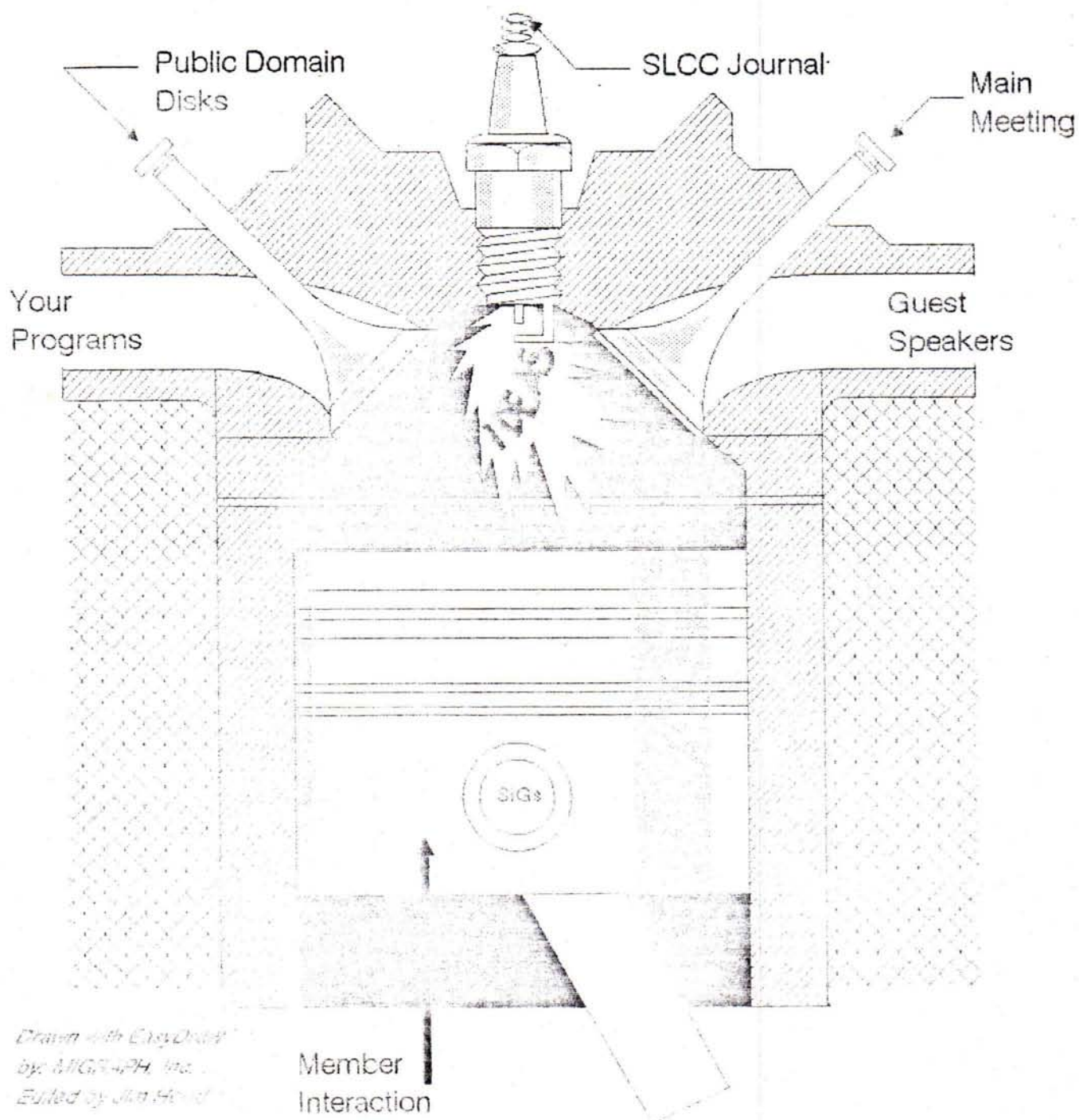


POWER Your Atari with the ***SLCC***



Beginner's SIG

RICHARD STIEHL

NOW THAT IT IS PLUGGED IN...

If you consider yourself a beginner ATARI Computer User, then this is the place for you! Once a month the Beginner's SIG meets at the San Lorenzo public library.

A variety of subjects are discussed from "Bootin'" DOS, to connecting peripherals, to the ATARI computer itself, and how to utilize these effectively. We have even looked at and discussed certain software.

If you have any questions whether of a beginner's nature or otherwise, please come to the BEGINNER'S S.I.G. or you may feel free to call me at the following number during the day or evening: 835-9857. If I can't answer your question I will find someone who can.

Please see the CLUB CALENDAR for the date and time of the next meeting.

Software Exchange

TOM TISBY & RON DEVINE

WANTED: Users interested in trading their public-domain disks with the San Leandro Computer Club. Experience not required. All that is required however, is that you have some good new public-domain software. Individuals, national user groups, and international user groups may donate. All others can donate also too. **REWARD:** Free Floppy-Of-The-Month of your choice for each public-domain disk filled. If you like to participate, write for more information and/or send your disk(s) to:

Tom Tisby & Ronald Devine C/O
San Leandro Computer Club
P.O. Box 1525
San Leandro, CA 94579

Please mark "DO NOT FOLD" on your envelope.

SLCC Journal

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. Membership fees are \$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 related to the club. We will accept articles in any form, although we would prefer articles submitted in Atariwriter files.

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KEY SYSTEM BBS: (415) 552-5529
Official BBS of the SLCC - 24 hours
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THE VILLAGE BBS: (415) 783-3045
Official ST BBS of the SLCC
SYSOP: Mike Curry

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SAN LEANDRO COMPUTER CLUB
P. O. Box 1525
SAN LEANDRO, CA 94579-0102

From the Editor's Desk

RON SEYMOUR AND TOM BENNETT

We hope you are reading this column BEFORE the May main meeting. As many of you are aware, we have been having problems with the new bulk-rate mailing system. We are going to try out the bulk-rate system one more time to see whether the pushed-up newsletter deadline will solve the problem. If there continues to be a problem, we will have to go back to first class mailings and reduced size newsletters.

For those of you who didn't get the opportunity to see the SLCC booth at the West Coast Computer Faire, you missed another great exhibit of Atari products. We will hopefully give you an in depth review of the faire along with text of the successful SLCC speakers conference in the next Journal.

The size of this month's Journal is a little less than you have been used to, but hopefully we will catch up next month. You can submit articles to the Journal any time during the month, so don't be shy.

Your editors are in their last months of publication. But we are grooming a few people to take over. Jim Hood, Mark Blum, and Jerry Telfer have offered to assist us in Journal production, and we may just be able to convince them to take over. Since Jim has denied any nominations this year, he will have plenty of time to help make the Journal work (right Jim?).

Einar Andrade has volunteered to take over the print library from Jim Rodrigues. You will now contact Einar at future meetings to check out newsletters from our exchange of 100+ clubs. There is a wealth of information in those files that you could never get from any other source.

There is a new SLCC ST BBS, The Village, run by Mike Curry. The number is 783-5545.

Congratulations to Stewart J Dimon, resident ST columnist, for being reprinted in a number of other newsletters across the nation. Let's hope he continues his excellent series of articles.

* * * * *

On behalf of the San Leandro Computer Club, our deepest sympathies go to Jerry Young and his family on the loss of his wife, Sue. Jerry requests that any donations may be made in her name to the Heart and Lung Association of Alameda.

Printer Tools

STEWART J DIMON

Printmaster - A review

If you are like me, you probably don't care too much for all of those "Hallmark" holidays. You know what I am talking about. "Sweetest Day," "Secretary's Day," "Cousin's Day" etc. Just a way to make us feel guilty since we had neither the time nor the inclination to do something about it. I have good news for those of you with ST computers. You may never again have to venture into the realm of the card store, or for that matter, the poster shop, calendar store or the banner makers (as if you ever went to those kinds of places in the first place).

Anyhow, a product called "Printmaster" has been ported over to the ST. And all I can say is WOW! In addition to cards, signs and banners, Printmaster even will print out a calendar for you week or month, with certain items of information printed on it (if you choose). You may mix multiple graphics on a single page, along with different fonts, all in all, a quite useful feature. But wait, there's more.

One of the "annoying" things about these types of programs has been that you really didn't know what you had until you printed it out. Well, I'm pleased to report that Printmaster (on the ST version, at least), has a print preview mode built into it, that allows you to see what you are printing before it goes onto paper. If it is not what you wanted, you may page back through the screens, and adjust it accordingly. Take note, that scrolling through screens is NOT the fastest thing running on an ST. There is constant accessing of the disk drive(s) occurring, so this might be sped up to some degree through the use of a hard disk drive.

I don't know that there is too much more that can be said of this product. It fills a real niche in the software base for the ST computer, and it would be hard for another company to come out with a better product at a better price. (I believe that it retails for \$40). Combined with the graphics editor (if you're artistically inclined), or through use of the Art Gallery Disks (volume I is now available, volume II is on the way), there is not too much that you can't do with this program. I give it a B+/A- on an A-F scale, it just seems a little slow. C'est la vie. If you have an ST, and you have a need to make cards, posters, banners, calendars or stationary, I encourage you to BUY this program. (DON'T accept a "free" copy, if you know what I

Meeting Report

JIM MORAN

SAN LEANDRO COMPUTER CLUB
Regular Meeting
April 1, 1986

The meeting was called to order at 8:00 PM by chairman Jim Hood.

Chairman Hood first delivered a number of announcements concerning the West Coast Computer Faire, the best of these was, ATARI has loaned us two of the new 1040 ST's, two 520 ST's, two ST hard disks, one of the new printers, one 130 XE, plus monitors, and in addition will pay five hundred dollars to offset some of the expenses the club will incur at the Faire.

During the Faire the SLCC will sponsor a ninety minute conference titled "The Atari Resurgence". The conference will be held between 11:00 AM and 12:30 PM on Sunday April 6th in room #270 at Moscone Center.

The conference panel will be moderated by David Small and will include Sam and Leonard Tramiel (Atari), Jim Capparelli (Antic) and Bill Wilkinson (OSS and Compute).

The Chairman noted that David Small would give a demonstration of his newly developed "Mac Cartridge" later this evening. Also on the schedule for tonight is a Treasurer report by Lois Hansen, and we will have a discussion of a recent letter which was uploaded to the club BBS (Key System). Finally we will have nominations for next years Officers.

Treasurer Lois Hansen reported that the club has a bank account balance of \$1300. We have about 300 currently active members. Lois said she was setting up a new system to alert members that their membership was about to expire. This will print out on the address label of the newsletter when your membership is due.

After it was brought up that this months newsletter had only been received by about a third of the members in attendance, the Chairman called Assistant Editor Tom Bennett to explain some of the trials and tribulations of the new bulk mail system the club is using. Tom said that this months Journal had been put in the mail a little late for a number of reasons most of which have to be worked out by a little trial and error. Tom took this opportunity to remind all that contributions to the Journal were needed and reminded all that the deadline for all articles had to be observed by everybody so the Journal could be sent out in a timely manner.

Tom said that ATARI has planned a

Hospitality room for Sunday and those in attendance at the Faire should check at the club booth for details.

Software co-Chairman Tom Tisby ran a demo and explained some of the programs that were on this months disks. (four of them) Some of the programs are OCTET, a super sound and Graphic demo, NITEMARE, a special for April Fools Day and ANALYST which will solve your problems. Tom said that they were also putting out the clubs second Utility disk which features seven programs written by G. C. Crider who has released all seven to public Domain.

Ron Devine explained the balance of this months disks. On the floppy there is a word processor, a Star SG 10 printer driver and DLMaster which does all kinds of things to MICRO ILLUSTRATOR pictures. There is also a digitized music disk and the fourth PRINT SHOP DATA disk. Ron said that there is also some MIDI MUSIC disks which are special and anyone interested should contact either Tom Bennett or himself.

Chairman Hood reminded the members that the club was still looking for a software chairman for the new year. In an attempt to make the software job a little easier, the copy work and maintenance of the disk library will be done separately and James Moran has been appointed to handle that part of the work.

Nominations of Officers were held and the following members were nominated for office.

for PRESIDENT:

Bob Barton

for VICE-PRESIDENT:

Ron Seymour
Mike Sawley

for TREASURER:

Lois Hansen

for SECRETARY:

Jim Moran
Bill George

The Chairman said more nominations could be made at the May meeting. Program Chairman Dick Scott next introduced David Small tonight's Speaker.

David Explained that his program MAC CARTRIDGE allows a one megabyte ST to run APPLE MACINTOSH software, which opens up a large amount of software for use on the ST's. In order to accomplish this the MAC software must first be copied onto an ATARI disk. David introduced Joel Rosenblum who worked with him in the design and development of the MAC CARTRIDGE.

The cost of this software will be between \$100 and \$150 dollars without the Macintosh ROM chips. The Mac ROM chips cost about \$190 from Apple at this time. They are working on this cost problem now and

hope to be able to have a package deal that will include the ROM chips.

After all the explanations a short demonstration was put on. In a very short time the ST had a MAC program up and running. David noted that in order to use the MAC CARTRIDGE you would need a mono monitor as the Mac itself was mono.

Being no further business Chairman Hood adjourned the meeting.

Tutorial

STEWART J DIMON

PASCAL TUTORIAL - PART ONE Types of values in Pascal

Oh well, even though I promised this in April, I can blame this on a April Fools. But now I am back, and raring to go. I would like to begin this tutorial, which will be in 5 or 6 parts, by talking about the various "types" of values that you may have in pascal. For the most part I will keep this discussions fairly generic, but I will occasionally focus in on Personal Pascal by OSS.

First, I am going to make an assumption about where you are coming from. I will assume (yes, I saw that Odd Couple episode too), that you know something about a computer language (like Basic). So, without further adieu, let's get started.

For a program to do anything worthwhile, there must be data that is manipulated in one way or another. In computer programs, these are commonly referred to as "variables." A "variable" may be changing or constant, alphabetic or numeric. In some languages, like Basic, some of these items don't apply, but in Pascal, they are very important.

Constants, Types and Variables.

There are three "classes" of "variables" in Pascal, constants (const), types (type) and variables (var). Where we place our definitions determines what we may do with the "identifier." (An identifier is ANY name we use within our program. This will be used henceforth to avoid confusion between classes of identifiers.) First, let's examine a typical structure, then let's break it down. Consider the following:

```
Const
  Minimum = 1;
  Maximum = 10;
Type
  Line = String[80];
Var
  Data : Array[Minimum..Maximum] of
Line;
```

We have defined two constants, one new type, and a variable array. Now let's break it down into the components.

First, we list the section headers. In Pascal, we need to inform the compiler whether we are dealing with a constant, type or variable definition. Fortunately, we may abbreviate the names as shown above. So, we start out by declaring the two constants, Minimum and Maximum. Some compilers will differentiate between upper and lower case characters, personal pascal does not. You will need to check your owners manual to determine if this is the case. Once defined, a constant may not change, at least within the compiled code. Attempts to assign a different value to it will fail, and in fact, will probably generate a compile time error.

The next section defines a new type of variable. A variable type describes the range of values that may be defined within it. In pascal, you may rename existing types, as I have done, or you may create new types. We will discuss this in more detail later, when we talk about records, but for now, we will need to know about renaming types, or type simplification.

Finally, we have defined a variable, data, as an array from the minimum to the maximum of type line. We are able to do this as long as minimum, maximum and line have all been explicitly defined prior to being referenced.

Let's take note of a few other things before we wrap up this months discussion. Notice that the constant and type definitions use an equal sign (=), while the variable uses a colon (:). Why the difference? It has to do with the fact that constant and type definitions define an absolute value between the identifier and the declaration. A variable, merely establishes a relationship between an identifier, and an associated type.

In closing, it should be noted that Pascal, unlike Basic, requires that all variables be declared prior to their first use. This forces us to be a little more careful when we are programming in Pascal. Of course, this also introduces the problem of declarations that are never used, so it is a good idea to check through our programs, even when we think that they are completed.

So, let's review what we discussed. We learned that there are three sections in a Pascal program that are concerned with "variables." These are the constant, type and variable declarations (note - they occur in that order.) In order for us to use an identifier, it must be "declared" prior to the first time that we use it.

Now for a quick exercise, which we will have the solution for next month. Declare the following items:

Declare First, Last and Middle as your first last and middle names. These will be constants, and defined as strings. In Pascal, strings are denoted using single quotes. So if we wanted to define the constant A as the letter A, we would define it as follows:

Const

A = 'A';

(note also that Pascal terminates statements with the semicolon).

Next, declare Numbers as an integer type, Realnumbers as a real type, and LineString as a string with a length of 80.

Finally (for REAL this time), declare two variables X and Y as type Number, Myname as a LineString, and Assortedstuff as a Realnumber.

That's all for this month. Next month, we will discuss the program structure in Pascal, and get into some of the "basic" statements that compose a program.

Program Tips

PETE LUNDE

McDonnell-Douglas RCC

PRINT SHOP CONVERTER NOTES

Print Shop Picture Converter, by James H. Trageser, changes a Koala Pad (Micro-Illustrator) .PIC file into a graphics file that can be used by Print Shop. Because this program is sort of screwy to run and because the documentation in the program is confusing (to say the least), I have put together the following procedure to help anyone else who uses this program to overcome the difficulties I had.

Before you begin, you must have the following:

- Micro-Illustrator program and .PIC files.
- A regular, DOS-formatted destination disk.
- A disk formatted for Print Shop (the Print Shop graphics editor section has this function).
- Print Shop Picture Converter program.
- Koala pad and a joystick.

PROCEDURE

- Load the Micro-Illustrator program and bring up any picture on the screen.
- Remove Micro-Illustrator and insert a regular DOS-formatted destination disk. (You can, if you wish, insert the Print Shop Picture Converter disk now and use it for the destination disk).
- Press the INSERT key only (no other key). A file called PICTURE will be written onto the disk.

4. When Step 3 is finished, insert a joystick and boot in the Print Shop Picture Converter program.

5. At this point, you must answer a series of prompts:

- Give source drive, destination drive.
- Enter the source disk file name (PICTURE). File will be painted on the screen.
NOTE: Remove the Print Shop Picture Converter program and insert a formatted Print Shop disk.
- Choose picture ratio, 1:1 or 2:1.
- Position the cursor frame with the joystick over the portion of the picture you want printed. Follow prompts to completion (rename file, SAVE program, etc.).
- Now, sit back and watch!

6. The graphic file is now ready to use in Print Shop. Boot in Print Shop; go to the graphics editor; get (Control-G) your renamed file; and print (Control-P) it out. The small sample printout will let you know whether the effort of using this program was worth it.

Our Next Meeting

DICK SCOTT

The BANK of AMERICA is sending a representative to our May Meeting to present a "slide show" of what to expect if you get their service of "HOME BANKING". There are a couple of our members (Phil Mitchell, former S.L.C.C. PRESIDENT and Lois Hansen, TREASURER) that presently have the service and really enjoy using it.

I certainly appreciate David Small, and his partner, Joel Rosenblum, of Data Pacific, Inc. for filling in last month and letting us see how the 520ST or 1040ST can become a Macintosh and run faster than the "real thing"! If you attended the "Computer Faire" at the Moscone Center, he really drew a crowd around the S.L.C.C.'s booth.

Bradley Stewart, the V.P. of "COVOX COMPANY" used one of our towers and demonstrated their "VOICE MASTER". It is a very impressive device. They are advertised in "ANTIC" for \$89.95, as a club member, you can get it for a 20% discount by writing to:

Bradley Stewart
COVOX COMPANY
675-D Conger Street
Eugene, Or. 97402

See you at the next meeting!!

Graphics Software

JIM HOOD

EASY-DRAW Migraph, Inc.

Easy-Draw is the first vector oriented drawing program released for the Atari ST to use GEM's Virtual Device Interface for scaling resolution to match the output device. At the present time, the only output devices supported are Epson FX-80 compatible printers and the monitor screen. When the screen is used for final output, as opposed to drawing, the image is less than satisfactory. In the drawing mode, areas of the drawing can be zoomed into and the output is much better.

The program will operate with either the color monitor, in medium res, or the black and white monitor.

Drawings are built up from simple shapes chosen from a pop-up menu. These shapes can be sized, rotated, stretched, copied, combined and moved around to form different parts of the final picture, or erased if unwanted. They can be filled with a variety of patterns, including user designed ones. They can be transparent or opaque to other shapes and can be shadowed if desired. They can be drawn with several line widths, which can be solid or any of several dash/dot patterns.

This type of drawing program differs from paint programs, such as DEGAS and Neochrome, in that figures may overlay each other without wiping out the figure underneath; thus if the top figure is moved, the previously overlayed one will appear.

Text can be typed into a picture at several font sizes and may be normal, bold, light, italic, outlined or underlined. The number of sizes depends on whether you are using a monochrome or color monitor. There are more selections in monochrome. At present, the only available typeface is Swiss, a sans-serif type similar to Helvetica.

Type cannot be rotated.

The normal GEM package of mouse controlled windows and drop-down menus is used for most functions. In addition the pop-up menu, for shape selection, will appear at any cursor position when the right mouse button is double clicked.

Rulers may be placed along the top and left borders of the drawing area and a grid placed over the screen to aid in sizing and positioning drawing elements. The instruction manual makes it seem that the ruler spacing can be changed, but if this is

so, I haven't figured how to do it.

The grid spacing can be changed in fractional units from 1/64 to 1 inch. Drawing elements may be "snapped" to the nearest grid coordinate, if desired.

Neither the grid or ruler appear on the final drawing.

Two drawings can be on the screen at the same time, in separate GEM windows and elements may be moved between them.

The program has crashed when there were large numbers of drawing elements in two windows and elements were being moved between them, so the standard precaution of occasionally saving your work is recommended.

Programs can be saved in both GEM and Easy-Draw formats. The GEM format is used for output to other devices, and is accomplished through the GEM program, OUTPUT.PRG.

The output position of text is not exactly as shown on the drawing screen and it is usually necessary to go between the drawing program and the output program several times in order to have text correctly positioned on the final output. The position of text also varies in different zoom magnifications in the drawing mode. I understand this is also a problem with MacDraw and other similar programs which match their resolution to the output device. It comes from not treating text fonts as pure vector elements, due to the huge memory requirements this would entail (I think).

Going between the drawing and output programs several times for corrections can make a hard disk, or RAM disk, and a super fast printer very desirable. Not having inaccuracy in text positioning would be even better, of course.

All in all, I find the program likeable and useful. It takes some practice before it approaches being really "Easy", and I still miss my mouse clicking sequences sometimes but I have used it to create printouts for a couple or three dozen slides, both text and text plus drawings. In doing so I finally resorted to rub-on letters for some things, such as subscripts, on the final few slides due to the text positioning problem, but generally found the program satisfactory. It was possible to position the subscripts with Easy-Draw, but wasn't efficient from a time standpoint.

Teamed with a printer driver to output full page graphics to a laser printer, Easy-Draw could give great drawings, however no such driver is available at present, so we are limited to very good output on the Epson compatibles. This month's cover is an example.

Hardware Review

Jim Hood

Citizen 120-D Printer

Long ago, when Atari 800's came with 16K RAM and a 410 recorder for around \$1000, I bought an Epson MX-80F/T printer for \$500 or \$600 and eventually added a graphics chip for another \$125.

Epson became famous for making good, solid, reliable dot matrix printers that sold for less than the competition; sort of the VW of printers. They had a nice looking basic font, with true descenders, which could be expanded, compressed, double printed, emphasized, italicized and so forth.

Like VW they eventually went upscale rather than fight the growing horde of low cost printers that they had inspired.

My Epson continued to crank out text and graphics with only a couple of quirks, that I more or less learned to live with and I didn't pay too much attention to what was happening in the printer world. Tom Bennett showed me his Okidata 92, which had a super near letter quality mode, but lacked the graphics resolution of my Epson. Phil Mitchell showed me his FX-80, which added a huge gob of text formatting options and some more graphics options to the MX-80's bag of tricks, but it lacked the near letter quality mode.

People started talking about Geminis and Stars, which supposedly did all kinds of things and Bob Barton bought a Citizen MSP-25, which he said did everything, but by this point I was losing track of all the model numbers; and besides, I figured the 24 pin printers would be the ones to wait for.

Then Bob mentioned that Citizen was coming out with a new printer in the \$200 price range, with a front

control panel for choosing fonts in addition to all the features of the more expensive Citizens, except that it was only rated at 120 cps and only had a 2K buffer. So I figured, what the heck, let's try one.

So I got one of the early Citizen 120-D printers. It cost less than \$200 and does all kinds of things at a speed that makes my MX-80 look almost snail-like. Its fonts can be in regular or near letter quality modes and its control codes can be configured to act like an Epson FX-80 or an IBM (Epson), with possibly one exception. That is the lack of a reverse line feed, which is available on the higher priced Citizens and some of the competitive printers, such as the SG-10. (Or if there is a reverse line feed, I haven't found it.)

The 120-D that I received had a problem with graphics dumps. It would occasionally leave out a byte of data. I called Citizen and they checked into it and found it was a problem in a ROM chip. They sent me a free replacement chip, which I installed and that problem was solved. A second problem was a mechanical one, which I have been told was common on some of the early 120-Ds. Apparently a clip holding some of the gears would come loose and the print head would stay at the left margin. It took two returns to Citizen's repair center before that was fixed, hopefully, for good. Citizen's warranty lasts for 12 months, so I still have a long while in which to check it out.

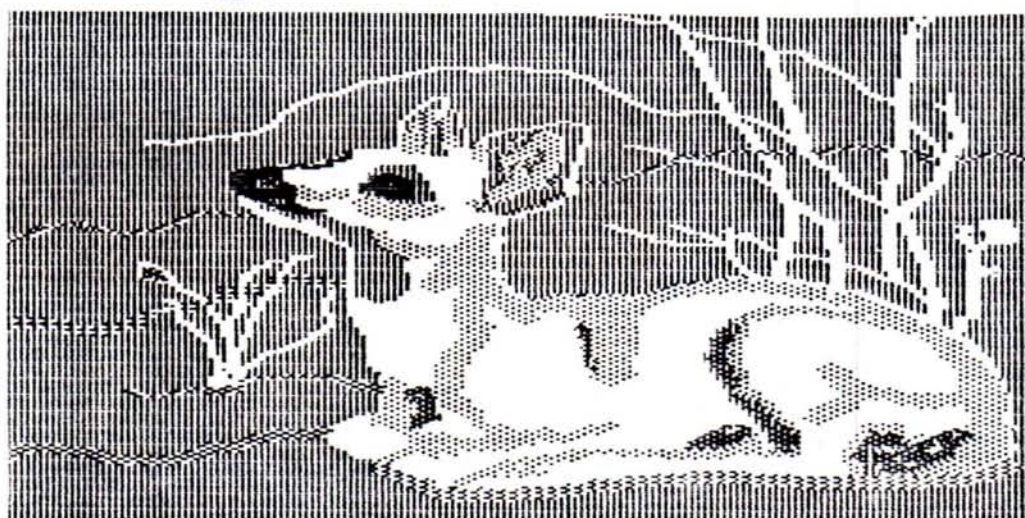
This article and this month's front cover were printed with my Citizen.

If you haven't looked into printers for awhile, check out what's available, not just from Citizen, but also Epson, Star and some of the other companies. You can get an impressive array of features for under \$200. Or you can add more speed, get bigger buffers and heavier duty parts and still pay under \$500.

SUN MON TUE WED THU FRI SAT

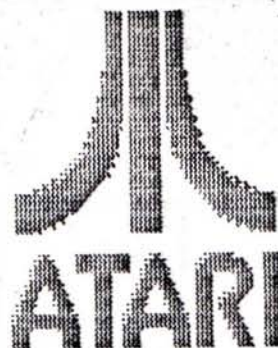
				1	2	3
4	5	6 8 pm MAIN MEETING S.L. Library 300 Estudillo	7	8	9 Newsletter Deadline for info call Ron 537-3183	10
11 Mother's Day	12	13 8 pm ASSEMBLY SIG for info call Frank 632-7181	14	15	16	17 7 pm MSIG/GAMEROOM for info call Phil 351-2208
18	19 8 pm SI MEETING for info call Bob 352-8118	20 8 pm BBS SIG ATR8000 SIG for info call Mike 482-5061	21	22	23	24
25	26	27 8 pm V.I.P. SIG for info call Chuck 562-3384	28 8 pm EXEC. BOARD closed meeting	29 8 pm C SIG for info call Rob 352-8118	30 Memorial Day	31

MAY 1986



SLCC Interface

The SLCC Interface is available to all active club members for the purpose of announcing any club function, an item for sale, swap meets, or to be used as a question/answer forum. You may give any officer your contribution to the Interface, or you can leave it on "The Masthead" message base of the Key System BBS, (415) 352-5528, operated by Sysop Mike Sawley.

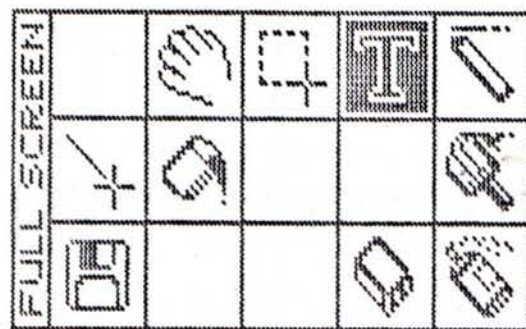


NOMINATIONS AGAIN THIS MONTH

This is your opportunity to nominate someone for office. Come to the main meeting to make your nominations.

JOIN SIGS

The SIG (Special Interest Group) Leaders are listed on page 2 of this Journal. Give them a call and join now.



SLCC Journal

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

FORWARDING & ADDRESS CORRECTION REQUESTED



TO:

NEXT MEETING:

MAY 6 8:00 PM
San Leandro Community Library
300 Estudillo Ave.
San Leandro, CA

186

TIME TO RENEW

IMPORTANT DATED MATERIAL

PLEASE DO NOT DELAY