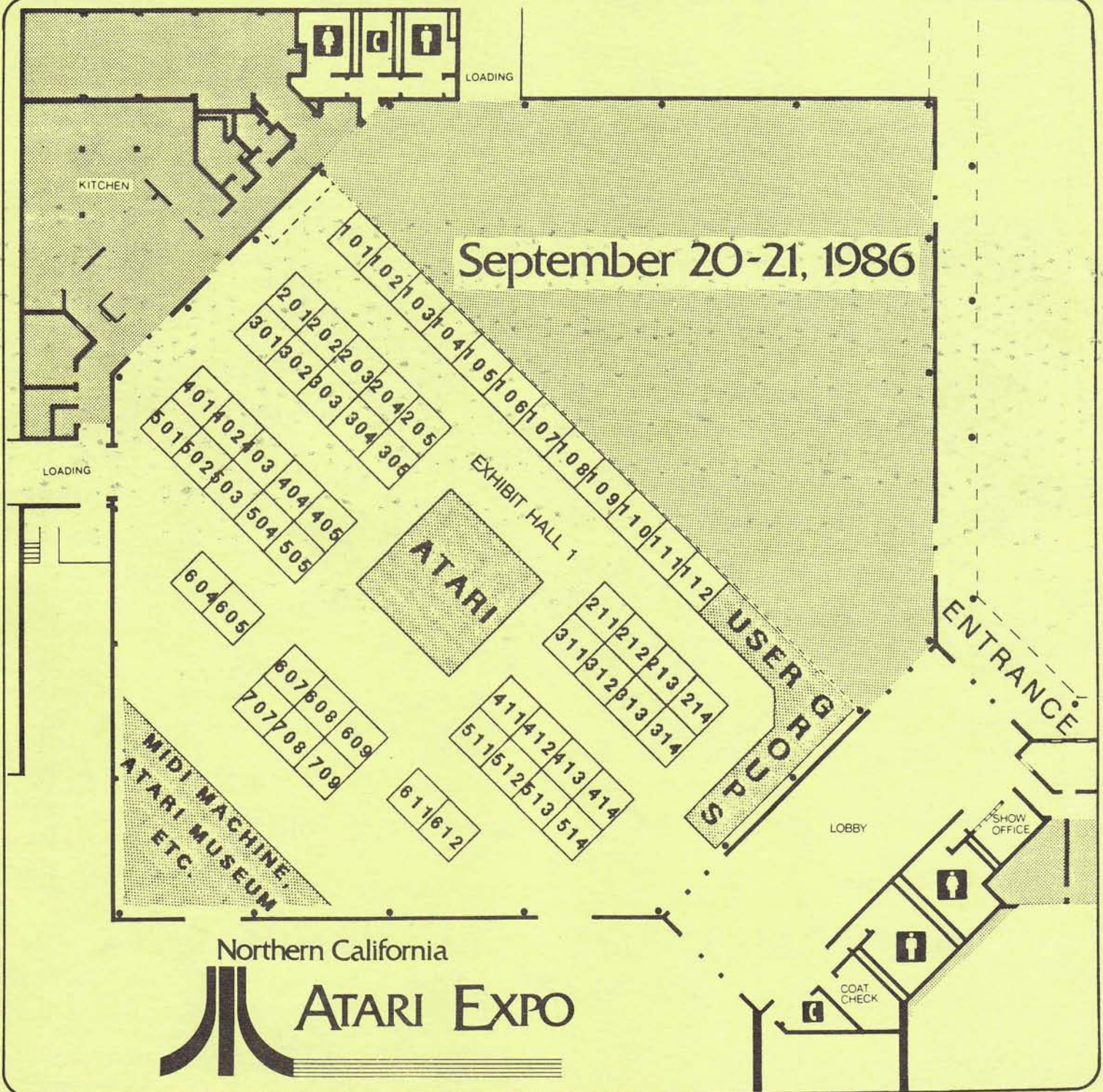


# SLCC Journal

San Leandro Computer Club

September 1986

September 20-21, 1986



Northern California

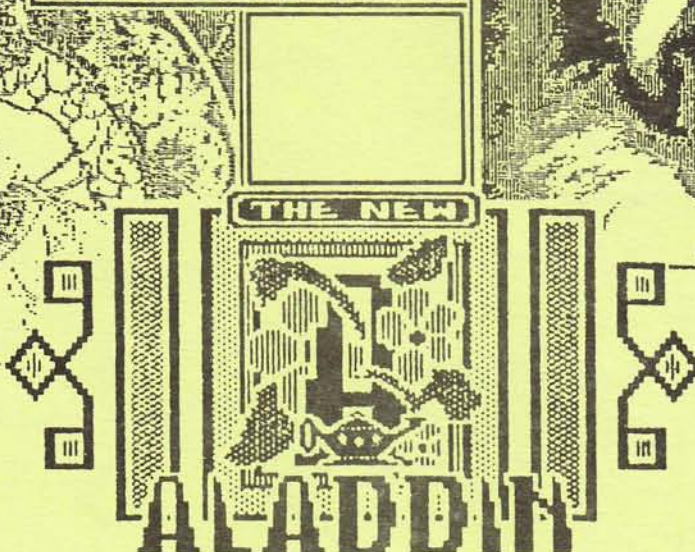
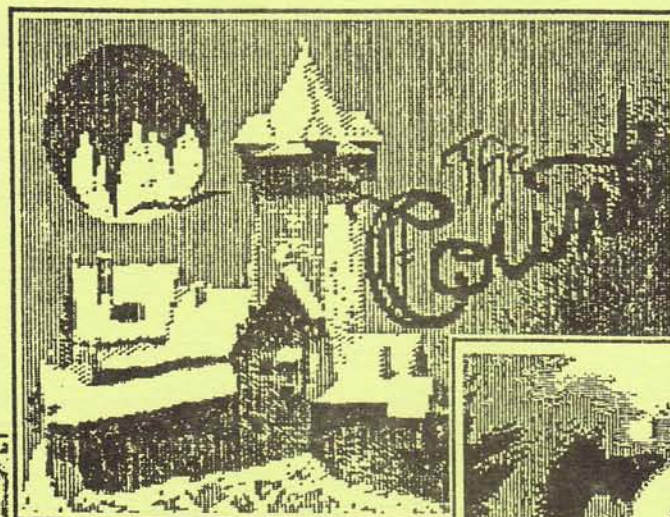
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ASSISTANT EDITOR	Mark Blum	483 - 8166
GRAPHICS ASSISTANT	Jim Hood	534 - 2197
CALENDAR	Jerry Telfer	233 - 9158
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## More Flexibility

# A Companion for the Print Shop

by Mike Fulton  
(from ACAOC OrNJuce Aug. '86)

When Broderbund released Print Shop, it swiftly became one of the best selling programs ever for the Atari. But despite its widespread popularity, there were still some complaints. For example, the program restricted you to using the fonts and border styles that came on the original Print Shop disk, although you could load and save Print Shop graphics on other disks. Since the Print Shop disk has less than a dozen fonts, and less than a dozen border styles, this was a big restriction. To fix this, Broderbund has released a sister program for Print Shop, the Print Shop Companion. Among other features, this program allows you to design your own fonts and border styles, and modifies the Print Shop disk so that the Print Shop Program can load fonts and borders from other disks.

Besides the font and border editors in Print Shop Companion, there is an improved graphics editor for creating Print Shop graphics. A "Tile Magic" option lets you create patterned graphics for special purposes. The "Creature Maker" creates graphics of strange characters. Finally, there is an option for making your own calendars.

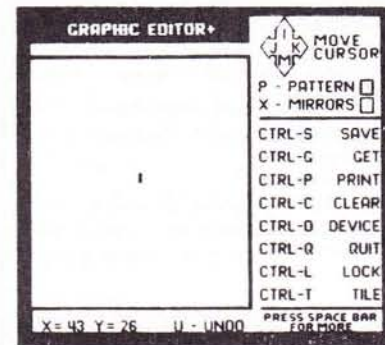
Like Print Shop, Print Shop Companion comes up into a main menu screen showing all of your choices. The first time you run the program, the menu choice is automatically set to the Set-up option, so that you can modify your Print Shop disk start using Print Shop Companion right away.

Let's look first at the Graphic Editor+ feature of Print Shop Companion. Besides all of the features from the Print Shop's regular graphic editor, there are many new features. You can draw lines from one point to another, or draw ovals, circles, boxes, and rays. One really nice touch is the ability to add text to your graphics. Seventeen different fill patterns can be used to fill parts of your graphics. Finally, in case you make a mistake, you can use the Undo command to fix it.

You can set up a mirror effect, so that everything you draw in one part of the graphic is duplicated in one or more other parts. This option works well when drawing

symmetrical images. Another option lets you display the current graphic as a tile pattern. This draws a screenfull of graphics so that you can see how that graphic looks as a large tiled pattern.

Other options of the Graphic Editor+ include the ability to delete or insert rows and columns in the graphic. You can also flip the image either vertically or horizontally. You can invert the image, changing black to white and vice versa. In case all these new commands are hard to remember, there is a handy menu on the right side of the screen.



There are several graphics included on the Print Shop Companion disk. Some of them are numbers which you can superimpose to make up any two digit number, along with graphics with letters like "rd" or "st" for adding to the numbers for making graphics of "1st" or "23rd" or similar combinations.

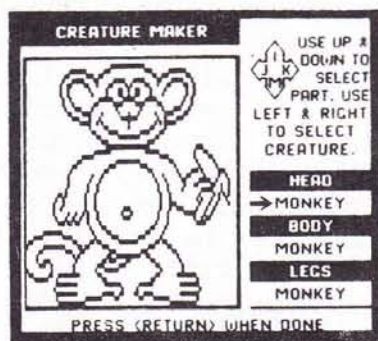
The Graphic Editor+ allows you to load a screen created with the Print Shop Screen Magic feature, and capture part of it to use as a graphic. You first load the screen, and then it will be shown with a small flashing box. You Move the box to cover the part of the screen you want, and then press Return. You have now captured the graphic, and can modify or save it as you wish.

The Tile Magic and Creature Maker options are closely related to the Graphic Editor+ in many ways. Tile Magic is very simple to use. You just choose the option from the main menu, and it will show you a large square in which a changing kaleidoscopic pattern is drawn. When the pattern is something you want to save, you press the Escape key to freeze the image. Now



you can either save the pattern as a Print Shop graphic, go directly into the Graphic Editor+ to modify the pattern, or press the Escape key again to continue changing the pattern.

The Creature Maker feature allows you to mix and match body parts of several creatures to create your own bizarre lifeforms. Each



creature is divided into three parts; the head, the torso, and the legs. Some of the creatures on the Print Shop Companion disk include a ghost, a Frankenstein creature, and several animals. When you've made a creature you want to use or save, you press Return. Now you can save the creature as a Print Shop graphic, go into the Graphic Editor+ to modify it, or continue changing the creature. One suggestion in the Print Shop Companion manual is to print creatures extra large, for kids to color in.

Although I think the Graphic Editor+ will get a lot of use, I suspect that the main reason that most people will buy Print Shop Companion is because of the Font Editor and the Border Editor. The Border Editor is simple to use, yet is still quite versatile.

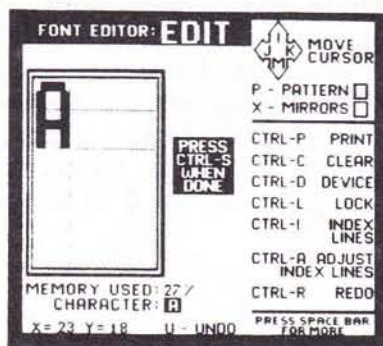
Each border consists of 3 different parts which can be arranged in different ways. There is a corner piece, a horizontal piece, and a vertical piece. They can be arranged in different ways, including upside down and backwards, thus allowing you to correctly orient each corner of the border. The border currently being edited is shown on the screen, and you can even print out a sample of the border. You can even copy one square of a border to another square. I wish I could say more about this feature, because it is very useful, so I'll mention here that Print Shop Companion allows you to use your choice of the keyboard, a joystick, or either the Atari

Touch Tablet or the Koala Pad for editing purposes in all the various parts of the program.

The Print Shop Companion Font Editor lets you edit and create your own Print Shop fonts. The Print Shop Companion disk also has 12 new fonts which you can use right away.

Using the Font Editor is a bit more involved than the rest of the Print Shop Companion. First you must get a font to start work with. This can be one of the fonts on either the Print Shop disk or the Print Shop Companion disk. There is also a reference font, a very simple font which has no fancy style. It is designed to be the starting point for creating your own original fonts. The reference font comes in three sizes, small, medium, and large.

The screen shows all the available characters in the font. To edit a character, you simply press that key. Now you edit the character on a dot-by-dot basis. Unfortunately, there are no shortcuts for drawing special shapes. But you can use index lines to help you in sizing and positioning your characters. In case you want to see what your font looks like, there is a print option which lets you preview it.



You have a limited amount of memory for a font. There is an indicator on the bottom of the screen which shows you how much memory you have used. I doubt that running out of memory will often be a problem, except perhaps on the largest, fanciest fonts.

When you are done editing a character, you must store it into the font, or it will not be saved. This is done by hitting the Return key. You can also store one character into another character, which is useful for creating characters which are similar, like C and G, or O and 0. When you are done editing all the characters, you can save the font to disk.

The last feature of Print Shop companion is the Calendar option, which lets you create



either weekly or monthly calendars for any year from 1753 to 9999. You can decorate them with graphics and fill in notes for special occasions.

Aside from the uses of Print Shop Companion for creating fonts and borders, I think the calendar option may be the program's most useful feature. And it's the only part of Print Shop Companion that you can use by itself, without needing Print Shop.

#### Weekly Calendar:

#### Monthly Calendar:

**CALENDAR: CENTER**  
HIGHLIGHT SPECIAL OCCASIONS  
FOR THE WEEK OF DECEMBER 9, 1985

MON 9	
TUE 10	
WED 11	
THU 12	
FRI 13	
SAT 14	
SUN 15	
DONE	

MOVE CURSOR TO SELECT DATE  
PRESS (RETURN) TO ENTER TEXT

(ESC) TO GO BACK

**CALENDAR: CENTER**  
HIGHLIGHT SPECIAL OCCASIONS  
DECEMBER, 1985

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

DONE

MOVE CURSOR TO SELECT DATE  
PRESS (RETURN) TO ENTER TEXT

(ESC) TO GO BACK

Besides just creating a calendar, Print Shop Companion lets you add notes to each date. You can get a pretty good-sized memo on each date, because the program uses a small type style. You can have up to 8 lines per day with up to 14 characters each. However, you are not given the option to change the type style of the memo text.

The weekly calendar option may be more useful for some people, since not everyone plans everything a month in advance. This option lets you have up to 4 lines of 30 characters each.

Unlike other parts of both Print Shop and Print Shop Companion, the calendar option lets you save the finished product to disk, so that you don't have to recreate a calendar each time you want to change one little part. You can load one that's already made, and just edit it. Unfortunately, there is still no way to preview a design before printing.

There are still some problems in Print Shop which have not been addressed in the Print Shop Companion. For example, nothing has been done about the inability to preview a design before it's printed. But I'm sure that this would probably be such a major change in the Print Shop program that it's perhaps too much to expect.

Another problem which might have been fixed is that all the borders, fonts, and graphics still use an odd system of storage on the disk, instead of the normal Atari DOS format. Without Print Shop companion, there is no way to transfer either borders or fonts from one disk to another, or from one system to another. Now, Atari users of Print Shop have gotten around this problem with the Graphics with public domain (in some cases) conversion programs which convert them into regular DOS format and back, but it may take a while for the same thing to happen for the borders and fonts. I don't know if the versions of Print Shop and Print Shop Companion for other computers share this problem. I do know that when the first public domain Print Shop graphics converter program appeared, there was a sudden flood of new original graphics appearing in Atari user group libraries and BBS systems everywhere. Print Shop probably owes at least some of its success to this, since lots of people who didn't have the program yet saw plenty of reasons to get it.

All in all, Print Shop companion offers a very good value for users of Print Shop. Be warned of one fact: this program requires you to already have the original Print Shop program. Except for the calendar option, everything in the Print Shop Companion is designed to enhance the operation of Print Shop, and is of little use by itself.

**JUNE 1987**  
VACATION TIME

MONDAY 1	SLEEP, SLEEP, SLEEP
TUESDAY 2	SLEEP, SLEEP, SLEEP
WEDNESDAY 3	SLEEP, SLEEP, SLEEP
THURSDAY 4	SLEEP, SLEEP, SLEEP
FRIDAY 5	CARTOONS, SLEEP, SLEEP
SATURDAY 6	SLEEP, SLEEP, SLEEP
SUNDAY 7	SUMMERTIME #TRY#

**APRIL 1988**  
APPOINTMENTS & DINNER PARTIES

TUE	WED	THU	FRI	SAT
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30



# The PS INTERFACE

by Steve Fishbein  
(from PACE World July '86)

PRINT SHOP INTERFACE from Xlent Software contains routines which bridge Print Shop with Xlent's Typesetter program, as well as some utilities for Print Shop data disks.

Print Shop Interface is divided into three parts — a font maker, a graphics converter and a font converter. The graphics converter permits conversion of a Typesetter icon into a Print Shop icon, which had not been possible with other utilities. The converter also allows changing an uncompressed picture into the Screen Magic format of Print Shop. The program also has some additional conversion routines which had been available previously.

The PS Interface has utility routines that work with Print Shop icon disks. I was finally able to delete some bad files that would not load. The rename command also solved the problem of duplicate file names on the same disk. Because the program could only

load the first of two files with an identical name it had been impossible to recapture the other. Renaming the first file ended that dilemma. PS Interface also has a directory that reads the Print Shop Data Disk.

The font maker has features in common with the (Broderbund) Print Shop Companion's font creator, but also provides the ability to change a letter character into a picture. I look forward to exploring this feature in the future because it allows use of more than one graphic in a printout (outside of running a sheet through twice).

Finally, the PS Interface font converter takes Print Shop fonts and converts them to Typesetter fonts. What this means is that the Print Shop font can be made in four sizes; big, small, tall, and fat when reproduced with Typesetter.

USE PRINT SHOP FONTS & GRAPHICS WITH TYPESETTER

Xlent Software

USE 8 FONTS IN 4 SIZES

VARIETY

BIG SMALL TALL FAT



# Expo! Expo! Read All About It!

by Jim Hood

Since the middle of June, while President Reagan has been convincing Congress that we need to support more mercenaries and terrorists in Central America, I've been blissfully working with Bob Barton, members of ABACUS, BAAUG, DACE and COAST and Sandi Austin, of Atari, on the upcoming **Northern California Atari Expo**. My how time flies when you're having fun.

The **Expo** is scheduled for September 20 and 21 at the San Jose Convention Center, at Park and S. Market in downtown San Jose. Doors will be open from 10:00 to 5:00 both days.

This event should turn out to be even more fun than the West Coast Computer Faire. For one thing, you won't have to trash through tons of IBM PC stuff before you find something interesting. And some of the same personalities that made the last West Coast Faire so newsworthy are on the schedule for this **Expo**. Among them will be the ever popular Bill Wilkinson, the enigmatic Tramiels (enigmatic because we're not sure which ones will be there), David Small and Joel Rosenblum of MacCartridge fame and me.

In addition we have Tom Hudson flying in from Kansas to demonstrate Degas Elite, Gary Yost driving down from 'Frisco with his LED 3-D glasses to show CAD-3D in actual 3-D, our own David Beckemeyer slipping in from Oakland with his concurrent processing, multi-user and multi-tasking systems which, so far, Atari doesn't seem to realize exist, and to tie it all together, John Demar will be jetting out from New York state to show off the Local Area Network from QMI.

Meanwhile, for the musically minded, George Gabourey, of ABACUS, will be assembling a bevy of musicians to perform on the Monster MIDI Machine with equipment and software provided by Hybrid Arts and Electronic Music Publishing House among others. This alone should be worth the \$5.00 admission price.

Of course members of the SLCC will be able to order tickets from Bob Barton (and the other executive officers?) for only \$3.00 if they act soon enough. And, naturally, we will try to have tickets and/or discount coupons available at your local Atari retailer (if you can find him).

You might want to buy some extra tickets and turn in the stubs to enter the **Expo Raffle**. We will be giving away at least one Atari 520ST system and maybe more, if we can afford it. Raffle winners need not be present to win, but if you also want a chance at the many door prizes being donated by various exhibitors, you will have to be there.

For you old time Atari fanatics we will have the Atari Museum of rare hardware.

Atari is working with User Groups around the country to organize these fairs, after their success with this type of venture in Great Britain. The initial domestic show was held in Los Angeles on August 15 and 16 and was a big success.

As with the L.A. show, exhibitors can sell their wares to the public at their own booths and at those of participating retailers. If the L.A. show is an indication of the bargains that we will have here, you will want to bring your checkbook and pickup truck (as well as your wife and pink slip).

If you are in the mood for volunteering, call Bob about jobs at the **Expo**. Or call Jerry Telfer about working on the *Journal*. Or call your Local Recruiting Agent or the CIA about jobs in Nicaragua. Or your Libertarian Party about getting us out of Nicaragua.



## \*\*\* TOP SECRET \*\*\*

At a recent Northern California Atari Expo committee meeting Neil Harris, of Atari, asked which computer dealers had been contacted about the **Expo** and said that Atari would prefer to let all the area dealers have a chance to reserve the six or so spaces we hope to have available for retail dealers.

The committee said "OK" and a couple of days later I called Atari to get a dealer list so that I could mail information to them about participating in the **Expo**. I was told at that time that the dealer list was confidential and Atari might prefer to print the mailing labels themselves. I figured that was all right until another couple of days had passed and it finally dawned on me that maybe one of the reasons people are always complaining about the lack of Atari dealers is because Atari won't let anyone know who their dealers are.

The July, 1986 issue of *MicroTimes* featured articles on Atari and the Tramiels. On page 45 they quote Sam Tramiel as saying "We're not great marketers. We make a very good computer for a very low price. Marketing is not our forte. We're trying to get better at it." So take heart, we may yet find out who our dealers are.



# SEPTEMBER 1986

## SAN LEANDRO COMPUTER CLUB

SUN

MON

TUE

WED

THU

FRI

SAT

	<b>1</b> <b>LABOR DAY</b> HOLIDAY --- ALL DAY	<b>2</b> <b>MAIN MEETING</b> GUESTS: FROM O.S.S. 8 PM-S.L. PUBLIC LIBRARY	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>8</b> <b>ST SIG</b> 8 PM CALL BOB: 352-8118	<b>9</b> ASSEMBLY SIG 8 PM CALL FRANK: 471-8133	<b>10</b> EXECUTIVE BOARD MEETING 8 PM CALL BOB: 352-8118	<b>11</b>	<b>12</b> <b>JOURNAL DEAD-LINE</b> CALL JERRY: 233-9158	<b>13</b> <b>M SIG</b> 8 PM CALL PHIL: 351-2208
<b>14</b>	<b>15</b>	<b>16</b> ATR8000 SIG & BBS SIG 8 PM CALL MIKE: 482-5061	<b>17</b> BASIC SIG 8 PM CALL GUY: 582-5561	<b>18</b>	<b>19</b>	<b>20</b> <b>ATARI EXPO</b> SAN JOSE CONVENTION CENTER 10AM - 5PM
<b>21</b> <b>ATARI EXPO</b> 10AM - 5PM LAST CHANCE!	<b>22</b> ST SOFTWARE SIG 8 PM CALL BOB: 352-8118	<b>23</b> PASCAL SIG 7PM CALL MIKE: 570-7478 VIP SIG 8 PM CALL CHUCK: 632-1367	<b>24</b>	<b>25</b> C LANGUAGE SIG 8 PM CALL BOB: 352-8118	<b>26</b>	<b>27</b>
<b>28</b>	<b>29</b>	<b>30</b>				



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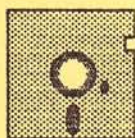
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# BACK-TO-SCHOOL FLOPPY

BY THE DYNAMIC DUO

September is here, and unfortunately this month has just been reinstated into our vocabulary. For three glorious months, this landmark month of back-to-school nightmares has been the farthest thing from our minds... until now! But, enough of our problems, let's get on with the disk!

This month, we've created a masterpiece of *diskology* (*The science of making disks-of-the-month*)! First, in the gaming department we have fast action joystick-breaking fun! Strap yourself to your chair and crazy-glue that joystick to your hand, it's time for a BLAST! One of the hottest public domain games in a Looooong time! Next, relive the adventure of Disney's "TRON" with TRACER! -- another Tom Wells hit! Think you hotshots can handle a lightcycle? Now's your chance, but you have three friends who want to prove otherwise! As someone said on Compuserve, "If this was a little flashier, Electronic Arts would buy it!". Next up is the challenge of Troll Wars! Another visually pleasing game from Steven Brimm. With your gaming skill and cunning, your job is to put the trolls in their place! You and your firebutton will love this one! Tired of just sitting and watching TV game shows? Is it too hard to join in when they are insulting your intelligence by flashing the answer on the screen? Never fear, now you can spend an evening with Pat Sajak and Vanna White.. yep, it's WHEEL OF FORTUNE! Warning, this game is addictive! Phrase-solving at its best!

"You mean I get ALL these great games on ONE disk?" That's right! Now how much would you pay? Don't answer! Because we're not even halfway done yet! The Utility Department is right around the corner!

In the marketplace of wordprocessors, one stands out.. Letter Perfect! Just one catch.. the files aren't compatible with standard text files! Not anymore! This handy utility converts standard text files into Letter Perfect files! Now you can print and edit all those doc files! But wait, there's more! Writing a game? Character graphics is the way to go.. and this CHEDIT will give you a helping hand! This lets you redefine characters, make

whole screens with the characters, and even ANIMATE them! No other utility does all this! With CHEDIT and last month's TOUCH EDIT, you've won half the battle!

What? Still not satisfied? Don't buy an ST! The \$500 dream machine is good, but not THAT good! It's finally here: Graphics Operating System (G.O.S.)! You guessed it, an 8-bit GEM! Your Atari never looked this good! Supports all DOS commands, views text files, customizes its own desktop, names disk drives, drop down menus, EVERYTHING! The list goes on and on! Fully joystick/mouse driven! This program is a real gem! (Ha ha, very punny!)

Wait, where are you going? We're not done yet! We still haven't mentioned CODEBUSTER! The machine language utility that does it all! Dissassembles, loads boot sectors, examines, searches, writes.. and more! Take control of your ATARI! Oh yeah, having trouble with using your SG-10 and PaperClip? As a bonus, there is a custom printer driver on here for your trusty SG-10 to end your worries! Sick of searching through disks for one measly file? This next file will definitely help! The Directory Alphabetizer reads any directory, and rewrites it in alphabetical order for easy referencing! This program has been tested under the most rigorous conditions... with the full 64 entries and even on a hard disk!

And if you're eaten alive with RAMdisk envy because your 800XL won't let you use D8: there is a utility to create a 101 sector RAMdisk in that 16K that you never usually get to see. (Instructions for use in this month's JOURNAL.)

Now how much would you pay? You get the games, the utilities, and of course a few graphics demos! But we have to leave something to show you at the meeting right? Right! Imagine, all this for the incredibly low, low price of a measly 5 bucks!

If a bargain this good comes along again, you'll know because Hell will have frozen over, the moon will be blue, and donkeys will fly! Your mission, should you decide to accept it.... Buy the disk! We're counting on you.. good luck.



## 19 Second Boot Time

# Putting Synchromesh Into High Gear

by Richard Q. Fox

(Copyright 1985 by Richard Q. Fox)

The INDUS GT disk drive for the Atari is capable of reading data at two to four times the speed of other disk drives. However, the software supplied with it takes so long to load in any advantage is lost. This article describes a procedure for making a boot-load Synchromesh disk for the INDUS which loads in just a few seconds. This makes Synchromesh more practical.

The Synchromesh software is supplied as part of DOS XL 2.35I. In order to engage Synchromesh, you must boot DOS XL. This load takes about 50 seconds, or enough time to raid the refrigerator and still be back before the beeps and chirps have stopped. Once loaded, Synchromesh reads disk files very quickly. For example, a 204 sector file loads in 17 seconds. By contrast, DOS 2.0 boots in eight seconds but requires 56 seconds to load that 204 sector file. Now, it might seem as if DOS 2.0 is incredibly slow, but if you compare the total boot plus load time of DOS 2.0 against the time for DOS XL, you'll find them about the same ... they're both slow!

The ideal situation, of course, would be to speed up to boot time of Synchromesh so that the boot plus load time is reduced. The steps that follow reduce the Synchromesh boot time from 50 to 19 seconds.

Here is the list of tools you'll need to create your speedy Synchromesh disk:

1. Two blank disks.
2. The DOS XL System Master Disk with Synchromesh.
3. A utility capable of modifying single bytes on a disk sector (DISKSCAN, OMNIMON, etc.)
4. To speed up the boot process, an optional step requires the Archiver/Editor Chip or Happy Copier.

Step one is to boot the DOS XL system disk; this is the 50 second refrigerator break boot, so go enjoy an apple while you wait. Next, type I while the DOS XL disk is still in the drive. This is the "Initialize disk" command. Insert the first blank disk in place of the system disk before you type "1" to "Format disk only." When formatting is complete, type "4" to "Reformat Boot Tracks Only." This is followed by "3," "Write DOS.SYS Only." The last step in this sequence

is "5," "Return to DOS XL."

While this disk is still in the drive, type X" for the "Xtended Command." Type in the following when prompted for the command: TYPE E:STARTUP.EXC.

This allows you to create the startup file. When you hit return, the screen goes blank. Type in the following:

```
NOSCREEN
GTSYNC ON
DO CARTRIDGE:RUN "D:MENU.BAS"
SCREEN END
control+3 (ATASCII EOT)
```

This takes you back to the main menu. Swap back to the DOS XL disk. You now need to copy two files from this disk. Press "C" for "Copy Files." Then copy GTSYNC.COM from the system disk to the disk you just wrote "STARTUP.EXC" to (answer the single drive question with a "yes" response and follow the screen directions). Repeat this same procedure to copy "DO.COM" to your disk. The next step is to reduce the number of drives checked by Synchromesh. At this point boot your utility for modifying disk sectors. Use the utility to find the starting sector of the GTSYNC.COM file (probably 3AH or 58 decimal). Modify byte 3A of the second sector of GTSYNC.COM to be one more than the number of drives you want to check for on boot. For instance, if you want to check for the presence of two drives, replace 09 at byte 3AH with 03. Now write your modification back to disk using the utility. At this point, Synchromesh will boot in 27 seconds. The next step is optional, using it will cut another eight seconds off the boot time. This step involves reformatting tracks 0,1,2,3, and 4 using the Archiver/Editor Chip or the Happy Enhancement to do the job.

First use DOS XL to format the remaining blank disk and use the "I" command to initialize the disk with DOS XL (same as before). Be very careful not to wipe out all your work to this point by inserting the wrong disk! (You might want to label the first disk "Super Synchromesh" and the second disk "scratch" or "temp.") Finish formatting the temp disk using "Option 5" (you do not have to use options three and four as you did in creating "Super Synchromesh"). Boot in your sector copier utility and copy tracks zero

...see page 11



## More Than A Clone

# A Visit With the PrintMaster

by Mike Fulton

(from ACAOC OrnJuce, Aug. '86)

PrintMaster, a new printer graphics utility program from Unison World, is now available for the Atari ST. PrintMaster allows the user to create banners, greeting cards, calendars, and more, using different border and text styles and graphic images. The program is also available for IBM-PC and compatibles, Apple II series, Commodore 64/12, and CP/M machines (no on-screen graphics in CP/M version).

When I first saw PrintMaster on the Atari ST at the Las Vegas COMDEX show last November, I thought: it's a nice Print Shop clone. Print Shop, from Broderbund Software, is one of the most successful personal computer programs ever published. I don't know which came first, so perhaps PrintMaster has been out longer. But regardless, this is the same thing that many others will first think.

I'll compare PrintMaster with Print Shop at times, so let me say that I'm only familiar with the 8-bit Atari version of Print Shop. Other versions may have additional capabilities.

When you load PrintMaster, you get a main menu. From here you can set up your printer, exit the program, or do any of several different types of printout. You can make greeting cards, signs, calendars, stationery, and banners. There is also a graphic editor for creating your own graphics images. These are the same choices that Print Shop gives, with the exception of the calendar. Instead, Print Shop lets you create a kaleidoscope-like design with letteringm K Graphic Magic. Personally, I've found the calendar option of PrintMaster to be much more useful.

For an example of using PrintMaster, let's make a simple greeting card. First you choose that option from the main menu, which takes you to a menu where you choose either to design a new card, or either edit or print a previously made card. A card is created in two steps, first the outside, then the inside. You start with a menu showing you eleven different choices for what sort of border you want around the edges of your card. There is a menu choice for loading a border from a different disk, which points to future possibilities. This is an important fact: every item like borders, fonts, and graphic

images can be loaded from either the PrintMaster system disk or a different disk. Print Shop, on the other hand, limits you to the choices on the program disk for everything except graphics images.

After choosing a border, you pick a graphic image. Again, you can choose from either the PrintMaster disk, or a separate disk. Regardless of where the graphics library comes from, each graphic is shown on screen for you to make your choice. After choosing a graphic, you pick one of three sizes for it and its position(s) on the card. After this, PrintMaster again shows its versatility over Print Shop by allowing you to use a second graphic in your card design. Print Shop allows only one graphic per design, be it card, banner, or whatever.

Now it's time to choose a font and enter the message for the front of the card. There are 8 different fonts on the PrintMaster system disk. Each varies a bit in size, so some will allow more characters per line than others. You are then asked to enter the text for each line of your message. Since PrintMaster allows you to change fonts on each line of your message, the number of lines, and their length, is decided by the combination of fonts you use. The message is not shown on screen in the chosen font, however. You can also choose between five different textures (solid, 3-D, outline, rain, and checker), and two different sizes for your text. Choosing the rain texture puts little lines across your text, you know ... like rain! The checker texture prints your text in a checkerboard format.

At this point, you are asked to design the inside of your card. This part proceeds exactly like doing the front of the card. When you are done, you are given the choice of printing your design, saving the design to disk, printing a mirror image of your design (for things like T-shirt transfers), testing your printer set-up, or exiting to the main menu. I really like the save design choice. Print Shop, by contrast, doesn't allow you to save a card design for later use.

Unlike Print Shop, PrintMaster lets you see what your design looks like before you commit it to paper. When you choose to print



your design, it first draws it on screen for you to examine. When it is done, you can either go ahead and print it, or go back and make any necessary changes. This saves a lot of time and paper, since a design can be drawn on screen much faster than on paper. The image is sometimes slightly out of proportion, being taller than it should be, but otherwise everything is correct. This is great for making sure that things don't accidentally overlap, and it works for every kind of printout, from banners to greeting cards.

The other functions of PrintMaster are similar to the greeting card option. Each loads borders, fonts, and graphic images in the same manner, and each lets you see the design on screen prior to printing. But there are some differences. The calendar option, for example, allows you to enter notes for special dates. It also allows you to print either a one month or one week calendar. The one week calendar allows more detailed notes than the one month calendar, and can be quite useful for many things. If you're on a diet, you could plan out your meals a week in advance.

Unison World has also released a series of Art Gallery disks for use with PrintMaster, containing additional graphics images. I hope that we'll also see some additional fonts and borders in this way soon. Some more enterprising individuals may take note of the fact that PrintMaster uses the same size matrix for graphics images as Print Shop. So it might not be too difficult to convert Print Shop graphics into PrintMaster libraries.

PrintMaster doesn't use the ST's GEM interface. This is probably due to its heritage from the other computer systems for which it is available. Although its menu-driven design makes PrintMaster very easy to learn and use, there is no way around all the menus.

About the only complaint I have about PrintMaster is that it can sometimes be tedious to change one little part of a design. For example, let's say I've made a greeting card, and when I preview the design at the print menu, I decide the graphic I've chosen isn't quite right. Now I've got to slowly tread back through several menus to get to the one for the graphic images. After making my change, I've got to go back again through all the menus until I get to the print menu. This can be quite annoying when a number of small changes must be made to get a design just right. I can't help thinking that this might be improved by using GEM's drop down menus for

getting user choices.

The manual shows all the different choices for designs, and also shows each choice for the borders, fonts, and graphics images. There are a few things which are different in the ST version than what the manual says, but the package included a note about users receiving an ST version of the manual if they send in the warranty card along with the note.

PrintMaster supports just about every graphics printer which I've ever heard of, but you should check before buying, just in case. Even if your printer isn't one of those listed, it may work if it's a "compatible" printer with one listed.

One thing to keep in mind is that PrintMaster is copy protected. Furthermore, it looks for the copy protection only on the drive from which the program is booted. This means that putting PrintMaster onto a hard disk is out.

PrintMaster helps to fill a gap which existed in the ST software line-up. It's much, much faster than the 8-bit Atari version of Print Shop, and it's easy to use. It supports many different printers, and is very versatile. Although it's not aimed at the business user, I suspect that like Print Shop, PrintMaster will find many uses in the creation of ad copy for small businesses. Home users and schools will love it too.

#### Super SYNCHROMESH from page 9 ...

through four from the "Super Synchronesh" disk to the "temp" disk (sectors 0 through 89). Boot your Archiver or Happy software and set it up to process tracks zero through four only. Insert the "Super Synchronesh" disk in the drive. Use the formatter feature and set the sector layout to the following sequence: 11 0F 0D 0B 09 07 05 03 01 12 10 0E 0C 0A 08 06 04 02. Format tracks zero through four then reboot the sector copy utility and copy tracks zero through four from the "temp" disk to the "Super Synchronesh" disk.

Your "Super Synchronesh" disk will now boot in 19 seconds. The STARTUP.EXC file that you created transfers control to BASIC and runs a program called "D:MENU.BAS." You can change this file to meet your needs.

To use your new "Super Synchronesh" disk, your best bet would be to write protect this copy and use Archiver or Happy to make future copies. Adding your software to these copies gives you fast "boot and go" disks.



MINUTES  
General Meeting  
August 5, 1986

Meeting called to order at 8:00PM by President Barton with about seventy five members in attendance.

The president appointed Jim Hood to act as treasurer for the evening.

There followed considerable discussion on the ATARI EXPO which has been scheduled for September 20 and 21 at the San Jose convention center. This expo which the area user groups including the SLCC are putting together in conjunction with ATARI is rapidly taking shape. ATARI will of course be the largest attraction and they are planning to have both eight and sixteen bit machines at the EXPO. There has not been any information on what new equipment if any that will be shown. Tickets are priced at \$3 for advance sale to club members and will be \$5 at the show with the usual \$1 off coupons available.

Program chairman Dick Scott introduced the speaker for tonight, the well known writer and programmer DAVE PLOTKIN who demonstrated a disk full of ACTION! games that he had written. Included on this disk were Fruit Loops, Surface, Sneak Attack, Amazing and others. Dave also demonstrated one of his latest programs, MINIATURE GOLF, which is being packaged and sold by XLENT Software. Miniature Golf includes the golf game itself as well as a construction set so you can expand on the game, make your own screens, holes etc.

Software co-chairman Cliff Schenkhuizen with assistance from Jerry Telfer demonstrated the disks of the month which included the regular disk as well as two special disks. The first of these specials is TOUCH EDIT a character set/player missile graphics editor. The second disk is a program library of all the club's 8/bit public domain software.

After a short break during which tickets for the printer raffle were sold the meeting was resumed, with Jerry Telfer demonstrating the new disk-based magazine ALADDIN. Following this demonstration the all important raffle was held. The raffle prizes were an 825 printer and also a copy of ALADDIN magazine. And as promised one of our members went home with a \$1 printer.

There followed a short general bull session on the latest gossip rumors etc. With that the meeting stood adjourned at 9:55 PM.

Respectfully Submitted  
Jim Moran,  
Secretary

### End XE Envy

## Give Your 800XL A RAMdisk

Getting a ramdisk on a 64k XL:

- 1) Boot with DOS 2.5 and BASIC
- 2) POKE 1802,PEEK(1802)+128
- 3) Type DOS and hit return
- 4) Write DOS using "H" function

Now you are ready to use your ramdisk. For some reason, binary loading RAMDISK.COM is unnecessary on the XL's. Running the BASIC program will create an AUTORUN.SYS file that will automatically format the ramdisk (D8:), so you won't have to go to DOS and do it manually.

Remember, the ramdisk only has 101 sectors. If you go over that the whole ramdisk will mess up.

```
0 REM *****
1 REM *          FORMAT D8: AUTORUN          *
2 REM *          FOR XL RAMDISK              *
3 REM *          BY LARRY NOCELLA            *
4 REM * PUBLISHED BY ATARI COMPUTER          *
5 REM * ENTHUSIASTS (N.S.W.)                *
6 REM *          DECEMBER 1985               *
7 REM * REPRINTED FROM BETWEEN BYTES*      *
8 REM *          OCTOBER 1985                *
9 REM *****
20 OPEN #1,8,0,"D:AUTORUN.SYS":TRAP 50
30 READ X:IF X=-1 THEN 50
40 PUT #1,X:GOTO 30
50 CLOSE #1:END
100 DATA
255,255,0,96,43,96,162,32,169,254,157,6
6,3,169,39,57,68,3,169,96,157,69,3
110 DATA
169,0,157,74,3,157,75,3,32,86,228,173
120 DATA
10,7,24,216,105,128,141,10,7,96,68,56,5
8,155,0,224,2,225,2,0,96,-1
```



# Long Division With a Short Program

$$\begin{array}{r} 7 \overline{) 595} \\ 49 \phantom{0} \\ \hline 105 \phantom{0} \\ 70 \phantom{0} \\ \hline 35 \phantom{0} \\ 35 \\ \hline 0 \end{array}$$

$$\begin{array}{r} 7 \overline{) 595} \\ 49 \phantom{0} \\ \hline 105 \phantom{0} \\ 70 \phantom{0} \\ \hline 35 \phantom{0} \\ 35 \\ \hline 0 \end{array}$$

(reprinted from our friends at the Australian Atari Gazette, Melbourne)

LET ME SEE...IS 85 THE RIGHT ANSWER?

```
1 REM [OK] -- DIVISION
10 K=0
20 OPEN #1,4,0,"K:"
100 Y=INT(8*RND(0)+2)
110 Z=INT((800*RND(0)+100)/Y)
120 X=Y*Z
125 TRAP 125:GRAPHICS 0:SETCOLOR 4,9,4
```

```
130 POSITION 21,2:?"_ "
140 POSITION 18,3:?"Y;" ) ";X
150 IF Z>=100 THEN 550
160 POSITION 22,1:?" ";
170 GET #1,Q1:Q1=Q1-48
180 IF Q1<0 OR Q1>9 THEN 125
190 REM DISPLAY ROUTINE FOR Z < 100.
200 ? Q1:POSITION 22,4
210 S1=Q1*Y:IF S1<10 THEN POSITION 23,
4
220 ? S1:POSITION 22,5
230 ? " ":POSITION 22,6:?" ";
240 GET #1,S2:S2=S2-48
250 IF S2<0 OR S2>9 THEN 125
260 ? S2:POSITION 24,6
270 A1=X-S1*10-S2*10
280 IF A1<0 OR A1>9 THEN 520
290 ? A1:POSITION 23,1:?" Q1;
300 GET #1,Q2:Q2=Q2-48
310 IF Q2<0 OR Q2>9 THEN 125
320 ? Q2:POSITION 23,7
330 S3=Q2*Y:IF S3<10 THEN POSITION 24,
7
340 ? S3:POSITION 23,8
350 ? " "
360 ANS=10*Q1+Q2
370 ? :?"LET ME SEE...IS ";ANS;" TH
E RIGHT ANSWER?"
380 FOR A=1 TO 200:NEXT A
390 IF ANS=Z THEN 450
400 ? :?"I DON'T THINK ";ANS;" IS QUI
TE CORRECT."
410 FOR A=1 TO 300:NEXT A
420 GOTO 125
450 ? :?"YES, I THINK ";ANS;" IS CORR
ECT."
460 FOR A=1 TO 300:NEXT A
```

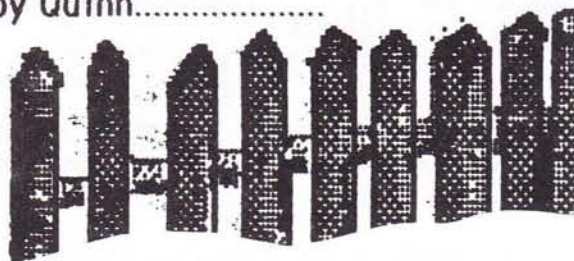
```
470 K=K+1:IF K<10 THEN 100
480 ? :?"OK, THAT'S TEN DIVISION PROB
LEMS."
500 FOR A=1 TO 500:NEXT A:RUN "D:MENU"

520 ? :?"I THINK WE HAVE A PROBLEM.
":?"LET'S START OVER."
530 FOR A=1 TO 500:NEXT A
540 GOTO 125
550 REM DISPLAY ROUTINE FOR Z > 100
551 POSITION 21,1:?" ";
552 GET #1,Q1:Q1=Q1-48
553 IF Q1<0 OR Q1>9 THEN 125
560 ? Q1:POSITION 22,4
570 S1=Q1*Y
580 ? S1:POSITION 22,5
590 ? " ":POSITION 21,6:?" ";
600 GET #1,S2:S2=S2-48
610 IF S2<0 OR S2>9 THEN 125
620 ? S2:POSITION 23,6
630 A1=INT((X-S1*100-S2*100)/10)
640 IF A1<0 OR A1>9 THEN 520
650 ? A1:POSITION 22,1:?" Q1;
660 GET #1,Q2:Q2=Q2-48
670 IF Q2<0 OR Q2>9 THEN 125
680 ? Q2:POSITION 22,7
690 S3=Q2*Y:IF S3<10 THEN POSITION 23,
7
700 ? S3:POSITION 22,8
710 ? " ":POSITION 22,9:?" ";
720 GET #1,S4:S4=S4-48
730 IF S4<0 OR S4>9 THEN 125
740 ? S4:POSITION 24,9
750 A2=X-(100*Q1+10*Q2)*Y-10*S4
760 IF A2<0 OR A2>9 THEN 520
770 ? A2:POSITION 23,1:?" Q2;
780 GET #1,Q3:Q3=Q3-48
790 IF Q3<0 OR Q3>9 THEN 125
800 ? Q3:POSITION 23,10
810 S5=Q3*Y:IF S5<10 THEN POSITION 24,
10
820 ? S5:POSITION 23,11:?" "
830 ANS=100*Q1+10*Q2+Q3
840 GOTO 170
```



# The Back Fence

.....by Quinn.....



## BLT ON HRY...

Majority of the ST noise lately has concerned the upcoming "blitter chip" from Atari. The blitter (derived from 'blt', pronounced "blit", from an old DG assembly language instruction for "block transfer" - moves a lot of bits around real quick-like) is a custom graphics/screen handling chip that takes the display load off the processor which enhances animation, screen updates and such. The word from those who know such things is that it's *fast* - on the order of five times faster than an unblitted ST.

According to squeezings from the grapevine, the chip will be included with future 1040 revs and will be available as an upgrade for current 1040s. A 520 will be upgradable, but not easily (upgrade requires removing the 68000 processor chip and installing a socket - *shudder*). Upgrading will also require a new set of ROMS (see related item below).

The advantages of blitting for games and CADish programs are obvious, even to me. Not so obvious, but even more significant, are the implications for desktop publishing, design and simulation applications. It will also put more pressure on the Amigatosh and may even position the ST family firmly in business/engineering markets. The determinant factor is whether somebody can get some serious application software out that fits the ST into a work environment. Expect the upgrade by the end of the year, price unknown. You may be able to catch a preview of it at the Atari Expo September 20-21 at the San Jose Convention Center.

## HOW'S THAT AGAIN?

The headline on page 16 of the August 4 Infoworld stopped me cold in my tracks: "ANTIC Prepares 3-D Glasses for CAD Graphics Program." I thought to myself, thought I, "Is this our ANTIC?" thought I. "3-D glasses?" thought I. With visions of red and blue plastic lenses, I sat down heavily and read further. Yes, Virginia, it is our

Antic and it is Tom Hudson's CAD-3D program (distributed by ANTIC). They are not, however, red and blue plastic lenses in a pasteboard frame. The article didn't say what color they are. It did say the glasses use LCD lenses and they will cost \$160 and will be available in January of 1987. They will be "linked" to a 1040ST. Electronic glasses that plug into your computer? (Notice, I said "your" computer, not mine.) Sigh.

## FILE UNDER 'M'...

Meanwhile, over at the Sunnyvale chapter of the New Age Computer and Marching Society (Atari), I hear they have a working wire-wrap model of the EST, the Enhanced ST due for release late this year. Wire-wrap means they are in the pre-prototype development stage - no printed board, no box - just testing to find out how different reality is from the spec.

Word is that Atari has exclusive world-wide marketing rights to Micro-Soft Write, an ST port of Micro-Soft Word for the Mac. Any other Micro-Soft products pending? Windows maybe?

By this time next year, expect a completely revamped Atari product line that looks more like a PC, meaning detached keyboard, inboard drives, expansion slots. Expect it to include multiple Megabytes and a super hi-res color monitor.

## RELATED ITEM (see above)...

While discussing the prospective ROM upgrade for blitting etc, a couple of wags at the August ST-SIG meeting suggested that Apple could buy up the old ROM sets for an ST emulator on the Mac. This probably only makes sense if you're aware of the MacCartridge situation...it's a gadget that lets STs run MacIntosh software and requires Mac ROMs to do its thing. Available Real Soon Now.

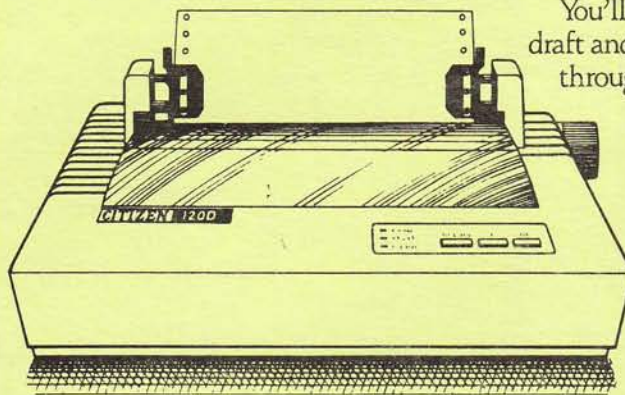
If you have any tidbits, send 'em in. I promise to put your correctly spelled name in the column. Or, if it's a real juicy bit and you don't want anyone to know where it came from, I'll put the name of someone you don't like on it. Also, I'm open to questions. If there's something you want to know about, ask and I'll try to find it out. You can reach me by writing to the JOURNAL or leaving e-mail for me (K. Quinn) on the Village BBS at 415 783-5545.

*"As usual, Quinn, these opinions are entirely yours. If you should be killed or captured, the SLCC will disavow any knowledge of you or your opinions. Good luck."*



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## **BBS Zen Commandments Version 1.1**

Thou shalt not overstay thy welcome.  
Thou shalt not use offensive language.  
Thou shalt not use this BBS system to engage in  
or encourage acts of commercial software  
piracy.  
Thou shalt not use this system to advertise  
products not related to personal computing.  
Thou shalt not have more than one ad online at a  
time.  
Thou shalt not use this system to advertise thy  
business, except by arrangement with the  
SYSOP.  
Thou shalt not log on using silly names, lest the  
SYSOP rise up and smite thee.  
Thou shalt not clutter up the system with  
trivial messages which are not computer  
related.  
If thou art a new user, thou shalt make every  
effort to find out how the system works through  
its built-in HELP functions before bothering thy  
beloved SYSOP.  
Thou shalt contribute software as well as take  
it.

## **September Meeting**

by Dick Scott

Our guest speaker will  
be Mark Rose and/or Bill  
Wilkinson (COMPUTE!  
columnist, INSIGHT: ATARI)  
from OPTIMIZED SYSTEMS  
SOFTWARE, INC. (OSS).

My thanks to David  
Plotkin, for coming to our  
last meeting and  
demonstrating his ACTION!  
game disks.

Be seeing you at the  
next meeting.

**SLCC Journal**

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

Next Meeting:

TO:

SEPTEMBER 2, 1986 8pm  
San Leandro Community Library  
300 Estudillo Avenue  
Guest: O.S.S.

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87/05/08