# SLCC Journal

## Happy New Year from the SLCC
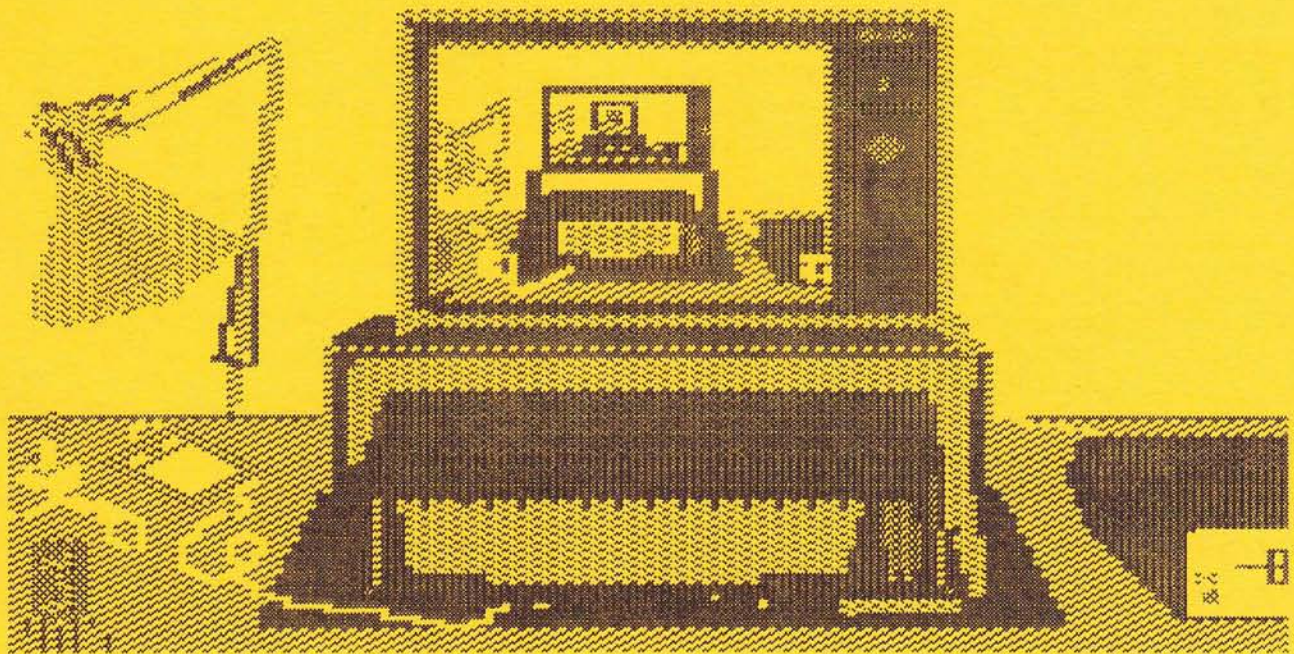
# XF551 hacked to pieces!!!
# Atari and the FBI!!!
# Death, Madness, and More!

*ALL THE NEWS THAT SELLS NEWSLETTERS.....*

# TABLE OF CONTENTS

## OFFICIAL  SLCC  BBS

8/16  KEY  SYSTEM   415-352-5528

16 BIT  STU'S  PLACE   415-782-4402
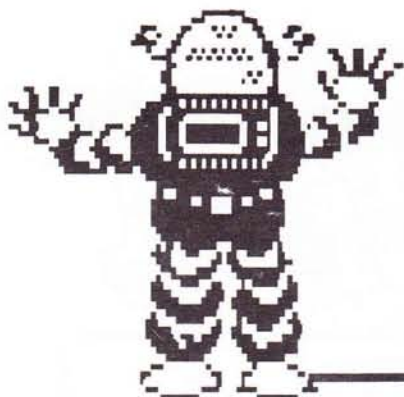
## Newsletter Potpourri

The SLCC receives over 100 newsletters each month from user groups all over the States and abroad. I will attempt to call your attention to some of the interesting articles that either we didn't have room to put into the Journal or they are specialty subjects that not everyone would want to read about. Your "Print Librarian" has these newsletters but you need to call him way in advance to schedule getting them from him. If you had to subscribe to all these user groups to get their newsletters it would cost approximately $20 per group...so you are saving $2000 !!

Remember, all these programs and games are just waiting for you, an **SLCC Club Member** to do an article on them for the Journal.

Chartpak  v 1.0-$49.95  Mono or Color
**ST**   Abacus Software
          (graph development)
          Cin'tari Newsletter, Dec '87

Awardware    $11.97 from High Tech
              Expressions. awards, lic-
**8 BIT**   ences, certificates.
              NOAUG Newsletter , Nov '87

The Expander $49.95  by Synergy
              Concepts, new operating
**8 BIT**   system for theXL/XE.
              NOAUG Newletter, Dec. '87

Empire    by Interstel Corp.
          (War game of the Century)
**ST**   Status Newsletter, Nov-Dec'87

Tenth Frame Bowling ,
          Hard Copy newsletter
**ST**   Nov '87, page 11

"How To Build An Atari Robot"
          from a robot "toy" to the Radio
**ST**   Shack "Armitron".
          R.I. ACE Reporter newsletter
          Oct. '87

"My First Robot"  JACG newsletter
          Nov. '87 , p.16

Star Struck
**ST**   The Astrologer Program
          CIA ROM  Dec. '87 p.3

FLOPPY DISK RESURRECTION
What to do after you spill tea all over
          your 5 1/4 " disk.
**8 BIT**   The Acorn Kernal
          Nov. '87, p.18

**JK**

---

## New Music Sig

Terry Abbott "conducts" our

new music group every 3rd

Tuesday of the month at

# 7:30 P.M.

call him at 562-4526

Mr. Kringle was asking me who wrote an article for the Journal this year...
Did I mention your name?
(it can't hurt)

For those who are too old to believe in Santa, how about a free copy of De Re Atari for the first two contributors that request them? I have a couple of new copies that I'll put up as freebies, in lieu of the normal monetary stipend. (and you didn't believe in Santa...)

Ed.

# Will the ST Survive?

(Reader's comments, on this question and the following article, would be gladly received)

**Akila J. Redmer**
V.P. Software Development
Interactive Softworks

### Is the Atari St Dead?

When I first became involved with micro computers in the late 1970's, I knew that this was where I belonged. After a few years of programming on S100 bus machines, I managed to save up enough money to purchase my first computer, an Atari 800, serial number 418. It still runs as good as new. (I play M.U.L.E. on it all the time.) My disk drive didn't even have an analog card or a data separator and I also used a 410 recorder. When the ST came out, I bought one more out of product loyalty than anything else. Even though I now own over a dozen different computer systems, I belong to only one user group, an Atari users group. I have my roots there.

When I came on to Interactive Softworks as their new head of the entertainment division, they had just released the highly successful 'Calligrapher' for the Amiga. It is now an Amiga standard and portions of the program are licensed to Commodore- Amiga for their new Workbench 1.3. My division immediately took on several projects geared for release on the Atari ST, Amiga, Macintosh and IBM computers. One of our products was recently demonstrated at a local DACE User group meeting.

Not long after that, my boss dropped a bombshell in the lab. He had just finished talking to two of the American companies that distribute Atari ST software. They informed him that they were going to stop distributing the Atari ST line because they could not generate enough orders for the software.

Their rational is that Atari ST software is as rampantly pirated as the old 8-bit software has been in the past. They attribute this to the natural migration of 8-bit owners to ST owners and to their psychological profiles. They seem to believe that Atari ST owners are people that are too cheap to purchase Amigas. In turn they are also too cheap to purchase software. Although I strongly disagree with this view (maybe more out of my heart than anything else), it did start some wheels spinning in my head.

Faced with the possibility of losing the ST versions of some of my projects, I began to frantically research this 'myth'. Here are some of the things I found.

Since the distributors claim that there is a lack of orders compared to those for Amiga software, I thought it would be interesting to see what software dealers had to say.

B & C Computers, a very reputable Atari Software dealer in the Bay Area, claims that many of their orders are back-ordered and that distributors do not stock enough Atari software. Atari dealers in general seem to feel that distributors are not pulling their weight.

But is this where the problem really lies? One look at the source of the software and who buys it shows another much larger web of intrigue in the industry.

One topic that often came up at several development houses is related to Atari Corp.'s support for software developers or lack thereof. Apple Computer and Commodore-Amiga both have much more active developer programs than Atari does. I don't think that this is due to a lack of intent on Atari's part. No computer company is going to shun its developers. A computer is only as good as its software. The real problem may lie with organization. It takes Atari far longer to deliver a product once it is ordered than Apple and Commodore do. (Note: This assumes you are paying the extra 3% shipping on Apple computers.) This lessons the developer's conception of company support. Technical information is also harder to get. But once again this is probably due to a lack of staff and not intent. Commodore's BBS and developer hot- line have been very helpful to many developer's.

Realistically it is reasonable to assume that software developers in general do not

*(continued from previous page)*

support Atari computers as strongly as they do others, but this should not significantly influence the market. Software companies are run by business men, not programmers. A decision is made to publish a product for a specific machine based on the likelihood that it will be profitable.

That brings us to another common view. I have discovered a strong belief by the marketplace that Atari ST software is generally over-priced. Why should someone pay fifty dollars for a game when they can download it from a local bulletin board. If high quality Atari ST software were priced at $20 to $25 then the market would be inclined to purchase the product.

When taking a closer look at pricing, it is revealed that the Atari ST line of software is priced the same as the Macintosh and the Amiga lines. When looking through the Electronic Arts price list published in the current issue of Farther Magazine, it shows that the most common price tag for an ST product is 49.95. The IBM price is 39.95 while the Apple II is 34.95 and the Commodore 64 is down to 29.95

Should Atari ST software be priced equally to the Amiga and Macintosh? Maybe not, because Atari ST owners are more likely to be cost conscious. Now if we want to see prices lowered for ST products, we will have to convince the executives of software companies. That may be hard to do considering the costs of publishing.

Here are some facts about software publishing. The software publisher must sell his or her product to a distributor at forty percent of the list price. If a product lists at 19.95, the publisher will receive eight dollars. It costs about five dollars a unit to package a game for the Atari ST. The most expensive portion of the packaging is the box and the diskette. A four color run of a box will cost about one dollar in quantities of 10,000. Disks, including duplication, cost about $1.25. Other serious costs include the manual, shrink wrapping and storage. This leaves approximately three dollars for company overhead, programmer royalties, artist royalties, designer royalties, advertising, and profit.

When prices for software products are lowered, it is the programmer that suffers the most. Unfortunately they end up getting a smaller piece of the pie. The business man always looks at packaging as a fixed cost, no matter what the price of the product is.

Now what does the programmer have to say to this?

Well, this is where I think I made an interesting discovery. It turns out that Atari ST programmers are very sensitive about the quality of their creations. The Atari market is often criticized for its lack of quality products. There may actually be a tangible reason for this.

It turns out that Atari Corp put a large pair of handcuffs on its developers when it released a machine that had both single and double sided disk drives. Because of the prominence of lower capacity drives in the Atari market, software is limited to being published in this format. The programmer is now presented with a serious boundary. Does my program require more than one disk?

The business man that is running the company will often answer this question for the programmer. Because of the significant cost of 3 1/2 diskettes in the world today, an Atari ST version of a product is limited to half of the space available for the same product on the Amiga computer. Oh, oh??

Because the difference between the cost of single sided versus double sided disks is non-existent in larger lots, it costs twice as much money to store Atari software than it does Amiga software. (Plug that extra disk into the formula above and then try to convince a business man to publish for the ST.)

This may very well have been a serious mistake on the part of Atari Corp. A product like Marble Madness requires only one disk on the Amiga but comes with two on the Atari.

Now let's see what we have here:

The distributors say that the public doesn't buy ST programs like they do Amiga programs.

The public says that ST products are over-priced.

Programmers say that they can't make full use of the machines powers, being limited to a 400K disk.

The publisher says that it costs too much to develop programs for such a weak market.

And your poor project manager has to convince his boss to publish for his favorite computer.

Well, I don't know the answer to this dilemma. If I did, I'd be President of Atari. I hope you get a little more insight into the opposing views and can make a conclusion on your own. I have convinced my boss to publish two products for the Atari ST. They will be released simultaneously with the Amiga versions and will be of equal quality. You can expect them Spring of '88. Please prove to us that the Atari ST market is alive and well, and I will see to it that more products are made for it. In the mean time, I will continue to wear my Atari cap wherever I go, and to use my Atari tote bag instead of my briefcase.

END

# XF551!

**At a Federated store somewhere in California...**

I can actually hear the salesman's thoughts as I approach... *<not this Atari 8-bit nut again? Why couldn't I have listened to my mother and sold shoes? ("people will always need shoes, Marvin!")....>* I notice that there are even more Atari specific products displayed, including the stack of XEP-80s and SX-212s. Even third party 8-bit products peek out at me from the racks. Not overwhelming, but the place is beginning to look like Atari does intend to sell 8-bit computer stuff there. My weekly (daily?) visit does not concern itself with what I can see though, the Question readies on my lips... "got any word on the new disk drive?"

"Well, there is a truck waiting to be unloaded that just came from Atari.... I could look on the bill of lading."

Sure, you go look at your paperwork. I'll just poke around in the displays until you give me the Bad News.... I didn't even ask him the price when he came back and said they shipped him ONE unit. I think I got home without breathing, watching for the Atari Patrol to confiscate my prize.... "that unit was not for sale! It is a demo! The FCC has not approved the XF551, yet..."

(hehehehehe....)

The Family is so well trained that they didn't notice the glaze over my eyes... no mention of the new, grey thingie on my console.... my mumbles sounded somewhat feverish, but within the limits of normality for me. I actually got an XF551, and it worked, and it runs all my software, and it is going to do Great Things!

**The Nature of the Beast...**

The XF551 is a half-height floppy drive that is somewhat smaller than the 1050 and Tramiel Grey in color. It will read and write SS/SD disks (810), SS/ED (1050), SS/DD (ICD Doubler or Percom, etc.), and DS/DD (360K!!). I have heard rumors that the built-in controller has a track buffer, but the performance of the unit that I have does not confirm that. The XF551 can transfer data on the SIO at twice the normal speed, if your DOS knows how to activate the feature. OSS has written *ADOS* for the new drive that will support all these formats, but it is not yet available. Luckily, SpartaDos, from ICD, does a great job on the XF551. Only the high speed SIO function is missing from my 3.2d version of SpartaDos and ICD has already announced the availability of an upgrade to remedy that. The drive can be addressed on the SIO buss as D1: thru D4:, just like the 1050, and acts like the previous device in almost all respects.

Almost all respects.....

*XF551 continued*

The DOS 2.5 manual that comes with the early XF551 looks like a copy of the 1050 manual with all instances of the string "1050" replaced with "XF551" (heck, it IS a copy with all the references changed....). No mention is made of double-sided, double-density operation in the manual. It even lists the controller as a 6507/2793 combination, which it is certainly not! I would have to assume that we will see a proper manual when ADOS is released.

As for operating quirks, the drive will normally post a "no DOS" message (or rather, SpartaDos posts the message) when you boot the first DS/DD disk. You have to re-boot to get it to load in, but only the first time. It seems that the device will only change density when it reads sector 1. This appears to solve the problems that crop up in protection schemes that rely on an 810 or 1050 to fail to read a DD sector stuck in a SD disk. I tried a number of commercial software packages that are known to croak on DD drives and found no problems. There MAY be a few out there, but I would guess not many. (very good news for those buying their first and only drive...)

This new kid will also read SS/DD diskettes from ICD and such. Unlike the ST SS drive, the format of the DD drive does not write all the sectors on one head of a track and then switch to the other head and write those sectors before moving to the next track. By writing 36 DD sectors before moving the head, you get a higher transfer rate, but you lose SS compatability. This means that I can read the first 180K of my DS/DD disks on my ICD modified 1050 (a SS drive)! Much handier than having the ST style format, even if it is slower.

So, this XF551 is quiet, fast and holds lots of data. Just what we wanted, right? Yeeessssssss..... ,,,, but I kinda liked the idea of a 3.5 inch drive, too. And I'm kinda partial to the PBI on my 800XL, 1200XL and 130XE..... and ,,,,

**Out Come The X-Ray Glasses...**

The best part of this drive is the part you never see, inside the covers. The power supply is an old standard 400/800/810/1050/1200XL transformer that should last forever and costs almost nothing. There is a single-chip microprocessor in there directing traffic, a couple of TTL ICs and a WD1772 floppy disk controller. The same controller as the ST. Exactly the same. The one that does 720K on a 3.5in drive..... Looking at the drive, it seems to be a bone-stock, IBM style, 360K drive. With a regular 34 pin interface cable. Just like the 720K, 3.5in ST drive....

Out comes the book, on goes the soldering iron, snip-snip, solder-solder. Using a 14 pin ST drive connector and a foot of 14 conductor flat cable, I soldered a cable to the XF551's 34 pin connector site that would plug into an SF314 drive. You have to pull the connector to the 5.25 drive in the XF551 since the controller will select both drives at once if they are both plugged in. Without any 3.5in disks to boot from, I had to boot from a 1050 with the XF551 set as D2:. Calling the XINIT program, I formatted a 3.5in

*XF551 continued*

disk as DS/DD, 80 tracks. 720K of available space!! Of course, it didn't really have 720K of space, since the XF551 ROM does not understand 80 tracks vs. 40 tracks. With the ROM in a nice socket, someone should be able to fix that (are you listening, Tom?). Regardless, the 3.5in drives work fine at 360K and promise to be even more useful in the future.

Did I mention the drive select line on the WD1772? The one that tells which of the four drives on the 34 pin buss to pay attention? If one were to plug the SF314 into the buss, but use the D2: select line instead of the D1: line (the line that the 5.25 drive reponds to), one could run both drives from the one controller. No conflicts, no hassle. A second SF314 plugged into the back of the first SF314 (using a standard ST cable), would be D3:! It would require a new ROM to implement this configuration, but little else. Of course, if you were going to use the PIO to talk to the XF551, you wouldn't use the ROM anyway. Gee, the SF314 sits perfectly up there on top of the XF551. They make such a wonderful pair.

And on such a wonderful machine.
Made a little more wonderful by the addition of an XF551.

**RE\|**

**For Those Who Must...**

| SF314 connector | XF551 cable |
| --- | --- |
| 1 | 30 |
| 2 | 32 |
| 3 | gnd |
| 4 | 8 |
| 5 | 10 |
| 6 | 12 |
| 7 | gnd |
| 8 | 16 |
| 9 | 18 |
| 10 | 20 |
| 11 | 22 |
| 12 | 24 |
| 13 | 26 |
| 14 | 28 |

## Now, How Does He Know That?

Do you ever wonder how I gather my Atari information? I have no connection with Atari or any company that deals with Atari. I could be a banker, a baker, or a candlestick maker and still have the inside track to what is going on with Atari. It's simple - I use CompuServe.

So, what's a CompuServe? For those of you that do not have a modem, the term BBS has little meaning. For those who have never been "on" one of the large commercial networks, the term BBS only carries half a loaf. Compuserve is a very large commercial database (or BBS, if you like). The system holds an uncomprehensible amount of data on just about any subject that interests man. I originally became interested through an encyclopedia salesman. Instead of spending $1200 on a set of hardcopy books, I decided to look into the electronic version in CompuServe. What I found was not only a better way to spend $1200, but the Atari forums. The menus promised news, money matters, an electronic mall, travel, reference, and computers, to name a few, but the Atari8 Forum was the place to go.

The Forums are basically divided by machine types - Apple, IBM, CBM, and the like. Many are sub-divided into smaller groupings, like the Atari8, Atari16 and Ataridev groups. Within these groups are complete BBS systems, with message bases, data libraries and conference channels. Free to all who apply, many of the participants are manufacturers and developers who support their products online. There are also legions of Atari addicts that frequent the forum - like me. No question is too simple, no request too demanding for many of these guys. Almost any tidbit of information is available through them.

Did I say it was free? Ahhhhh..... Joining a Forem is free, but the time you spend connected to the system is not. More on this next time.

**RE\|**

**ST** Mouse Trap

**ST** Marble Madness

**ST** Aliants

GAME REVIEWS

Reviews by Darryl May

### MouseTrap
*An original arcade quality game for the ST*

This game has two things going for it; a low price of $15 and a good level of game play. In MouseTrap you guide a mouse through screens and gather prizes. Each screen has different hazards to conquer. MouseTrap pushes you on to the next screen by presenting new and interesting graphics. The movement of the mouse on the screen is smooth and reponsive. Mousetrap is available from TDC Distributors; 3331 Barlett Boulevard; Orlando, FL 32811; (305) 423-1987.

## Marble Madness

"The same exciting thrills and intense action as the arcade original". That is, if you have the Amiga version. The ST version is not very close to the arcade or the Amiga version. **"Electronic Arts' first-ever conversion of an arcade hit"?** The only truth in that sentence is that "Marble Madness" is an arcade hit! ATARI ST owners have been insulted by Electronic Arts again!! My sources say that there was one programmer assigned to the ST port and he was only given one month to convert the IBM version to the ATARI ST. Several people are given credit on the package and one of them, Will Harvey, is even pictured wearing a Commmodore shirt! I hate the packaging and have a general dislike for Electronic Arts but the game itself rates 4 on a scale from 1 to 10.

The game is a 3-D maze through which you guide your marble. Two players can be on the screen at one time. Six mazes are packed onto two diskettes. After about 10 games I was able to finish all 6 levels. There is a high score table, but the scores are not saved to diskette. The graphic pathways and the real pathways are not always the same, allowing you to fall off a bridge while still on it and move over an edge without falling.

The good part of the game is the "secret" level; this level can be found on the first level by jumping from the far left bank on the zig-zag pathway to the platform on the other side. Once on the platform, position yourself in the middle and wait until the timer reaches 15. Also a secret message can be found on the title by pressing both shift keys plus Alternate plus C.

Is Marble Madness worth the money? Not for me; I could save $20 by going to the local arcade and playing the real Marble Madness. How can we stop Electronics Arts from screwing us again? I have shredded my original copy of Marble Madness and sent it and a copy of this review to Electronics Arts!! *(Please note all the quotes are from the Mable Madness packaging).*
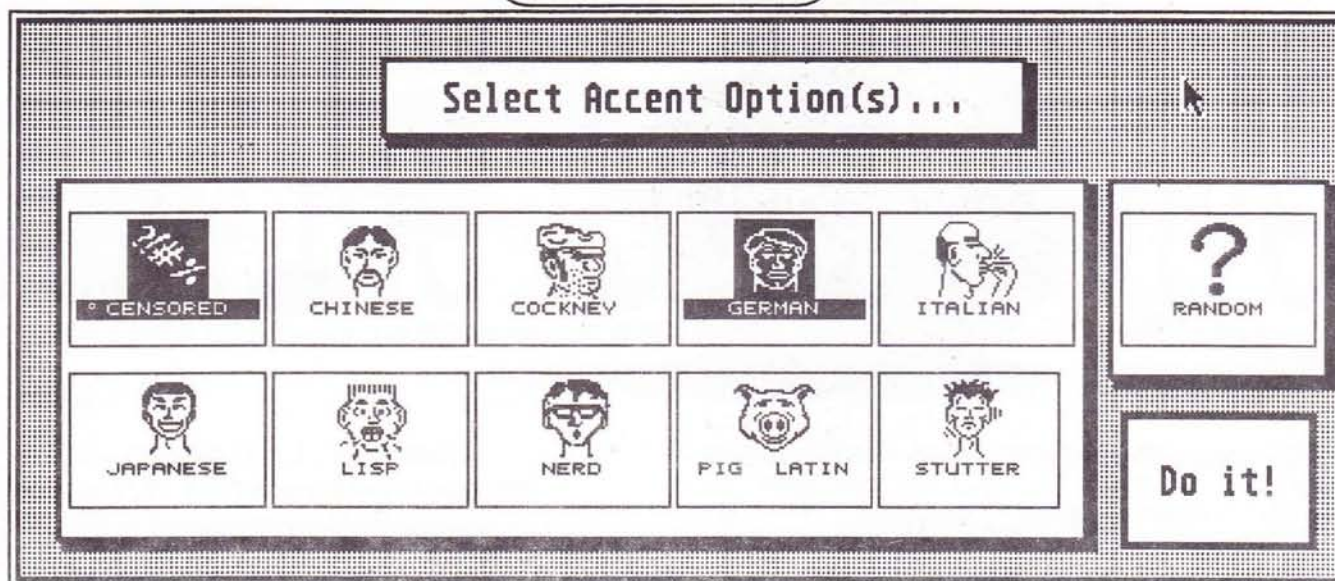
## Aliants

ALIANTS is hyped as being the greatest program ever and is even claimed to be a strategy, action type of game. The graphic display is clear and sharp. The game pauses a lot to display important information. All the game play, as far as I could see, is moving the joystick in random directions. No skill or brain thought is needed.

At one point you are instructed to fire at marked sections of a ship that is passing in front of you. Too bad your cross hair is about the same size as the ship. So all you do is point and hope you hit the right section, if you are lucky.

ALIANTS may seem to be interesting in the beginning but after a few games you will not want to play it again. If you run the program on the second diskette you will be informed that you have won the game. Star Soft, the makers of ALIANTS, ask you "Do you have what it takes?" My answer is, "No, and **you** have my money."

**END**

Select Accent Option(s)...

CENSORED   CHINESE   COCKNEY   GERMAN   ITALIAN   RANDOM ?

JAPANESE   LISP   NERD   PIG LATIN   STUTTER   Do it!

## Move Over Rich Little
### Article by Jennie Kliewer

Have you ever wanted to tell jokes with the appropriate accent and have your audience rolling in the aisles? The Disk of the month has just the software program to spice up your letters and correspondences, it is called "Accent", by Ken Badertscher.

You are given a choice of several accents including a "censored" one that can sling more abuse than a drunken sailor. In fact, you can even choose a combination of accents to really add some flair. The following is a normal paragraph followed by one that has been seasoned with the noted accents:

"The morning did not start out well. When I went to start my car I had a dead battery. Upon arriving late to work, I found that the Supervisor had made the rounds in the office and noted my absence. My new assistant arrived around 10:00 She seemed to be a well qualified person but had a high pitched laugh that traveled throughout the office and I could see it would irritate me in the next 3 weeks. "

Adding both **German** and **Censored** you get:

"Ze du%&+ss mornink dit not start out vell Vhen I vent to start my go%@+mn kar I hat a mo*@*!%@&@@nk deat battery. Upon arrifink late to vork, I fount zat ze da&@et Zuperfizor hat made ze damn rounds in ze mo&!?&@??#+nk offike ant notet my fu+?en absence. My du+!+ss nev assistant arrifet arount 10:00. She zeemet to be a du&*!ss vell qualifiet person but hat a cr&@py high pitchet laugh zat trafelet zroughout ze fu+%+nk offike ant I koult zee it voult irritate me in ze go!?#!%et next 3 veeks. "

So how is that for a change ? After you have chosen the boxes of accents that you want, you are given the choice of showing it on the screen, printhing it or saving it to disk as a text file. I caution you , you can only do **one thing** and if you decide to save it to disk to use in a corre- spondence then be sure to rename the file something else besides your original text. When I tried just writing my accented file over my text file with the original name, I could not load it into Publishing Partner or Wordwriter. So if you should decide just to "view" a paragraph on the screen instead of saving or printing it, you will be returned to the above graphics menu to start over again, you **do not** get to view **then** print or save the text.

Here is an example of a portion of the Minutes for December being read outloud by a **nerd** with a **lisp** :

"At thith point the, uh, meeting wath receththed for our, like, chrithtmath party.

Following the party 8 Bit Thoftware chairmen, I mean, Cliff and Mark, demonthtrated the December floppy which hath Daithy Dot two, I mean,the, well, latetht 8 Bit printer program, a, I mean, machine language editor, well, a printthhop utility and the game Titan ath part of the, uh, floppy. "

I certainly enjoyed working with this program and am planning to use it in my upcoming letters to friends. I hope Ken Badertscher does more programs as good as this one.

JK

Two more letters arrived from Scotland and England. If you haven't already written to an Atari PenPal overseas, here is your chance:

Frank Toal designs hardware and writes software for medical / scientific applications for British hospitals and Universities. He and his friend have designed two Analog to Digital Converters (ADC) for the ST that are multi channel. He is also interested in Communications and games.
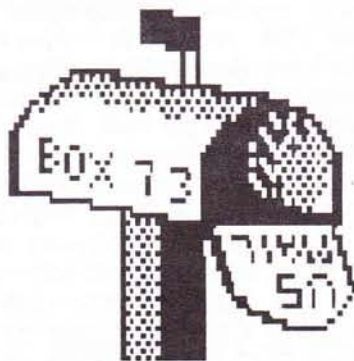
I will give you a copy of the disk he sent if you decide to write to him:

Frank Toal
4 Drumlaken Path
Summerston
Glasgow G23 5PF
Scotland

Raymond Kelly describes himself as a twenty-one year old programmer/gamer. He has an ST and will reply to any and all letters sent to him.

Raymond Kelly
37 Thomson Court
Uphall
Broxburn
West Lothian
EH52 6B7

## Atari Aids In Sting Operation

Atari Corp. officials worked with federal agents on a sting operation to seize 2,000 pirated video game machines from a Southern California importer. The equipment, worth over $100,000, is just part of a worldwide computer counterfeiting effort by several Taiwan-based companies that costs Atari millions of dollars a year, said corporate counsel Joshua Tropper. "The vast bulk of the pirated machines are distributed in the Far East, Middle East and Latin America. This is the first shipment we are aware of coming into the United States," he said. Atari became aware of the goods when a Los Angeles distributor was asked by P.S.D. Inc. , a Canoga Park importer, whether he was interested in buying the machines for resale. The distributor contacted officials at Atari's Sunnyvale headquarters, who set up the sting operation.
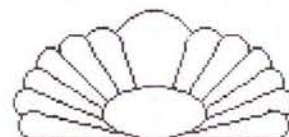
(From The Oakland Tribune, Dec.22,1987)
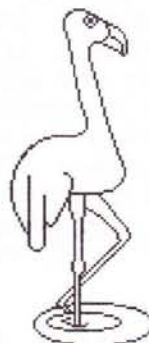
We have two new disk librarians:

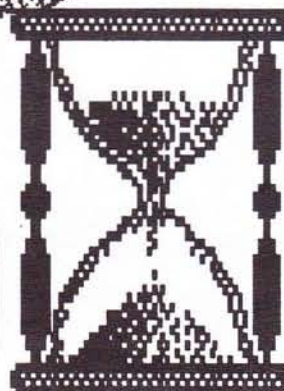8 bit: Richard Stiehl

16 bit: Ted Lawson

# Minutes from December

## GENERAL MEETING

Meeting called to order at 8:00 PM by President Bob Barton. Roll Call of Officers: Present Barton, Sawley and Moran. Excused: Hansen. (school)

The President explained in part the Compute Magazine subscriptions for all club members.

The offer from Atari concerning the $1000 and all the possible ramifications was discussed at length and the following motion by John Russell seconded by many was voted.

**MOTION: That the club take an ST2 for its settlement. Motion carried.**

At this point the meeting was recessed for our christmas party.

Following the party 8 Bit Software chairmen, Cliff and Mark, demonstrated the December floppy which has Daisy Dot two, the latest 8 Bit printer program, a machine language editor, a printshop utility and the game Titan as part of the floppy.

Program Chairman Dick Scott introduced an old favorite as the evenings speaker. Alex Leavens who now works for Activision as a programer gave his usual entertaining talk about Activision and the Software world in general. One of the items that was brought out was the dropping of the 8 Bit line by Activision. The reason for this was given as lack of profit in sales. Alex continued his talk and covered many aspects of software and its uses in everything from games to education.

Chief hardware hacker John Russell told the club members of the adding of a blitter chip socket on the newest 520 and 1040 mother boards by Atari. It seems this was a totally unexpected modification and surprised everybody including some at Atari Sunnyvale.

It was noted that B & C Computervisions has moved to a larger store at 3257 Kifer Road in Santa Clara, Calif.

President Barton conducted the door prize raffle to end the last meeting of 1987.

Being no further business the meeting was adjourned at 10:15 PM.

Respectfully Submitted, **Jim Moran - Secretary**

END

## ST BEGINNERS S.I.G.

It has become apparent that a beginners Special Interest Group is needed to help those ST owners just joining the club and those members who are buying an ST to keep their 8 Bit company.

The SIG will meet on the fourth Wednesday of the month in Alameda at 7:30 PM. Those interested should contact me for directions.

There will not be a set format to the SIG meetings but rather each meeting will be tailored to those attending and any particular problems that they may be having with their computers or software.

As with all SIG's SLCC membership is required for attendance. My phone has one of those ridiculous answering machines attached so if you call leave your name and number and I will call you back as soon as possible to give directions or answer questions.

Jim Moran - Secretary - 523-9265

# January 1988

## SLCC Calendar of Events

| SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |
|---|---|---|---|---|---|---|
| | | | | | 1 | 2 |
| 3 | 4 | 5 **MAIN MEETING** 8PM San Leandro Public Library | 6 | 7 | 8 | 9 |
| 10 | 11 **ST SIG** 8PM San Leandro Public Library | 12 | 13 **EXECUTIVE BOARD MEETING** | 14 | 15 | 16 |
| 17 | 18 | 19 **BEGINNER'S SIG 7:30PM TELECOMMUNI- CATION SIG 8 PM** | 20 **EDUCATION SIG 7 PM ST SOFTWARE SIG 8 PM** | 21 **BASIC SIG 8PM** | 22 | 23 **JOURNAL DEADLINE** |
| 24 | 25 | 26 **PASCAL SIG 7 PM BUSINESS SIG 8 PM** | 27 | 28 | 29 | 30 |
| 31 | | | | | | |

### Now That It's Plugged In....

The SLCC Beginners SIG is for those who own Atari 8-bit computers and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday of each month at 7:30 PM. Call Richard Stiehl at 865-6859 for information and directions.
See you there..... RS

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.

# JANUARY MEETING

Due to technical difficulties in our automated networking software, our next meeting's guest speaker has a 47% probability of being Whoopie Goldberg, a 29% chance of being late, and and no chance at all if he brings us a bunch of Sinclair conversions.

So, don't miss it!! See Bob Barton eat a GRUE.... Watch Jim Moran grow 16 fingers.... Mike Sawley will marry a Martian, live, on our stage.... aaannnd.... Lois Hansen will move to Marin and become a Flower Child!!!

## SEE YOU AT THE MEETING!

SLCC **J**OURNAL

P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

TO

Next Meeting:

January 5, 1988 • 8 pm
San Leandro Community Library
300 Estudillo Ave

FIRST CLASS MAIL