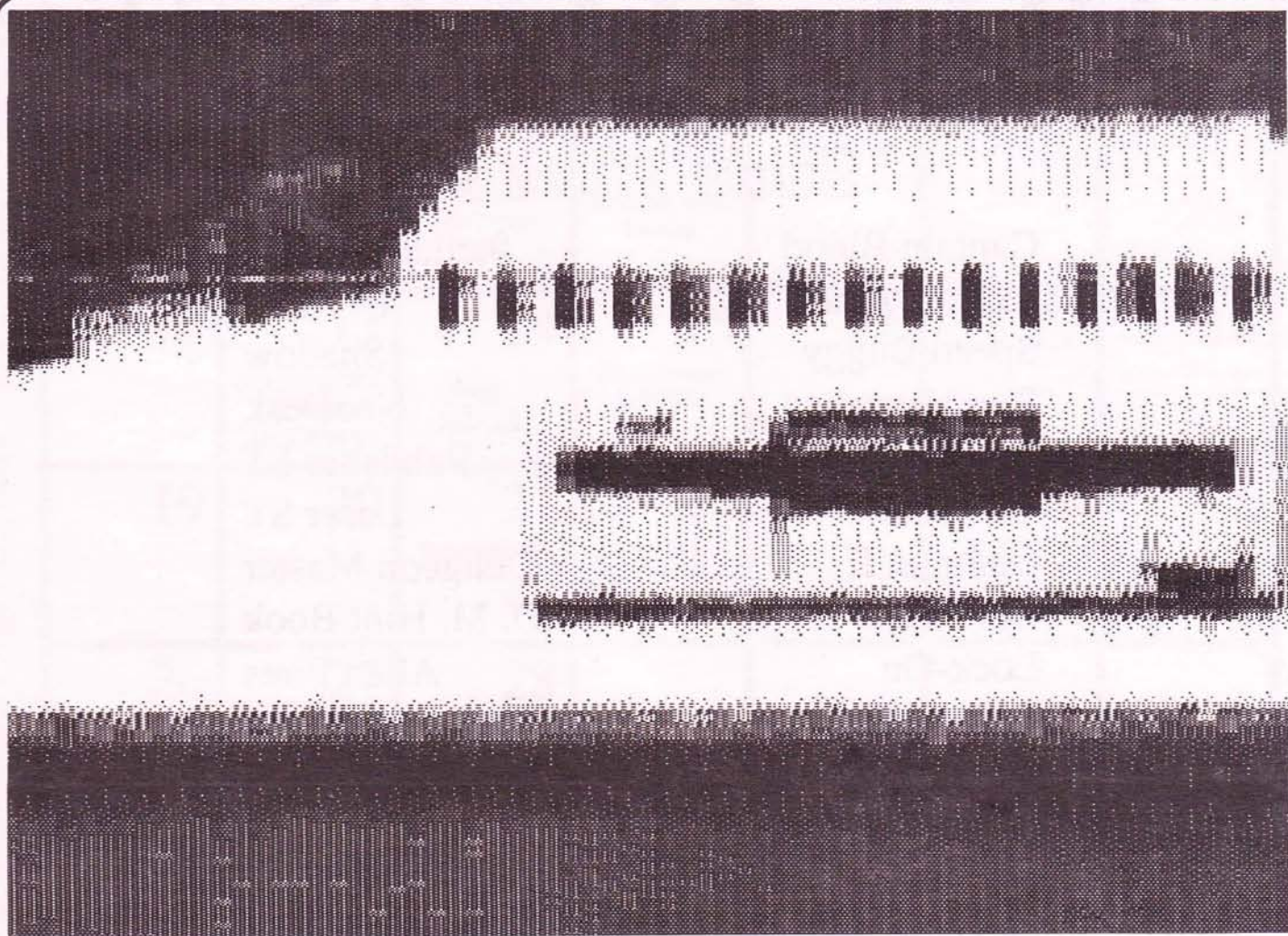


# SLCC JOURNAL

SAN LEANDRO COMPUTER CLUB

February, 1989



The back burner heats up....

DeskSet II - PostScript in PageStream  
Still More -- 8-bit DTP  
Zany Golf





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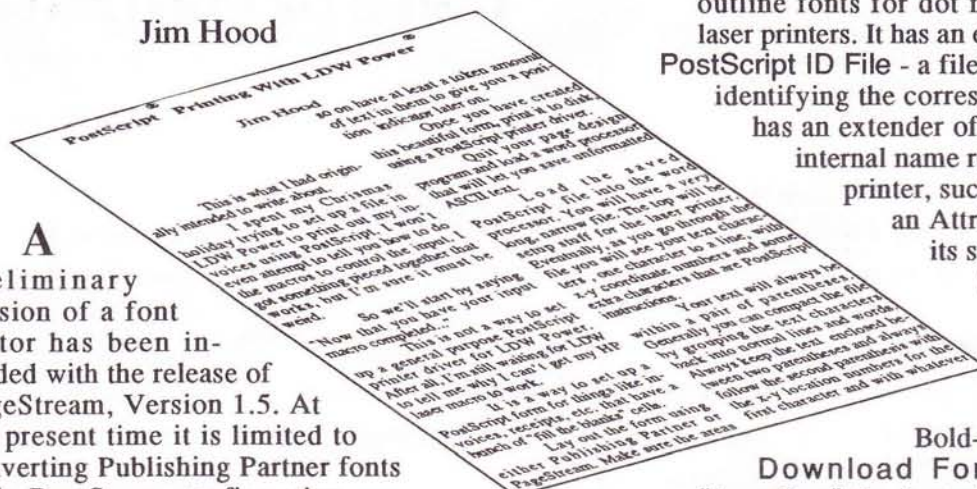
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# PostScript® Printing With PageStream®

Jim Hood



**A** preliminary version of a font editor has been included with the release of PageStream, Version 1.5. At the present time it is limited to converting Publishing Partner fonts to the PageStream configuration.

I wanted to convert the Font Factory screen fonts which correspond to those built into my PostScript laser printer, so that I could access the full range of those built-in fonts.

To do this I needed to know the name assigned to each font by Adobe Systems, the developers of PostScript.

In case you want to convert your fonts, the names of the usual built-in PostScript fonts are:

Helvetica	Helvetica-Bold
Helvetica-Oblique	Helvetica-BoldOblique
Helvetica-Narrow	Helvetica-Narrow-Bold
Helvetica-Narrow-Oblique	Helvetica-Narrow-BoldOblique
AvantGarde-Book	AvantGarde-BookOblique
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ZapfChancery-MediumItalic	
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NewCenturySchlbk-Roman	NewCenturySchlbk-Bold
NewCenturySchlbk-Italic	NewCenturySchlbk-BoldItalic
ZapfDingbats	
Symbol	

Each PageStream font consists of several files. These can include the following:

**Screen Font File** - what you will see on the monitor.

It has an extender which indicates its unscaled point size and screen resolution, normally ".12H".

**Font Metrics File** - a file containing measurements, such as the width of each character, the kerning pairs, etc. It has an extender of ".FM".

**Dot Matrix Font File** - a file containing the scalable outline fonts for dot matrix and non-PostScript laser printers. It has an extender of ".DMF".

**PostScript ID File** - a file containing information for identifying the corresponding PostScript font. It has an extender of ".PSF". It must contain an internal name recognizable by a PostScript printer, such as those listed above, and an Attribute Number that matches its style. This number would be 0 for the Normal version of the font, 1 for the Bold or Demi version, 2 for the Italic or Oblique version and 3 for the Bold-Italic version.

**Download Font File** - a file which "describes" the font characters to the PostScript printer. It has an extender of ".PS". It is not needed for fonts which are built into the printer. Its function on a PostScript printer is similar to that of the Dot Matrix Font File on a dot matrix printer.

All of the built-in PostScript fonts, except Symbol and the two Zapfs, are grouped into families of Normal, Bold, Italic and Bold Italic styles.

The doc that comes with the PageStream Font Editor has a Font Identification Information table which lists a lot of fonts and their suggested font identification numbers. It appears that Soft-Logik is *not* following that exact numbering system. For instance, in the table Helvetica and Helvetica-Bold have different ID numbers, but the Helvetica fonts that come with PageStream all have the same ID number. This would seem to be the preferred way to set up the numbering (by font family), otherwise it would probably be hard for the program to keep track of which printer fonts to use for the different attributes.

While we're talking corrections, the font editor doc says that Publishing Partner printer fonts have an extender of ".DMF". This should be ".PFT".

Before you toss aside your *Journal* and spend 28 hours setting up a file full of fonts to match those in a PostScript printer, is there anything else you need to know? Probably.

## Facinating Font Facts From the Floundering Fool

If you have a set of Publishing Partner screen fonts (".FMT" extender) matching the set of Normal PostScript fonts, similar to those previously sold by the Font Factory (now by Magnetic Images and available at your friendly retailer), you can convert them to PageStream font files, using the PageStream Font



Editor, as detailed in the editor doc. If you don't care about converting the dot matrix fonts (".PFT" extender), you can skip that part.

After conversion you will have sets of files for each font. Each set should have a Screen Font File (".12H" extender) and a Font Metrics File (".FM" extender); and a Dot Matrix File (".DMF" extender) if you wanted one.

Now you need to make PostScript ID files for each font, again following the editor doc instructions - *except* - for the built-in PostScript fonts you don't need to have ".DMF" extender files, only ".FM" extender files *and* you should *not* put in a Download Name at the bottom of the dialog box that requests that information. *Do* put in the correct Adobe font name at the top of the box.

At this point you've either said the hell with it or have a set of files with ".PSF" extenders. In the latter case, LOAD a ".PSF" file into the font editor. Click on "SET" in the main menu and "PSF Info" in its dropdown. Change the existing Adobe name to one of the other fonts names from the same family. For instance change Helvetica-Narrow to Helvetica-Narrow-BoldOblique. Change the Attribute Number to match the name. In our example it would be 00003.

SAVE the changed ".PSF" file under a new name; again using our example, maybe "HLV\_NBO.PSF".

Go back to the "PSF Info" dropdown and once again, change the Adobe name to another one from the same family, change the Attribute Number to match, SAVE under a new ".PSF" file and then repeat one more time to get the four variations of each PostScript font family (except for Symbol and the Zapfs).

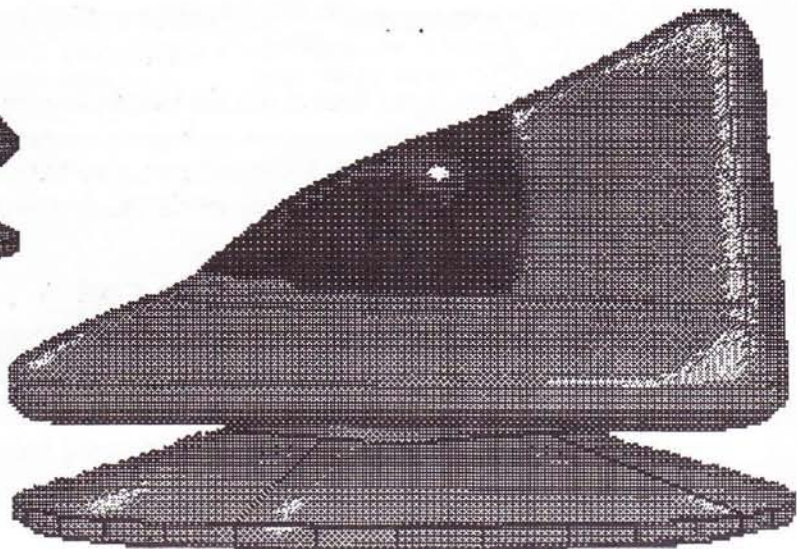
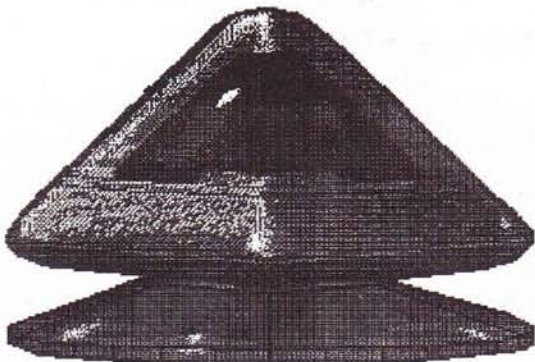
Do not change the font identification number within any one family of four fonts.

Check out the Tymes and Helv font files that come with PageStream for examples of what you are trying to do.

Remember: Helvetica and Helvetica-Narrow are from two different families in this scheme of things.

At this point you should be able to stick these files in your PSFONTS folder and print up a storm. However you may have noticed that you don't have a matching ".FM" extender file for each ".PSF" file. That will cause all of the variations in a family to have the same character widths as the Normal font for that family.

You can go through an exercise similar to the above to make a bunch of "cloned" ".FM" files, but then you will need to go in and manually assign each character a new width. Unless you have a table of width values, I would suggest forgetting about that for now and just loosen up your character spacing for bold and italic characters if need be.







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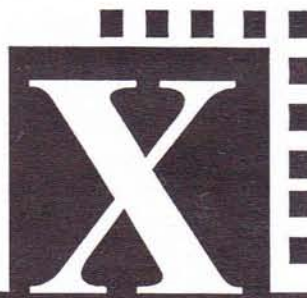
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# MACWORLD Expo San Francisco

January 21, 1989

By Darryl May

First Printed in the SLCC Journal.

How does a show sponsored by APPLE to showcase its Macintosh computers hold any interest for an ATARI user? I only went there to visit with Neil Harris of GENIE. I laid down \$20 for a three day pass to the exhibits only, since no one day pass was offered. Another \$55 would have been necessary if I wanted to attend any of the conferences. I quickly exchanged my rather plain ticket/name tag for the more stylish green credit card type that is used at CES and COMDEX.

The Expo was large; the program guide lists 1400 booths covering the Moscone Center and Civic Center. I overheard someone saying that there were 55,000 people at the show. The expo reminded me of the West Coast Computer Faires that happened during the earlier part of this decade. By far the MACEXPO is the biggest and best computer show in Northern California.

I think I saw a friendly face in SUPRA's booth but they were busy selling their 2400 baud modem. I wandered by Antic's booth and got a standard show "Hello" from one of their people but I don't think she recognized me, even though I had bumped into her at a number of ATARI shows.

I was a little surprised to see Brian Sarrazin formerly of Antic and Soft-Logik manning the booth for New Horizon, an Amiga/Mac software developer. Brian has always been a free spirited marketing guy living on the edge.

At Broderbund's booth I talked with my favorite sales representative. She informed me about Broderbund's habit of releasing european games including Star Wars for the ST. I also found out that a version of the game "Clean Streets" was available for the ST.

At first, I felt a little out of place, like everyone knew that I was an ATARI user but I soon discovered that this show was not just about the Mac but about new high-tech devices that just

happened to be connected to the Mac. I marveled at new technologies including a hand size scanner, a plasma screen the size of a small child, a video picture disk player, a video projector, a color picture quality postscript compatible laser printer, and numerous real-time color digitizers. Most of the devices that I looked at had either a serial or SCSI type of connection port. The ST comes with a serial port. So far the SCSI to DMA (ACSI) converters for the ST are only used in hard disk drives. They are available from companies like SUPRA, ICD, and Berkeley MicroSystems.

I questioned one company's representative about their hand scanner. I found out that the scanner required a perfectly flat surface and had a large roller on the bottom to keep you going in a straight line. Interesting effects could be made by moving the scanner in a wavy manner. On the hand scanner I was looking at there were switches for dot density from 100 to 400 dpi and even a switch for line-art or half-tone; All this was handled through a small box. The Navarone scanner for the ST includes these features but through software.

Another item that caught my interest was an ingenious little power cord called CONTROL POWER that requires a key to turn on the power to your computer. CONTROL POWER replaces your power cord like the one used with your ST computer, some ATARI monitors, and the ATARI hard drives (SH204, SH205). Once the CONTROL POWER cord is plugged into your power port, you then use a very unusual key to lock it into place. There is a small box attached to the middle part of the power cord, which is used to turn on the power or lock out the power with a more standard type of round key. CONTROL POWER is available for about \$80 from DOSS Industries of 1224 Mariposa; SF, CA 94107; (415) 861-2223.



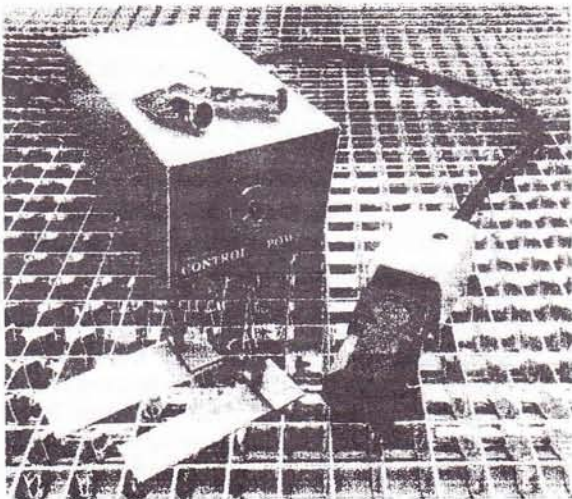
## SLCC Journal

There was a SEIKO watch model number RC-4500 that had a serial input/output port on it's side to import and export text. 80 pages of TEXT can be stored and displayed in this watch. You could download your address book, your appointment schedule, your "To Do List", your daily reminders, project details, your clients phone numbers, price list information, a section of a spreadsheet or database, or any other text file. The watch is packaged as WristMac and is sold with software for the Mac for \$225 from Triton Products and Ex Machina, Inc. Triton Products can be reached at PO Box 8123; SF, CA 94128; (800) 227-6900. Ex Machina, Inc. can be reached at 45 E. 89th Street; NY, NY 10128; (212) 831-3142. It should be a simple task to make an adaptor for the ST.

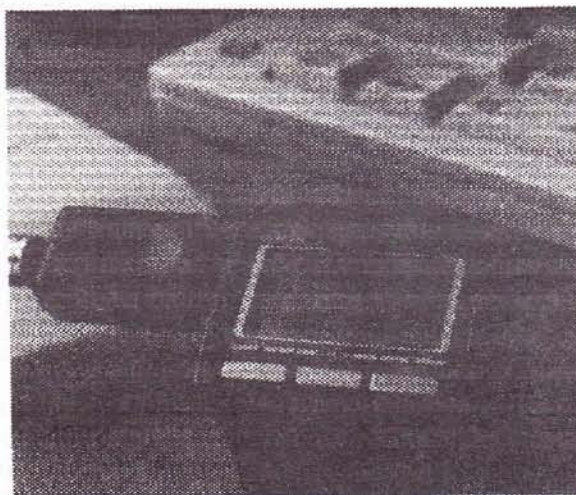
I found a company called CompuCover selling

a very thin clear plastic keyboard cover called KEYSKIN. Once the cover is attached it becomes almost transparent, like a clear plastic glove on your hand. The cover fits every contour of your keyboard. I ordered one for my 520ST. The normal price is \$25.95. There is also a version of keyboard cover for the 1040ST and 200+ other kinds of keyboards. CompuCover can be located at 2104 Lewis Turner Boulevard; Fort Walton Beach, FL 32548; 1-800-874-6391 or 1-904-862-448.

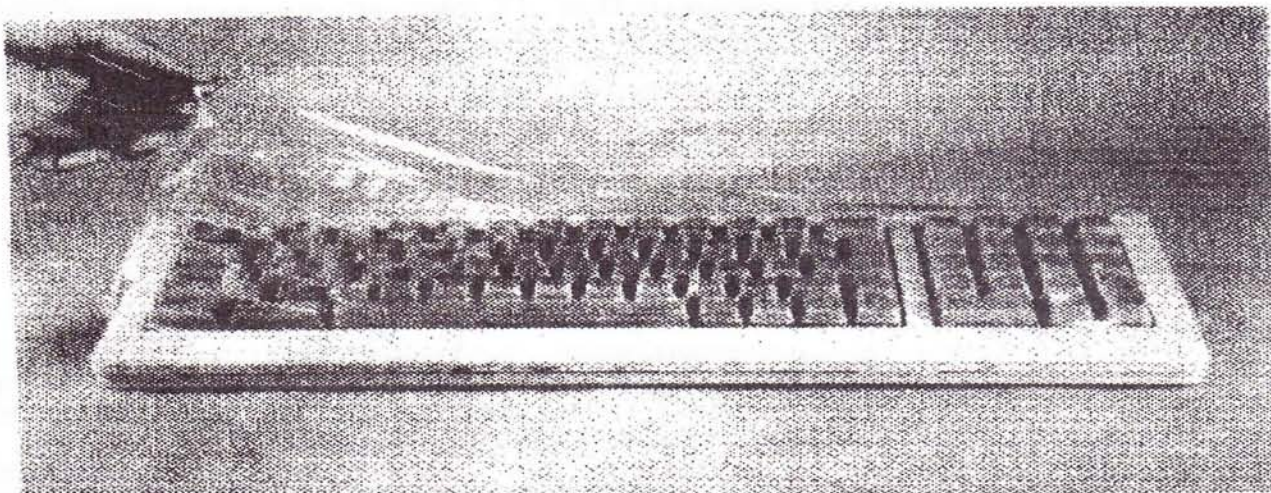
I laughed, I cried, I kissed 20 bucks goodbye. In all, I think I learned something, and most importantly, no one got hurt.



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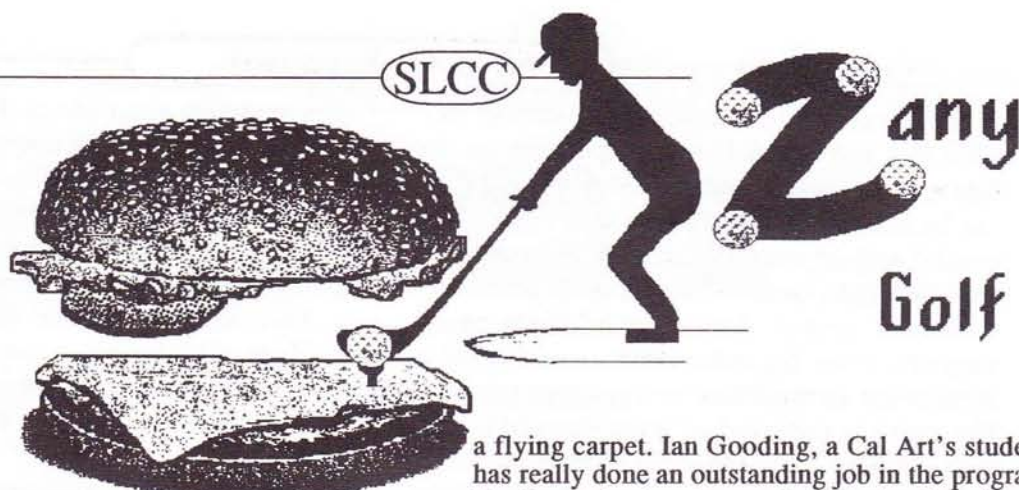


KEYSKIN

Note: This article was typeset with DeskSet II and printed on the Atari SLM804 laser printer. Many thanks to Eric.



SLCC



Review of Will Harvey's *Zany Golf* (Electronic Arts)  
 Club discount price at Winner's Circle approx. \$29.95  
 Review copy provided by Winner's Circle, Berkeley  
 Review by Jennie Kliever Recommended for ages 10 and up

Frank and I have played this game about fifty or sixty times both together and solo, so this will give you some hint as to if it is enjoyable. Each time we play we groan when we get to the Pinball Machine or the Magic Carpet but even if we don't make it past those holes, we always return for more.

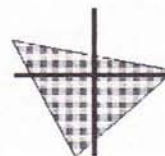
The game differs from the real miniature golf course by having you start out with five strokes and if you use all five without getting in the hole, you are out of the game. There is no "oops, that's five, count six" and go on to the next hole. In fact, when you are down to your last stroke, a large print message appears at the top of the screen: **PLAYER ONE, THIS IS YOUR LAST STROKE** (as if you aren't totally aware of that already). If you have some strokes left over they are carried into each successive hole and added to the par strokes. It is pretty important to have some left-over strokes from the first hole since you will really need them in the more difficult holes later. This is one drawback if you are playing with younger members of the family. One way of getting around it is giving a younger player (or any player who needs it) two balls instead of one. There are four balls: red, blue, white and black. So one player can be red and blue. Then, if red gets eliminated early, the player can continue with being player "blue".

A player may also accumulate extra strokes by "hitting the fairy". Apparently, one of the authors had a bad experience or dream about fairies when he was a child because you have to actually hit this poor little fairy who appears randomly throughout the game in different places on the "green". If you do manage to hit her, you are awarded 3 strokes. I have run over her several times and don't expect to get any money if I ever loose a tooth. There is also a "timer bonus" feature for getting more strokes but I will let you find out about that.

Now, onto the really great art work. The beginning pictures that introduce each hole are really quite fabulous. My favorite is the Magic Carpet which has a white Persian-style castle atop

a flying carpet. Ian Gooding, a Cal Art's student, has really done an outstanding job in the program. The bouncing hamburger hole took a lot of work to get two buns, lettuce, a pickle, the beef and onion rings to bounce up and down apart from each other. You will have to see it. If you look closely, you can see Ian's signature on the ketchup bottle. You may have wondered what a bouncing hamburger is doing in a golf game. Well, this is what makes the ZANY part. Not only do you have the traditional windmill where you have to "time" the blades to get your ball in the opening, the creators have gone much further, creating a fantasy game which surprises and delights you the first time you encounter each new hole. The computer music is also very good. Its by Douglas Fulton, a composer at Stanford's computer music lab. At first I thought I might get tired of the relentless circus type sound, similar to a merry-go-round. But actually it doesn't play all the time, just at the beginning of the hole and it sets a playful mood. **The only criticism we have** of this game is that the white dotted line used to aim the ball is very difficult to work with. A solid line would have been easier to see but maybe that just adds to the challenge. Now for some hints. Stop reading now if you want to approach the game without anything to help you and use this part later after you have played the game a few times and become totally frustrated with the Pinball hole.

We can't give you any hints on the Magic Carpet. Frank calls it the "hole from hell". But, when you get to the Pinball hole, place your cross-hair cursor on the bottom triangle with the right side of the cross lined up with the right corner of the triangle (see below).



**Hamburger hole**-use the left hand spot for your ball, click several times to get the hamburger jumping very high.

**Walls**-hit the ball about one second after the first wall has gone down to actually hit the third wall and bounce into the center arrow space.

Hope you enjoy it. JK



## 8-Bit DTP -- Still.

Well, don't tell all those folks in Cincinnati that I have been working on the 8-bit DTP but, obviously, I have. The Ohio Group is waiting for the PBI Drive software - has been waiting for a long time, I guess. The problem is that the PBI stuff is not fun like hacking around with the DeskJet. So, just for any fellow Editors out there (hi, Texas!), here are some more 8-bit publishing techniques.

### First

First thing is a little review.  
 - Got a Hewlett-Packard DeskJet. Makes the same kinda dots as it's big brother, the LaserJet. but, at half the price.  
 - Got a Times font cartridge. 4 to 14 points in a can! Now, the characters look right, but the print line needs to be justified.  
 - A blast from the past, Printer Driver Construction Set (ANTIC), got us in the program there.  
 And that's as far as we went last time.

### What's new?

When you do the printer driver, you enter character spacing values for font G3 only. The other two choices are mono-spaced, so you are effectively limited to a single Times point size (unless you want ragged margins again). With a little byte tweaking, the driver can be made to think that ALL fonts are proportional. This gives you a choice of three proportional character sizes if you need them (there is a helvetica cartridge available also). All the point sizes will Justify and Centering now works (sort of - you must reset the Right Margin when you change fonts to adjust for the different character widths). Just to show off, I did these first three paragraphs in the three Fonts, Justified and with Centered headers on a 3.5 inch column. All automagically!! To alter a COPY (but, buy the original, OK?) of PDCS, search the driver (AUTORUN.SYS) for this sequence of bytes:

\$F0 \$15 \$AE \$07 \$20 \$C0 \$02 \$F0 \$0E

and change them to:

[\$A4 \$A9] \$AE \$07 \$20 \$C0 \$02 [\$A4 \$A9]

The first pair makes G1 proportional, the second affects G2.

The values that I entered for the G3 character widths were for the 10 point Times. After making this change to the driver, AW thinks everybody is 10 point Times, even though it tells the printer to print whatever size you have chosen. Because of this, you must change the margin if you want AW to keep things lined up. For these three point sizes (14, 12 and 10), I used a margin width of 24, 28 and 34. To produce true centering, I also changed the margin for the sub-headings between paragraphs (which are 14pt).

### Anything else?

At the last attempt, we were still running the form thru the printer twice. Once for the right column and once for the left column. This is not TOO big of a problem. Unless we add graphics. Now, we are looking at running it thru THREE times. If we want borders, will we have to print this thing FOUR times? Egads! I'll be an old man before I get the Journal printed.... One thing we can do to cut down on the hassle is to Print the AtariWriter output to a disk drive as a file. Nice way to do this is the AWDSK2.CRE file in the DL3 section of the ATARI8 SIG on CompuServe. Append the PDCS driver to the AWDSK2.OBJ file and you're ready to roll. Hold down OPTION when you select (P)rint and a file will be written to the disk that has all the information that would have gone to the printer. With this data, we can write a simple Basic program to INPUT and PRINT the text. Of course, we can add all kinds of embellishments to the page while printing the characters. Like, a GR.8 picture of your favorite uncle?





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It has come to my attention that some of you Atari 8-bit folks out there would like to see some software to put in the PIO disk drive. I printed a schematic of sorts for the hardware and now the project needs some smarts, doesn't it? I have almost finished the source code for the thing but, it looks like it will take 4 pages of three column text to print the mother! This is NOT going to be fun for you all to type this in. It is also going to cost our club some bucks and put a bunch of ST types to sleep. Zzoooooo.... I will send a hardcopy to anyone that requests it and for some reason can't download it from DL3 on the Atari8 SIG of Compuserve. Just send me a SASE and you'll get a copy as soon as it's done (it's soooo close!).

Bob Woolley - SLCC  
P.O. Box 1506  
San Leandro, CA 94577-0374

```

0100: PDSK24 M65 01/29/89
0110:
0120:
0130:
0140 STATUS = $30
0150 SAV301 = $31
0160 SRCFLO = $32
0170 SRCFHI = $33
0180 DSTCLO = $34
0190 DSTFHI = $35
0200 SRCCTL = $36
0210 DSTCTL = $37
0220 SECTLO = $38
0230 SECTHI = $39
0240 PTRACK = $3A
0250 PSECTB = $3B
0260 HDISCT = $3C
0270 SCNSHW = $022F
0280 DVSTAT = $02EA
0290 SDEVIC = $0300
0300 SBUNIT = $0301
0310 DCOMND = $0302
0320 STSTATS = $0303
0330 DBUTLO = $0304
0340 DBUTHI = $0305
0350 DBVLO = $0306
0360 DBVHI = $0309
0370 DAUX01 = $030A
0380 DAUX02 = $030B
0390 CMDSTA = $0100
0400 TRKREG = $D101
0410 SECRFG = $D102
0420 DATREG = $D103
0430 CTLREG = $D180
0440 DEVSEL = $D1FF
0450 SCNCTL = $D400
0460 NMIVEC = $FPPA
0470:
0480:
0490:
0500 * = $D800
0510:
0520:
0530 BYTE $00,$00,$00
0540 BYTE $80,$D803
0550 BYTE $00
0560:
0570 JMP SIOVECT,$D805
0580 JMP IRPVECT,$D805
0590:
0600 BYTE $91,$D80B
0610 BYTE $00,$00,$00,$00,$00
0620 BYTE $00,$00,$00,$00,$00
0630 BYTE $00,$00,$00,$00,$00
0640 BYTE $00
0650:
0660:
0670 $D819 - INIT VECTOR
0680 LDA #580
0690 STA $0247,DEV BIT
0700 JSR INIT127
0710 JSR CLRDRIVS
0720 RTS
0730:
0740 IRPVECT
0750 RTS
0760:
0770:
0780 PDEVIC, BYTE $31
0790 SMAXLO, BYTE $D0
0800 SMAXHI, BYTE $02
0810 CLRSTA, BYTE $01
0820 CMDREJ, BYTE $5B
0830:
0840 ICD RAMBO
0850 ANDBYT
0860 BYTE $83
0870 ORI IST
0880 BYTE $20,$24,$25,$2C
0890 BYTE $40,$44,$45,$4C
0900 BYTE $60,$64,$65,$6C
0910 BYTE $00,$04,$05,$0C
0920:
0930 DRVTHI
0940 BYTE $00,$00,$00,$00
0950 BYTE $00,$00,$00,$00
0960:
0970 PBUNIT
0980 BYTE $00
0990: D1 DEFAULT = $17
1000: D2 ALTERNATE = $2F
1010: D2 DEFAULT = $C7
1020: D2 ALTERNATE = $DF
1030:
1040 CPGTBL: DEV LOADED
1050 BYTE $00
1060:
1070 ACTIVE CONFIGURATION
1080:
1090 NUMTRK, BYTE $28
1100 SKRATE, BYTE $03
1110 NSECHI, BYTE $00
1120 NSECL0, BYTE $12
1130 MAXHDS, BYTE $01
1140 DENSITY, BYTE $04
1150 NBYTHI, BYTE $01
1160 NBYTLO, BYTE $00
1170 DVPRES, BYTE $40
1180 BLANK1, BYTE $00
1190 BLANK2, BYTE $00
1200 BLANK3, BYTE $00
1210:
1220: COMMANDS
1230:
1240 RESTOR, BYTE $03
1250 SKVRPY, BYTE $17
1260 RDSECT, BYTE $80
1270 WRSECT, BYTE $A0
1280 RDADDR, BYTE $C0
1290 RDTRAK, BYTE $FF
1300 WRTRAK, BYTE $FF
1310 BLANK4, BYTE $00
1320 BLANK5, BYTE $00
1330 BLANK6, BYTE $00
1340 BLANK7, BYTE $00
1350 ISTRAK, BYTE $00
1360:
1370: * START *
1380:
1390 SIOVECT
1400 LDA SDEVIC
1410 CMP PDEVIC
1420 BNE SIOBUSS
1430 LDV SBUNIT
1440 DEV
1450 CPY #508
1460 BCS SIOBUSS
1470 LDA DRVTHI,Y
1480 BNE PIODRIV
1490:
1500 SIOBUSS
1510 CLC
1520 RTS
1530:
1540:
1550 PIODRIV
1560 STA PBUNIT
1570 BMI B01
1580 CMP CPGTBL
1590 BEQ B01
1600 STA CPGTBL
1610 JSR LOADCNFG
1620 B01 LDA DCOMND
1630 CMP #521
1640 BEQ FRMTCMD
1650 CMP #54E
1660 BEQ RDCONFG
1670 CMP #54F
1680 BEQ WRCONFG
1690 CMP #550
1700 BEQ WRTSECT
1710 CMP #552
1720 BEQ READSEC
1730 CMP #553
1740 BEQ STATCMD
1750 CMP #555
1760 BEQ WRTSECT
1770 LDA CMDREJ
1780:
1790 RETURNP
1800 STA DSTATS
1810 TAY
1820 SEC
1830 RTS
1840:
1850: * COMMANDS *
1860:
1870 FRMTCMD
1880 BIT PBUNIT
1890 BMI B02
1900 JMP TRKFRMT
1910 B02 JMP RAMPRMT
1920:
1930:
1940 RDCONFG
1950 BIT PBUNIT
1960 BMI B03
1970 JSR DRUP2DST
1980 JSR CNFG2SRC
1990 JSR MOVCONFG
2000 LDA CLRSTA
2010 JMP RETURNP
2020:
2030 B03 LDA CMDREJ
2040 JMP RETURNP
2050:
2060:
2070 WRCONFG
2080 BIT PBUNIT
2090 BMI B04
2100 JSR DRUP2SRC
2110 JSR CNFG2DST
2120 JSR MOVCONFG
2130 JSR STORCNFG
2140 LDA CLRSTA
2150 JMP RETURNP
2160:
2170 B04 LDA CMDREJ
2180 JMP RETURNP
2190:
2200:
2210 WRTSECT
2220 BIT PBUNIT
2230 BMI B05
2240 JMP WRTPSEC
2250:
2260 B05 JMP RDSKWRT
2270:
2280:
2290 READSEC
2300 BIT PBUNIT
2310 BMI B06
2320 JMP RDPSECT
2330:
2340 B06 JMP RDISKRD
2350:
2360:
2370 STATCMD

```





## January

## Minutes

General Meeting 1/5/89  
 The January meeting was  
 called to order at 8:10 PM by  
 President Barton. Roll Call of  
 Officers: Present: Barton &  
 Moran. Excused: Abbott (working). Absent:  
 Hood (Goofing Off).

President Barton noted that the newsletter calendar was in error and there would be an ST SIG meeting on January ninth. (The Editor will be flogged at the ST SIG). There will not be an ST SIG meeting in February due to a library holiday.

It was noted that ATARI has stated that this was their year for TV advertisements and believe it or not several members have already seen a couple of them.

8 Bit software chairmen, Cliff and Mark demonstrated this month's floppy which has a new operating system on it as well as Inferno, a new game.

Program Chairman Keith Sammons introduced the first speaker of the night, Jim Kronrod. Jim teaches a class on Microcomputer Electronics at Chabot Science Center.

Jim discussed the main points and objectives of his course, which is primarily a hardware course that is lab oriented and set up to explain the basics, all on a self paced basis. He explains the differences between Hex, Dec & Binary numbers and also covers Boolean logic. The classes are held on Saturday mornings from 9:30 till 12:30. Those interested should contact Keith Sammons for particulars.

The second speaker of the evening was David Hawkins who writes the "ATARI ST" column in

the MICROTIMES paper. David also hosts the ATARI Conference on the "WELL" BBS. ( Whole Earth 'Lectronic Link )

David talked about his column in MICROTIMES, and what his plans and objectives for it are. There will be a continuing ATARI column in MICROTIMES even though there have been some misses lately. The WELL BBS was started three years ago as a place where people could meet online without spending an arm and leg. The WELL has succeeded in this and it has grown and improved while keeping the charges quite reasonable. There is a direct line from the east bay so the phone bill won't get out of hand. Those interested can call the WELL's modem number to register. (415-332-6106) The cost is \$8 a month and \$3 per hour online. Not too shabby considering it runs on a VAX computer with 23 phone lines.

Following a short break the meeting reconvened with the raffle drawing and continued with a general question and answer period until adjournment at 9:40 PM.

Respectfully Submitted - Jim Moran - Secretary

A special thanks to:  
**Winner's Circle**

We have received a ton of software from them to raffle off. The last batch included *Crafton & Xunk*, *Phoneix*, *Major Motion* and *Altair*.


Thanks again, Vincent and Franz!

Stop by and see their amazing selection !



# February 1989

## SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	4
5	6	7 MAIN MEETING 8PM	8 Executive Board Meeting	9	10	11
12	13 NO ST MTG. LIBRARY HOLIDAY	14 	15 ST Software SIG 8PM	16	17	18
19	20	21 Telecomm SIG 8PM	22 ST Beginners SIG 7:30PM	23	24 JOURNAL DEADLINE	25
26	27	28 Pascal SIG 7PM Business SIG 8PM				

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

The SLCC has two SIGs (Special Interest Groups) designed to introduce members to the operation of their Atari computers. System set-up, DOS, keyboard functions, and other introductory material is discussed. The ST group meets on the fourth Wednesday of every month, while the 8-bit sessions are scheduled on an as-required basis. Contact the appropriate SIG leader for information and directions.

**Sig leaders and their phone numbers are located on page 3.**



Sig Hartman will be our guest speaker at the February meeting. If you have ever wanted to ask Atari a question or voice an opinion, come to this meeting! This is as close to "Atari" as you are ever likely to get.



SLCC

# Journal



P.O. Box 1506 San Leandro, Ca. 94577-0374

Next Meeting:  
February 6, 1989  
8:00PM

San Leandro  
Community Library

FIRST CLASS MAIL