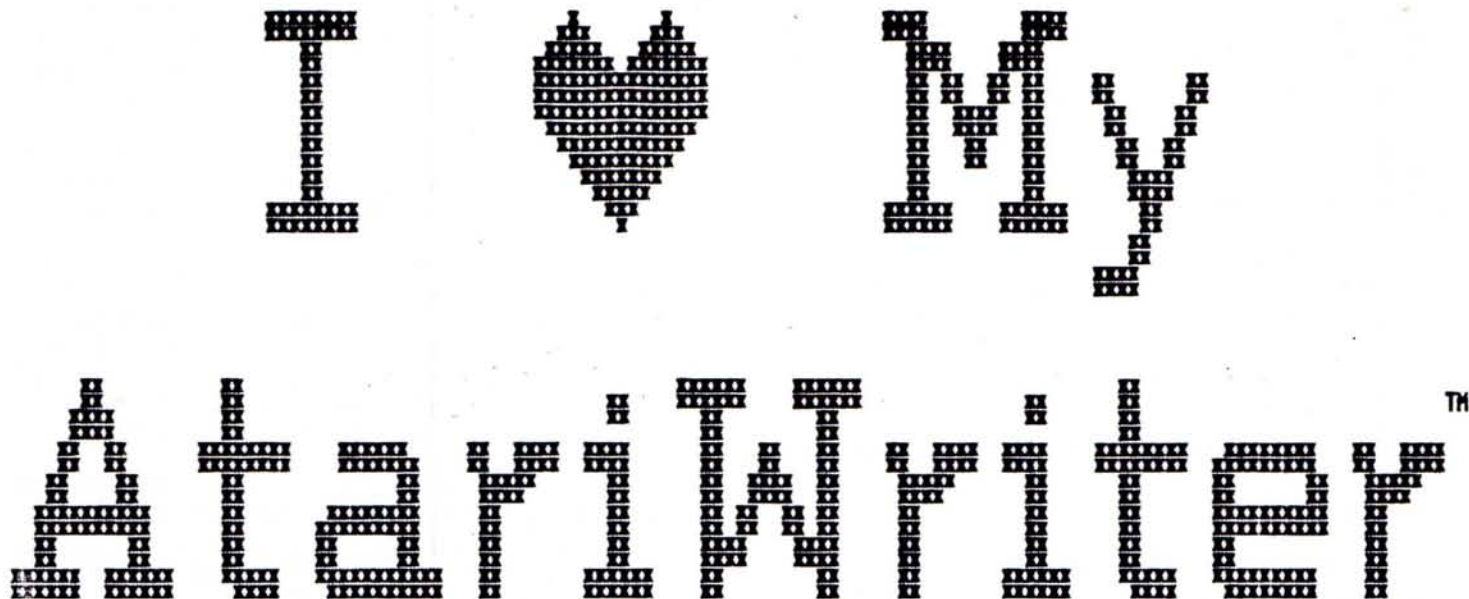
Supra Corp. still plans to release the new line of MPP products described in the August Antic. Supra is currently taking orders for the MPP 1200A plug-in 1200 baud modem and the MicroNet system that enables as many as eight Ataris to share printers and disk drives.

Anticipated for September is the MicoPort, an expansion port that will enable hobbyists and experimenters to build clocks, power supplies and other add-ons for their Ataris.

The 10-megabyte \$800 hard disk is delayed, but still on the way, according to Ackerman.

Dealers and distribution networks will be most affected by the reorganization. "Hopefully the end user won't see noticable changes," says Ackerman.

Downloaded and retyped by Ron Devine.



And I'll bet that you do too! But your printer isn't an Atari printer and since APX closed you have not been able to get my Printer Driver diskette to use with your AtariWriter cartridge. Well, I'm the designer of AtariWriter and the author of the AtariWriter Printer Drivers, and because of the demand for them, and my continued interest in Atari and a desire to see AtariWriter recognized for the quality product that it is, I sell Printer Drivers directly. If you send a cashier's check or money order for \$10.00 to me at the address below, I will send you the specific Printer Driver for your printer, with complete documentation in the return mail. Don't try to call me, my phone number is unlisted. Please specify which printer you own when you write.

Currently there are Printer Drivers designed specifically to take advantage of features on the following dot matrix and letter quality (L.Q.) printers:

- | | | |
|---------------------------|---------------------------------|-------------------------------------|
| ✕ ATARI 1027 (L.Q.) | ✕ MANNESMANN TALLY 160/180L | ✕ DIABLO 620/630 (L.Q.) |
| ✕ EPSON MX, RX - 80/100 | ✕ MANNESMANN TALLY SPIRIT-80 | ✕ SILVER REED 400/500/550/770(L.Q.) |
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| ✕ STAR DELTA 10/15 | ✕ OLYMPIA NP, RD, COMPACT2 | ✕ OLIVETTI PR-2300 (INK) |
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| ✕ AXIOM GP550AT, GP700AT | ✕ SMITH CORONA TP-1/2 (L.Q.) | ✕ BROTHER COMPACTRONIC 58 (L.Q.) |
| ✕ GORILLA BANANA | ✕ SMITH CORONA D-100 | ✕ BROTHER CORRECTRONIC 50 (L.Q.) |
| ✕ COMREX CR-I (L.Q.) | ✕ SMITH CORONA FASTEXT 80 | ✕ BROTHER EXECUTRON 70 (L.Q.) |
| ✕ COMREX CR-III (L.Q.) | ✕ ROYAL ALPHA 610 (L.Q.) | ✕ RITEMAN PLUS |
| ✕ H.P.THINKJET (INK) | ✕ ROYAL ALPHA 2015 (L.Q.) | ✕ TI 99/4 |
| ✕ SEIKOSHA GP-100A | ✕ CITIZEN MSP 10/15 | ✕ SEARS COMMUNICATOR III (L.Q.) |
| ✕ SEIKOSHA GP-550A | ✕ TTX - 1014 (L.Q.) | ✕ TOSHIBA P1340 |
| ✕ SEIKOSHA GP-700A | ✕ IDS - 480 MICROPRISM | ✕ MPI PRINTRITE 99 |
| ✕ 10X COM STAR PLUS | ✕ C.ITOH PROMITER 8510 | ✕ ALPHACOM AERO |
| ✕ SUPERS - CPA-80 | ✕ C.ITOH 7500AP | ✕ ALPHACOM PLUSWRITER/101 (L.Q.) |
| ✕ SAKATA SP-1000 | ✕ C.ITOH A10-20 (L.Q.) | ✕ RADIO SHACK DMP-400 |
| | ✕ TRANSTAR 140 (L.Q.) | |

And more on the way from....

Gary W. Furr
P.O. Box 1073
Mountain View, CA 94042

Please copy and distribute to your friends who own Atari Computers
Thanks, Gary Furr

Secretary's Report

DAN CHUN

San Leandro Computer Club
General Meeting
July 2, 1985

As of July 1985, I am your newly elected secretary. I hope to fill the shoes of the past secretaries all of whom did an excellent job.

8:00 Jim Hood, our past treasurer and newly elected vice president, opened our meeting on time. Jim mentioned that the Special Edition Journal would be costing the club three times more money than was expected and asked Tom Bennett our co-editor of the Special Edition Journal to explain some of the alternatives.

8:05 Tom received a BIG round of applause as he stepped up to speak. He said that the Special Journal would cost about \$1500 to \$2000 total. Tom had two preview copies of the Journal and mentioned that the members were all welcome to look at them. It looked "HOT". Tom's first choice was to give the two diskettes and Journal out free as promised. Second, the Journal could be free and a charge of \$7 to \$10 could be charged for the two diskettes. Third, we could stop the printing of the Journal and just give out the diskettes.

8:10 VP asked Lois Hansen, our newly elected Treasurer, how much money we had in our treasury and the amount was about \$5000. A motion from the floor was made to give the Journal and diskettes free to all members of the club. An amendment to the motion was made that a cap of \$2000 could be spent to cover the total cost of the Special Edition Journal expenditures. The vote was unanimous in favor of the freebies and cap cost.

8:15 President Bob Barton asked the members for a round of applause for those who helped with the Special Edition Journal. Bob mentioned the delay with the 520 ST and said Atari did not want to release the computer without the documentation. He also said so far there were a total of 12 members who have ordered a 520 ST. You can still order them through him by phone day or night. Bob said a good book for the 520ST is called "Going from Basic to C" selling at a price about \$17.00.

8:20 Tom Tisby and Ron Divine mentioned they had made 400 copies of the Special Edition Diskettes and would be giving them out to the members at the break. They both talked about the July floppy which contained education, utilities, and games. They warned the members that the July floppy might not boot on the 800XL without a translator

disk.

8:35 Dick Scott, our program chairman, introduced Mr. Bill Holt from Broderbund Software. Bill Holt said the company has about 75 employees and is about 5 years old. They are writing software for the Apple, Atari, Commodore, and IBM computers. Broderbund does all of its own copying and packaging. The average computer user two years ago was 16 years old and now the average computer user is 30 years old. He demonstrated the famous Print Shop and said it had sold about 5000 copies. The program will work with most popular printers. His company was nice enough to let us raffle the Print Shop disk and other games free to all attendees of this meeting, members and non-members.

9:30 Break and raffle going on.

10:00 Alex Leaven brought his 520 ST to the meeting for everyone to see and touch. Yes, it was for real and is working. Serial Number 143 was stamped on his computer. Alex said, that the shield on the disk drive originally had shorted across some traces and caused some problems. By removing the shield the problem stopped. He has had the the ST for two weeks and is spending about 16 hours a day on it. He said he will try to have ready an August floppy disk for the 520 ST with public domain programs.

10:25 The meeting ended on time for once.

Programming Update

JIM HOOD

The Super Screen Dump program on the Special Edition floppy is my current favorite for dumping Graphics 7 1/2 pictures from the Atari to a printer.

My congratulations to Ted Burger for the main program and to Paul Gifford for his Micropainter dump addition.

I did make one change to the program which improves the printout on my Epson MX-80. I found the lines to be overlapping slightly and so changed the Epson control code in line 865.

If you have an Epson printer you might want to try this modification:

```
865 IF PRT$="E" THEN
DUMP=ADR(DUMP1$):
? #1;"E0E8E3L":
GR$="ELJL"
```

I added an "[ESC]8" to turn off the paper out switch, so that I could do single sheet prints and I changed "[ESC]3 [CTRL]N" to "[ESC]3 [CTRL]X" to space out the lines a bit more.

If you have another printer and are having overlap problems, check lines 865 to 868 to find which one is for your printer and fiddle around with it.

Disk of the Month

TOM TISBY/RON DEVINE

Well, after finding out that our July floppy would not boot up on the XL machines, we found out that we used the wrong AUTORUN.SYS which Nate forgot to tell us about. Never-the-less the floppy sales were great! The August floppy of the month has some super UTILITIES and a new music player.

The first side of the floppy is dedicated to all who are tired of games and that want some programs your Atari can sink its chips into! On the back side of the floppy, we have the Magic Player Piano. We have selected a number of songs ranging from POP, RAG, and Classical. These files are all AMS II (Advanced Music System 2).

Oh! almost forgot, we have a new TELECOMMUNICATIONS disk with programs for the 1030, Hayes, and MPP modems! If you own a modem you shouldn't miss out on this disk! Well now that we are done with that announcement here is our detailed description of the August Floppy.....

AUGUST FLOPPY-OF-THE-MONTH

CREATOR: This little program is designed to convert a BASIC file to an OBJECT file. This will allow a smoother transfer for your modem, according to the program.

DISK RX: This neat program fixes those broken file links. It also has a couple of other useful features.

DISK DETECTIVE: Search the sector frontiers with this program! Ascii and Hex!!!

FILEREAD: Read those docs the way they should be read!

MENUMKR: Makes a Binary load menu that doesn't waste any sectors. It actually writes on the unused sectors of your disk! If you want to load a different disk after this menu comes up, just take out the disk and insert the other. Then just hit system reset.

PAINTER: A Micropainter utility that should have always been.

PASSWORD: Protect those files from the unauthorized!!! Create a password and protect your files. If you don't have the right password, no access!!!

PROTECT: Protect those BASIC files by making them totally unlistable with this little gem!

RAMCHECK: Check your RAM for possible loss in memory. Can't let those VIC 20's overpower your ATARI!!!

VTOCFX: Fix that sector count on those disks that read either too much or too little sectors. Fixes them 3,000,000 sector single sided disks too!

Side Two

CMagic Player Piano

HOLDHAND - I Want To Hold Your Hand
Beatles

WINNERS - The Winners
Scott Joplin

SYNCPAT - Scott Joplin

SCHERZO - Classical

AXELF - From the soundtrack of Beverly Hills Cop!

HEAVEN - Heaven
Bryan Adams

TONETTE - Scott Joplin

MINRCSLF - Classical

A nation-wide effort is being made to put together a public domain collection of Print Shop Graphics for national distribution through users groups. We have the opportunity to help in building this public domain graphic library. If you have created some of your own graphics or intend to make some pictures, we will be willing to include them in our submissions for this library. Once this graphics library is put together, we will make it available to you as a special floppy with documentation! Any submissions should be either uploaded to the Key System or given to either Tom Tisby or Ron Devine.

P.S. If you have not received your SPECIAL EDITION disks you can still get them at the August main meeting!



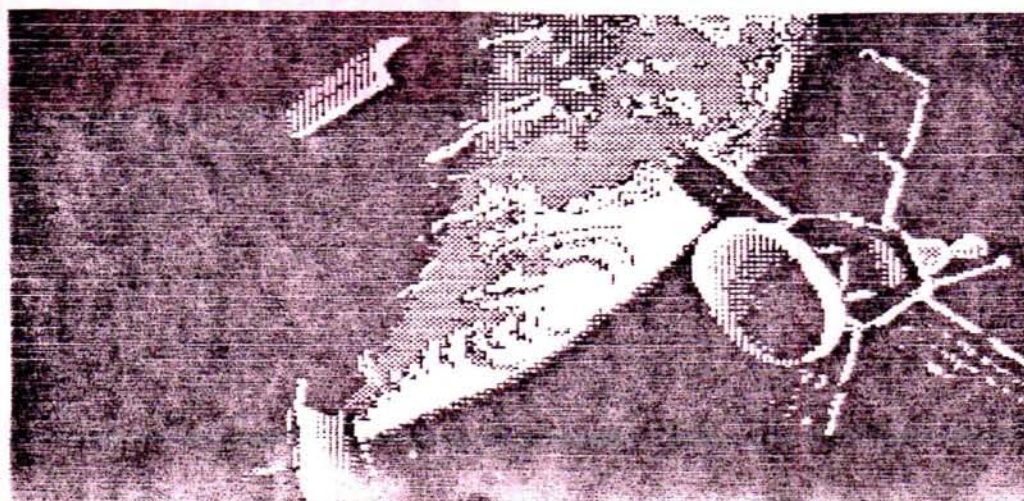
"This used to take hours."

SIDNEY HARRIS IN DISCOVER

SAN LEANDRO COMPUTER CLUB
 sun mon tue wed thu fri sat

AUGUST				1	2	3
1985						
4	5	6 ^{8 pm} MAIN MEETING S.L. Library 300 Estudillo	7	8	9	10 ^{8 pm} ATR8000 SIG for info call Bill 538-2449
11	12	13 ^{8 pm} ASSEMBLY SIG for info call Bob 352-8118	14 ^{8 pm} ST SIG for info call Bob 352-8118	15 ^{8 pm} EXEC. BOARD closed meeting	16 ^{8 pm} Newsletter Deadline for info call Ron 537-3183	17
18	19	20 ^{8 pm} BASIC PROG. SIG for info call Mike 482-5061	21	22	23	24 ^{8 pm} SOFTWARE SIG for info call John 276-2615
25	26	27 ^{8 pm} ACTION SIG for info call Jim 352-7744	28 ^{8 pm} LOGO SIG for info call Lois 482-2222	29	30	31 ^{8 pm} HARDWARE SIG for info call Jerry 481-1110

*** AVAILABLE TO MEMBERS ONLY ***
JOURNALS FROM AROUND
THE WORLD!!!
\$5.00 DEPOSIT WILL GET YOU
ONE MONTH OF NEWSLETTERS
TO BORROW.
*** SEE JIM RODRIGUES AT THE ***
MAIN MEETING



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 ****

Two 825 printers with the 739 graphics chips \$150.00 each with cables and screen dump, \$125.00 without. Call Dan Chun at 471-9286.

*** NEW ST CLUB ***

There is a new Atari ST club starting in Oakland called C.O.A.S.T. (California-Oakland Atari ST's) being headed up by Axel Olmos. For information call (415) 658-3159.

*** NEW ST SOFTWARE ***

"SunDog", a graphic adventure, will be made available on Atari ST's by September 1 for \$39.95 from FTL games, 7907 Ostrow St. Suite F, San Diego, CA 92111. For information call Russ Boelhauf at (619) 279-5711.

*** COMPUTEREYES IS HERE ***

A low cost hardware/software product called Computereyes is now available. It lets you capture images from any standard video source (VCR, video camera, etc.) into Graphics 8 and 7.5 screens. \$129.95 through Digital Vision, 14 Oak Street Suite 2, Needham, MA 02192. Call (617) 444-9040 for information.

*** SPECIAL EDITION ***

Special Edition Magazines and Disks will be given out at the main meeting. If you do not pick up your magazines they will be mailed.

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:

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

TO:

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

8:00 SPEAKER:

JAMES ST. LOUIS
FROM
LUCASFILM



04/30/86

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