

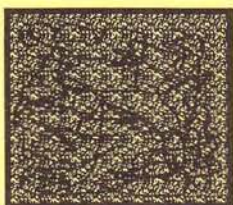
SLCC JOURNAL

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SAN LEANDRO COMPUTER CLUB June 1989

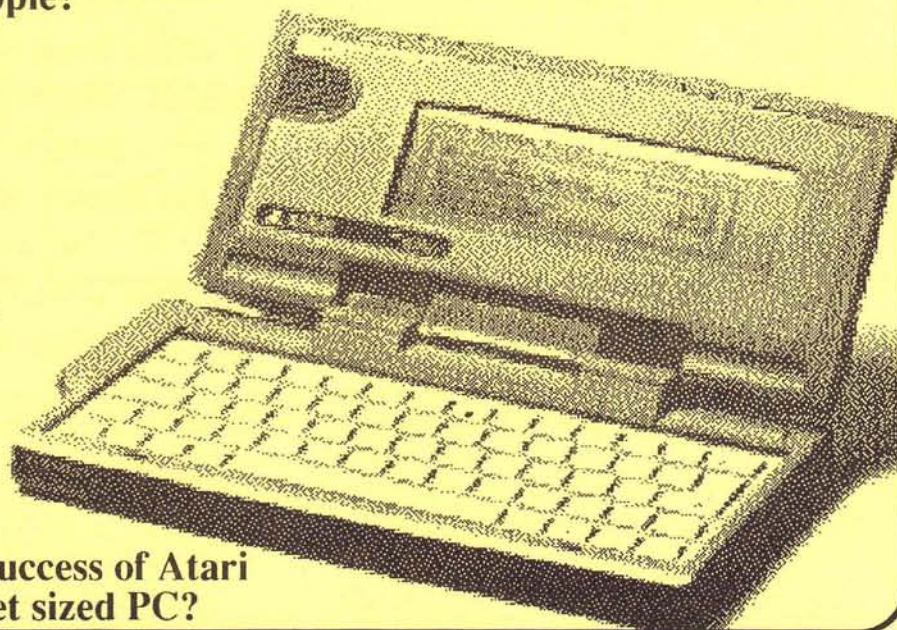
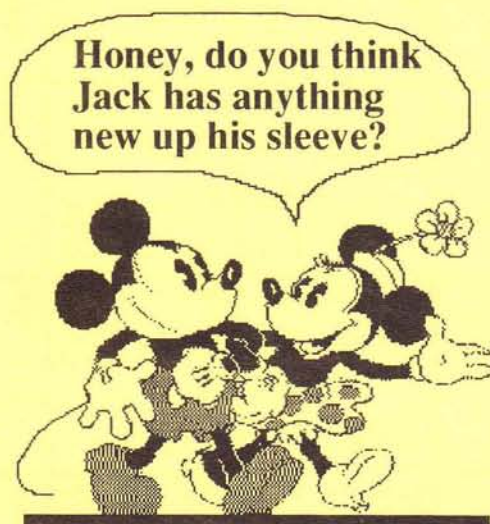


Why is this man laughing, ...
has he just taken a big byte
out of a juicy Apple?



Is this the latest
travel poster for
Prince William
Sound, Alaska?

Is the future success of Atari
tied to a pocket sized PC?



Find clues inside this issue to answer these chilling questions



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Steve Goldstein
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Many thanks to those who take the time and effort to contribute to this publication!

CONTENTS

June, 1989

FEATURES

AtariLand at the Magic Kingdom by Darryl May
Or was this a visit to Fantasyland and Tomorrowland? 4

Sunday, May 14th by Bob Woolley
Another excerpt from Bob's brilliant collection of 8-bit insights, experiences and research. 6

ATC Roller Coaster by Nevin Shalit
If you have be thinking of investing in Atari stock with the anticipation of improvement down the pike, you need to take a look at this thoughtful examination. 8

First Quarter Report
Combine this information on Atari's financial report with the above article by Nevin Shalit to help you make an investment decision. 9

Error Messages compiled by Steve Goldstein
So what do those bombs and error messages mean? Check out this collection of explanations. 11

War In Middle Earth by Dan Crevier
ST Game Review on a Lord of the Rings type story. 13

DEPARTMENTS

Classified Ads 10
Buy, Sell and list your services here.

Moran's Minutes 12
A light hearted look at the events of the last main meeting.

Application 14
If you are not a member yet, here is your chance. Or maybe you know of someone who would enjoy this timely information.

Calendar 15
Make sure you don't miss important meetings and events. Get specific help in your area of interest.

SEE YOU AT THE MAIN MEETING



AtariLand at the Magic Kingdom

By Darryl May

The first "World of ATARI" show sponsored by ST World magazine was held in the Disneyland Hotel exhibition hall. I planned ahead and made my booking for a room at the show discount rate of \$90 per night. I drove down there with John Townsend on Friday. We made it in 5 1/2 hours. Somewhere on highway 5 we had this police helicopter following us for about 30 minutes slowing us down a little.

Upon exiting the freeway we spotted the big Disneyland sign and followed it into the parking lot. We sighted the hotel at the other side of the parking lot so we paid \$3 and drove across the lot only to find the hotel was outside of the parking lot. That \$3 sure went fast! Upon entering the real hotel parking lot, we were informed that parking here would cost us \$7 per day and we could have the parking cost added to our hotel bill. Talk about hidden charges! Anyway the place was huge. There were 3 towers stretching at least 20 stories high. In the middle of the towers was a large lagoon surrounded by all sorts of ballrooms and restaurants. After awhile we located the exhibit hall. ANTIC and a few other exhibitors were setting up.

Our next mission was to try to check into our room before the "official" check-in time. We were greeted by a hundred other people who were also trying to check in. After an hour in line and some free lemonade we reached the front desk. Luckily we happened to get a very attractive and hearty check-in person. Being distressed by the huge parking fine, the lady waived the parking fee. YES!

The room was nice with your standard configuration of 2 beds, large bathroom, a TV, and a large window. As night approached, we entered the Magic Kingdom by way of the monorail which stopped a few hundred yards from our room. Upon arriving in FutureLand we searched for some place to eat. The popular restaurants were full, so we searched and searched and finally found a small place in AdventureLand. I ordered a "Huck Fin" which was really a chicken breast. After resting and having some fun at

dinner, we headed for some of the rides including Pirates of Caribbean, the Safari boat ride and finally Star Tours! After waiting an hour or so we boarded this space shuttle simulator with a wacky robot for a driver. It was fantastic! The park closed at midnight and we headed back to our room for a good nights rest.

The computer show was made up of about 50 booths which were set in an area of 30 yards by 50 yards. It was extremely crowded. The walkways were totally full of people on Saturday.

Antic had two different booths, one booth was displaying their magazines and the other was showing off their software. Charles Cherry was working the software booth.

Happy Computers was selling the last of their Happy boards for the 8-bits and selling their Discovery cartridge. Happy Computers has filed suit against David Small for statements that Small made online on GENie.

Gadgets by Small was there with the whole family including David and Sandy and their kids. They were showing a prototype of their GCR unit which allows you to read Mac diskettes directly. GCR is currently in FCC testing and is expected to ship in August.

MicroWorld and San Jose computers were there.

Seymour-Radix, the people who brought you IMG Scan, have a new cartridge based product called DVT that allows you to back-up your hard drive to a VCR. The cartridge cost \$249. They didn't have any to sell because the airline lost them all! But you should be able to purchase one from your local dealer soon or directly from Seymour-Radix. Seymour-Radix can be reached at P.O. Box 166055; Irving, TX 75016.

Tom Harker was there from ICD. I bought a 50 meg FAST hard drive from them. It is half full now and working fine.

On the first day of the show I could not even get a glimpse of Advant Garde's PC ditto II. PC ditto II is a board, 3 inch by 5 inch, that attaches directly to your 68000 and is invisible to your ST until the pc-ditto software calls it. The price is

expected to be \$250 and should be available in the near future.

Lee Pappas from ANALOG had a booth.

Migraph was showing a mock-up of their hand scanner. See their press release for more info.

Atari had a small booth in the corner. Atari was only showing their Stacy(portable ST) on Sunday. It was working and seemed close to release. No new information on the exact price and release date was given. Overall ATARI's booth wasn't very interesting.

Federated had a large booth. They were trying to sell complete ST systems with a heavy emphasis on MIDI stuff.

Some company was selling a FAX modem that worked with the Spectre Mac emulator.

Sierra On-line was there promoting their graphic action adventure games. Computer Games bundled King's Quest I, II, and III and I bought this three pack for \$40.

There were 2 accelerator upgrades for the ST being displayed. One by John Russell and other by Jim Allen of Massachusetts. John's is available now and Jim's is still in prototype stage. Jim's seems bigger in size and more complex in design than John's. Jim's upgrade is going to cost around \$400. John's upgrade is available now for \$99. Both require removal of the 68000. Sorry, I don't know how the speeds of the two boards compare.

John Russell was also showing his 4096 color pallette upgrade for \$70 with the extra Shifter ship or \$49 without an extra Shifter chip. To install this upgrade all you have to do is remove your old Shifter chip from it's socket and then plug the upgrade board in to the socket and then plug your shifter chip onto the upgrade board. This upgrade changes your ST color pallette from 512 colors to 4096 colors.

On Saturday night ATARI sponsored a MIDI concert and demonstration. They were selling tickets for \$5 but I got in for free. Several musicians came out and explained how the ST changed their life and then played some songs. Two keyboard players from the Pointer Sister's band were there. Mick Fleetwood also appeared along with some guy from the Moody Blues. Sam Tramiel officially introduced the Stacy portable ST. Atari also announced that they would be producing the HOTZ box. The HOTZ box is a flat membrane MIDI keyboard. The HOTZ box was demoed but I still don't understand what exactly it does and why anyone would want to use it. The concert lasted for 2 hours - a little too long

for my taste.

On Sunday the show floor was far from being crowded. It was on Sunday that I really got a chance to see the show. And we finally arrived back at home around 10 pm.

• • Misc. Notes • •

"BattleChess" from Activision is being advertised by a east-coast mail-order firm.

"PageStream" version 1.52 is the latest version with version 1.6 due out soon from Soft-Logik. (Bring an original diskette to Jim Hood or Frank Kliewer if you want it upgraded to 1.52.)

"Ultima V" is due out this fall.

"BattleTech" is being ported to the ST.

"BATTLEHAWKS" is some sort of World War II airplane combat simulator being published by LucasFilm.

"ColorBurst 3000 II" is now available from Peter Berry, the author. "I now am doing this as an individual and not as part of Beerys Bit (which promoted the first version and has since gone belly up I believe.)" Peter is asking \$12 (or \$6 plus your old ColorBurst 3000 diskette) for this new version and the full LASER C source code. Peter can be reached at Dept. of Physics; University of Notre Dame; Notre Dame, IN 46556; (219) 239-7322.

ATARI under it's Atari Explorer Publications Corporation premiered a new magazine called "ATARIAN" to promote it's Atarian video game club. The magazine includes reviews of ATARI 2600, 7800, and XE games. The cover price is \$1.95. There is even an article written by me in the strategy section. I haven't seen this magazine at the newsstand but the first issue is dated May/June so it should be out soon.

Mediagenic(Activision) has closed down the Infocom offices in Cambridge. Infocom has been a leader and pioneer in the development of text based adventure games for a variety of personal computers include the ATARI 8-bit and ST computers. Mediagenic has owned Infocom for several years. Most likely Mediagenic is trying to reduce their costs. Mediagenic is located somewhere across the bay.

Sunday, May 14th

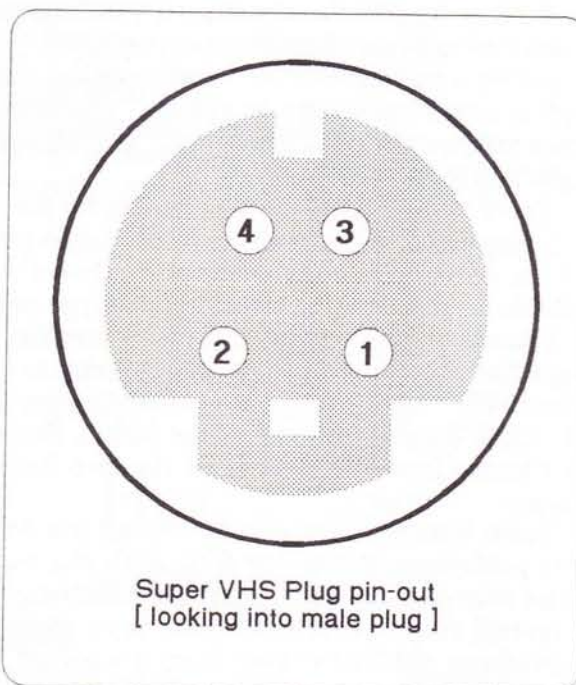
Computer Folks are really not "nerds" - more like "techies", which means we like (are hooked on) all the new Hi-Tech Stuff. By that, I don't mean that we run out and buy all the new stuff just because it's new, but rather that we can fully appreciate their advanced features.

Like the new S-VHS equipment. Everybody know what that is?? Those 8-biters that use the chroma input on their 1702 Commodore monitor will know. The S input on these new devices is just a separate chroma system, the same as on the 1702. On an NTSC (American Standard) video signal, the allowable range of frequencies is 4.5mhz (4,500,000 pixels per second). This produces a very sharp monochrome (black-and-white) picture. Unfortunately, to add color to this video, we have to chop off the monochrome signal at 3.5mhz, adding a 1mhz chroma signal at the top of the range. The loss of 1,000,000 pixels per second has a serious, negative effect on our nice screens. It also does bad things to what you record on your VCR. So, Atari supplied their video as Composite (3.5mhz range, with color), Luminance (4.5mhz range, with no color) and Chroma (1.0mhz range, color only). Using the luma and chroma inputs on a suitable monitor (Amdek 300, Teknika MJ-22, Commodore 1702) gives you back a razor sharp image. Which is great unless you want to play Star Raiders on the 27 inch TV you just bought. Up until now, the best you could do with a television was to use the audio/video inputs that many sets offered. Now, in order to improve the quality of their recordings, the VCR manufacturers have also turned to separate chroma and many larger screen sets include this S-VHS jack to take advantage of these signals.

I don't have to tell you what kind of TV I bought when my old RCA croaked, do I? The problem is: the S-VHS cable comes with the VCR, not the TV. This cable also has an S-VHS plug on each end, not RCA jacks. For anyone else who finds themselves in this situation, let me explain how I managed to make the connection.

Most Radio/TV suppliers carry a line of products by GC Electronics of Rockford, Illinois. This company has an S-VHS Video Cable (cat. #32-3166

\$6.00) that can be easily modified for our purposes. The cable is 12 feet long and is not shielded (even though it claims to be on the package), which is long enough to make two 6 foot adapters, or one 12 footer. After cutting the cable in half, I used a small plastic box attached to the cut end to mount two RCA jacks. One jack (luma) was wired to pin 1 (ground) and pin 3 (signal) and the other jack (chroma) was wired to pin 2 (ground) and pin 4 (signal). I wasn't sure that the levels and polarity would match my Atari, but it worked just great when I plugged it in. As Robert would say, Awesome!!!



Speaking of Robert (my son), he had a birthday this month. As always, he got a bunch of games from me, not for the 8-bit, but the ST. Since the software pipe for the 8-bits is a little plugged up and I got the HP working on the 1200XL, we don't use the ST much except for games. The ST is much better at out-doing Andy's IBM games (verrry important....) and with a meg of memory, 8 mhz 68000 and 32K of screen ram, some pretty neat stuff is available. Like F-16. And Test Drive. And Dungeon Master. So, what does the kid play with all nite?? A 4-fer-1 package game called Arkanoid "Revenge of DOH". It's kind of a super BreakOut..... ??? This is the "hot" item?? It looks like something you could do in Basic! You need a MEG for that? Or 8 mhz?

(and,,,,, speaking of 8 mhz, where is the parallel disk drive, Bob?)

Glad you asked! I read a directory with it last week. This is quite an accomplishment considering...

And,,,,,, speaking of disk drives, here is the way I hooked up a RadioShack 3.5 to my XF551.

First thing you do is check the SIO connectors on your XF551 board. If they are screwed on - OK. If they use wimpy little brass rivets, drill 'em out and use screws and nuts. The rivets will work loose and you'll rip the foil connections off the board when you plug and unplug your SIO cables!!!

To use both a 5.25 and a 3.5 drive on one XF551 controller requires two things: a way to switch rom code and a way to switch drives. I wanted the switch mounted in the front of the R/S drive, so I needed some neat way to make that happen. As it turns out, the 34 pin cable to the 3.5 has just enough spare (unused) wires in it to get the job done. I power both drives at all times and just use their select lines to access them one at a time (for power, use a RadioShack #277-1022 (\$5) on the 3.5).

For the rom, use a 2764. Burn the 5.25 code into the low addresses (\$0000 - \$0FFF) and the 3.5 code into the high bank (\$1000 - \$1FFF). Cut the foil connection on the XF551 motherboard to pin 2 of the rom. Wire this isolated pin thru a 5.6K resistor to pin 28 (+5v) and directly to pin 2 of the 34 pin cable. In the R/S drive, cut wire #2 out of the flat cable and connect it to one side of a DPDT switch with the other switch contact going to ground. Flipping the switch will then select +5v (high bank - 3.5) or ground (low bank - 5.25).

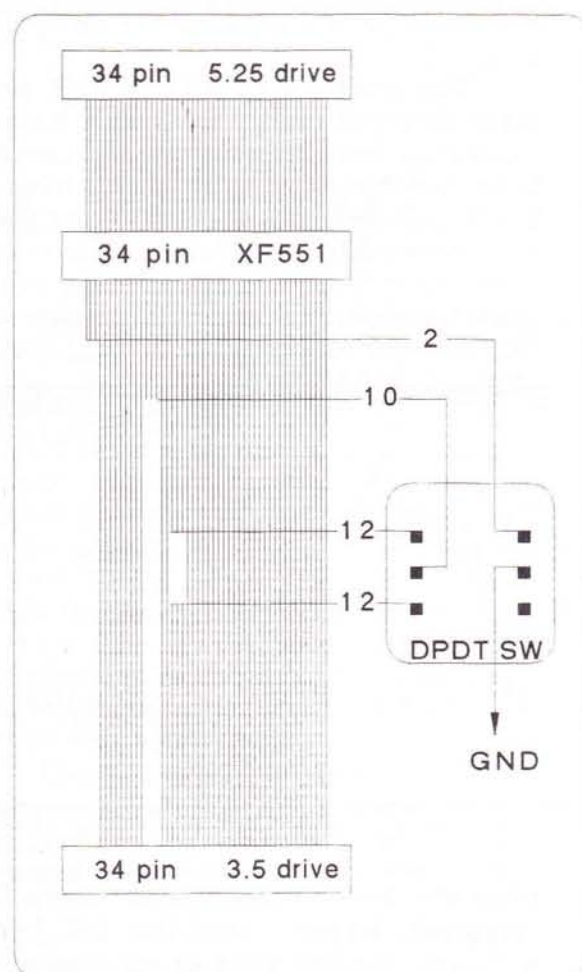
To select one of the two drives, I use pin 12 of the 34 pin cable. The XF551 selects the drive on pin 10, which selects drive 0, so I switch this line to pin 12 (drive 1) of the drive I want. Cut the select wire (pin 10) out of the 34 pin cable and wire it to the center pole of the remaining side of the switch. Then, cut the wire to pin 12 and run BOTH ends to the outer pins of the switch (one to each...). Now, plug each drive to D1 (or the second drive - it may count D1 D2

D3 D4) and you're set. The DPDT switch will run one drive in one position and the other drive in the opposite position.

That's all. Test the system. If it does not seem to work properly, you may be running the drives with the other guy's code (I did!). Be careful here - you can switch drives on the fly and write 3.5 data on your 5.25 (at whatever location the 5.25 happened to be....). Other than that, you can switch any time you want - the controller may get a little confused, but if you try to boot with the switch set to an empty drive, for example, you can just hit the switch and off you'll go!

Take Care!!

Bob Woolley SLCC



The ATC Roller Coaster

Text and Graphics by: Nevin Shalit

Since I follow the stock market I thought I would put together a couple of charts of Atari's stock price action.

Before continuing I would like to say the charts were made by Stalk The Market, a great stock charting program for the ST from Quidnunc software. The quotes were pulled from GENie (type QUOTE\$). GENie quotes are nice because you can have it adjusted for stock splits automatically. I do not own any Atari stock right now, nor am I shorting any stock. I would also like to say that although I participate in the stock market I have no professional training or expertise in the area, so do not follow my advice...!

The screen snap ATC WEEK shows the entire history of Atari's stock since it came public (or at least since GENie started tracking it). The high for this period is somewhere around \$16.25 and the low is about 4 3/4. As you can see from the weekly chart, Atari's price rose steadily in the first 6 months after it was sold on the market, with its peak of \$16.25 coming right after they announced their PC Clones (I think). Then



when the clones did not deliver in the US when promised, the price started to fall. Look at the action during the week of the market crash in 10/87. The price went from just below 10 to below 5. Since the market crash the price has not

done much, and in fact has not reached its pre-crash levels. For someone who has owned ATC stock from day 1, it has been a wild ride to nowhere--the price is within a very few percent of the opening price in 1987.

For the last year in detail, look at ATC DAY. This is a daily chart from 4/20/88 to 4/20/89. As you can see the stock performed very badly from last July to this February, losing about 40%-50% of its value. Since February, however, the stock has been in an uptrend, moving from \$5 to \$7, or a move of 40%. Still, it is below its high of the past year of \$9 set in July of '88.

Where will the stock be in a year from now? Will it be raining or sunny next April 20th? In other words, there is no way to say for sure. A few things you might want to consider:

POSITIVES NEGATIVES

Stacy and Portfolio. Nothing has shipped yet. **Great new executives.** Tramiels love to fire good folks. **Stock price in uptrend.** May have peaked. **Market in uptrend.** May have peaked. **Advertising in US has begun.** Is it too late to make a dent? **RAM chip prices lower.** No negative for this. **Stock recommended by PWebber.** PWebber analyst has bad track record with ATC stock. **Federated written off.** Still haven't closed it down.

I would like to mention the PaineWebber recommendation. You have to remember that Paine Webber is the company that helped Atari come public. They have an interest in seeing the price go up. Also, Lee Isgur is the analyst there for Atari stock and his comments are always overly rosy. He was one of the few analysts who thought that the Federated purchase was good for Atari. In the past he has always failed to mention the high turnover of Atari execs, poor dealer relations, poor developer relations, lack of advertising budget, failure to ship products, etc. He only mentions the good stuff (European market, Jack Tramiel's "golden touch.")

In my heart I do believe that the new products coming from Atari, and the fact that they have written off Federated, could really help their earnings and thus drive their stock price higher. I also think that PC_Ditto II (full speed IBM emulation) and Spectre GCR (read Mac disks at full speed) will help the ST sell more. The Portfolio (the tiny PC clone) has the potential

to make a LOT of money for Atari in my opinion. But it is dangerous to buy stock "with your heart." For this reason I want to see one of two things happen before I consider buying ATC. The Portfolio must ship and start to sell well. Or two, Atari's stock price must move higher on high volume. Either way I would miss out on a point or two of the stock, but its better to be



safe than sorry, especially when you remember that Atari is horrible at shipping things. If the Portfolio ships and does well and if Atari stock can break out on high volume, I think it could be a very nice ride. If the Portfolio does not ship and if Atari fires their new execs and if the 68030 continues to be delayed, I would not want to own the stock.

Just one man's opinion. And remember, I have NO professional training in this area. Do not use my comments to make your own decisions (but don't use Lee Isgur's either (grin!).

First Quarter Report

ATARI CORP. EARNS \$3.3 MILLION IN FIRST QUARTER

Atari Corp. (NYSE: ATC) reports results of operations for the first quarter which ended April 1, 1989.

The Federated Group subsidiary was treated as a discontinued operation as of the fourth quarter of 1988. The company is still reviewing the various options available to it relating to the ultimate disposition of Federated. Having provided for anticipated financial obligations arising from the disposition of Federated, including operating losses, there is no impact from Federated in the first-quarter results.

Net sales for the quarter were \$88.8 million compared to \$98.3 million for the like quarter last year, a decrease of 10 percent. Operating income was \$6.2 million compared to \$15.3 million, a decrease of 60 percent compared to the like quarter last year. Net income was \$3.3 million compared to \$5.7 million, a decrease of 42 percent compared to the like quarter last year.

Sam Tramiel, president and chief executive officer, said "We are pleased to report an increase in sales of our ST and PC lines of computers in 1989 compared to the first quarter of 1988, however video game sales declined significantly as a result of the alleged unfair monopolistic practices of an international competitor, which are now the subject of litigation. Since overseas sales account for nearly 75 percent of our total worldwide market, our sales growth in U.S. dollar terms was significantly offset by the strengthening of the U.S. dollar in relation to most European currencies during the first quarter of 1989 compared to 1988.

"The exchange rate effect, combined with changes in sales product mix, was largely responsible for the reduction in net income compared to the first quarter of 1988."

Atari Corporation is one of the largest companies in the world manufacturing personal computers and video game systems. Atari headquarters is located at 1196 Borregas Ave., Sunnyvale CA 94086.

Classified Advertisements

We publish FREE classified and service ads for SLCC members. Check out these great deals:

SOFTWARE BLOW OUT

For Sale or TRADE: "Lock-On" (\$15) from Data East based on the arcade game with the same name. "Bubble Ghost" (\$14 Brand New) from Accolade an original game involving moving a bubble through a maze of rooms. "Chopper X" (\$8 Brand New) is an arcade like scroll'em shoot'em out. "Terrestrial Encounter" (\$8) is action arcade game involving jumping and climbing. "Silicon Dreams" (\$20) a set of 3 text adventures with limited graphics by RainBird the makers of "The Pawn". "Jewels of Darkness" (\$15) a set of 3 text adventures with limited graphics by RainBird. "Q-Ball" (\$15) a 3-D pool game. "Tai-Pan" (\$20) a graphic action adventure. "Computer Mad Libs" (\$8) a talking word game. "StarRay" (\$30 Brand New) a defender like game from the author of GoldRunner and the artist from Airball. "Alien Fires" (\$15) a outer space graphic adventure from Paragon Software. All games come in original boxes with manual and warranty card. I'm selling these games because I no longer play them and I need the shelf space. Call me (Darryl May) at 652-9082 if you are interested.

MOUSE PAD TESTIMONIAL

Bob Barton found a vendor selling mouse pads with my (Jim Hood) Famous Neo Rose picture on them at the West Coast Computer Faire and got one for me. They are being sold by Wave Pad in Hayward. I stopped by their plant the other day to see if I could pick up some for advertising hand outs. I ended up having a nice conversation with a couple of the mangers there, who are both into computers (unfortunately PC's) and who seem happy to help user groups or computer users with special deals on pads with club logos, or whatever, silk screened on them.

They also said they could do "one off" specials, putting laminated graphics on pads.

That's how the rose pads are done - by laminating the pictures between plastic and glueing them on the foam rubber base.

Wave Pad also makes a variety of cloth surfaced pads. They said that they use polyester rather than nylon to elimate the possibility of building a static charge on your mouse. They even make an "anti-stat" pad that connects to your electrical ground wire if you are really worried about static electricity.

If you want to check them out, they are at 1560 West Winton Avenue in Hayward ((786-0998)

SET UP YOUR 3D STUDIO

Suite 3D Center for Computer Art & Technology is selling a Mega 4 ST with color monitor for \$1,700 or best offer. They also have a Steinberg SMP24 SMPTE time code reader/generator, with Sequencing & Editing software (1.0, 1.2, 2.0) & Manuals for \$1,600 or best offer. They will include original Antic Cyber stuff, including, Cyber Paint, Cyber Studio CAD 3D 2.2, Cyber Studio Cybermate 1.1, CAD 3D 1.0 and Spectrum 512 with the Mega 4. Give them a call at 882-7063.

WANTED

Original articles, stories or reviews for this Internationally distributed publication. It's fun and very satisfying. You do the writing, pass along a text file to me and I'll do the editing layout and get it printed. Give it a try and give me a call at 536-7431, Frank.

**Your Message
could be in this space
Call the Editor at
536-7431**

Error Messages • Bombs Away

By STEVE GOLDSTEIN

These error messages were found in Appendix B of the GFA-BASIC Manual. I hope you find them helpful.

GFA Basic Error Messages:

- 0 = Division by Zero
- 1 = Overflow
- 2 = Number not Integer -2147483648 .. 2147483647
- 3 = Number not Byte 0 .. 255
- 4 = Number not Word 0 .. 65535
- 5 = Square Root only for positive numbers
- 6 = Logarithm only for number greater than zero
- 7 = Undefined error
- 8 = Memory full
- 9 = Function or command not possible
- 10 = String too long, max 32767 characters
- 11 = Not GFA-Basic V1.0 program
- 12 = Program too long, memory full
- 13 = Not GFA-Basic program file, too short
- 14 = Field dimensioned twice
- 15 = Field not dimensioned
- 16 = Field index too large
- 17 = Dim index too large
- 18 = Wrong number of indexes
- 19 = Procedure not found
- 20 = Label not found
- 21 = On Open only "I"nput "O"utput "R"andom
"A"ppend "U"pdate allowed
- 22 = File already opened
- 23 = File # wrong
- 24 = File not opened
- 25 = Input wrong, not numeric
- 26 = End of file reached
- 27 = Too many points for Polyline/Polyfill, max 128
- 28 = Field must be one dimensional
- 29 = Number of points larger than field
- 30 = Merge - not an ASCII file
- 31 = Merge - line too long - aborted
- 32 = ==> Syntax error - program aborted
- 33 = Label not defined
- 34 = Insufficient data
- 35 = Data not numeric
- 36 = Syntax error in data - unpaired quotes
- 37 = Diskette full
- 38 = Command not possible in direct mode
- 39 = Program error - GOSUB not possible
- 40 = Clear not possible in For-Next loops and procedures
- 41 = CONT not possible
- 42 = Too few parameters
- 43 = Expression too complex
- 44 = Function not defined
- 45 = Too many parameters
- 46 = Parameter wrong - must be numeric
- 47 = Parameter wrong - must be string
- 48 = Open "R" - Record length wrong
- 50 = Not an "R" file
- 51 = Only one field per Open "R" allowed
- 52 = Fields larger than record length
- 53 = Too many fields (max 9)

- 54 = GET/PUT fields - string length wrong
- 55 = GET/PUT record number wrong
- 56 = String has wrong length in SPRITE
- 90 = Error in Local
- 91 = Error in For
- 92 = Resume (next) not possible Fatal, For or Local
- 100 = @ Copyright 1986, GFA Systemtechnik

BOMB Error Messages:

- 102 = 2 bombs - Bus error, Peek or Poke possibly wrong
- 103 = 3 bombs - Address error, Odd word address!
Possibly in Dpoke, Dpeek, Lpoke or Lpeek
- 104 = 4 bombs - Illegal instruction, Execution of an
invalid 68000 Assembler command
- 105 = 5 bombs - Division by zero in 68000 Machine Code
- 106 = 6 bombs - CHK exception, 68000 interrupt by CHK
command
- 107 = 7 bombs - TRAPV exception, 68000 interrupt by
TRAPV
command
- 108 = 8 bombs - Privilege violation, 68000 interrupt due to
execution of a privileged command
- 109 = 9 bombs - Trace exception, 68000 trace interrupt

TOS Error Messages:

- 1 = * General error
- 2 = * Drive not ready - time exceeded
- 3 = * Undefined error
- 4 = * CRC error - disc checking sum wrong
- 5 = * Bad request - invalid command
- 6 = * Seek error - track not found
- 7 = * Unknown media - boot sector wrong
- 8 = * Sector not found
- 9 = * No paper
- 10 = * Write fault
- 11 = * Read fault
- 12 = * General error 12
- 13 = * Diskette write protected
- 14 = * Diskette has been changed
- 15 = * Unknown device
- 16 = * Bad sector (verify)
- 17 = * Insert other diskette
- 32 = * Invalid function number
- 33 = * File not found
- 34 = * Path not found
- 35 = * Too many files open
- 36 = * Access not possible
- 37 = * Invalid handle
- 39 = * Memory full
- 40 = * Invalid memory block address
- 46 = * Invalid drive identification
- 49 = * No further files
- 64 = * GEMDOS range error - seek wrong?
- 65 = * GEMDOS Internal error
- 66 = * Not binary program file
- 67 = * Memory block error

Moran's Minutes

General Meeting - May 2, 1989

Tonight's meeting was called to order by our head money grabber (treasurer) Jim Hood, acting for President Barton who is getting older and can't work three shifts in two days and still make the meetings. Jim first made a few unimportant announcements and then turned the meeting over to the Dinky Duo for the 8 Bit floppy show.

Cliff and Mark showed this month's floppy which contained "A Christmas Eve Nightmare" a text adventure game on one side and "Super Frog" a sample version of the seven game Arcade disk on the other.

Myrtle Stu was kind enough to make a report on the World of Atari show put on by ST WORLD at the Disneyland hotel in Anaheim. Stu reported the show was well done and as has been the case with ATARI shows for the last few years mostly for ST owners. The show was about half hardware and half software.

The new Michtron BBS Version three was obtained by Myrtle for use on STU'S PLACE. PC DITTO was showing their new hardware PC emulator which is about ready to be released. David Small had a new improved version of SPECTRE. All in all a good show worth the trip.

After a short break Don Safer brought our attention to a letter published in COMPUTER GAMING WORLD from Gilman Louie the COE/Chairman of SPHERE INC. (Spectrum Holobyte) blasting all ST owners for Pirating in general and specially for pirating of FALCON F16.

Program Chairman Keith Sammons introduced Larry DeRusha and Bob Henrich, the producers of "WINGING IT," an accessory to be used with the ever popular "FLIGHT SIMULATOR" program. WINGING IT consists of an audio tape and a booklet with maps of various airports. The audio tape contains actual messages from control tower operators that can be timed to work with FLIGHT SIMULATOR to add the final touch of realism.

Further nominations were taken for next month's Officers Election. As of now the following nominations have been made:

President	- Bob Barton	- Keith Sammons
V. President	- Keith Sammons	- Bob Woolley
Treasurer	- Jim Hood	
Secretary	- Jim Moran	

More nominations and the election will be held during next month's General Meeting on June Sixth.

To finish out the evening John Russell (JRI) showed the latest pair of hardware items he has available. The first was the ST4096C board that expands the color palate of your ST from 512 to 4096 colors. This board does not require any soldering and sells for \$50. The second item is the J.A.T.O. board an 8/16 MHz. processor board that accelerates processing within the CPU to 16 MHz. while keeping the system timing at 8 MHz. The J.A.T.O. board requires some heavy duty soldering and costs \$100. This board should speed up CAD and DTP programs to make them more usable.

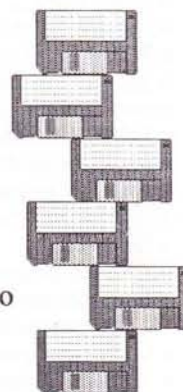
Being no further business the meeting was adjourned by our overaged hippy at 10:25PM.

Respectfully Submitted - Jim Moran - Secretary

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War In Middle Earth

By Dan Crevier GENIE -

A review of War in Middle Earth for the Atari ST computers-----

I was given a copy of War in Middle Earth to review by a friend of mine who received versions for all computers to review, even though he only has an Amiga.

War in Middle Earth (WIME) comes on three single sided disks. It is possible to copy all of the files onto a hard drive, or onto double sided disks because the program is not copy protected. If you own a double sided drive, but no hard drive, I suggest copying the contents of disk 2 and 3 onto a double sided disk. This way, you only have to swap disks once. If you do not have a double sided drive or a hard drive, you are in for a lot of disk swapping.

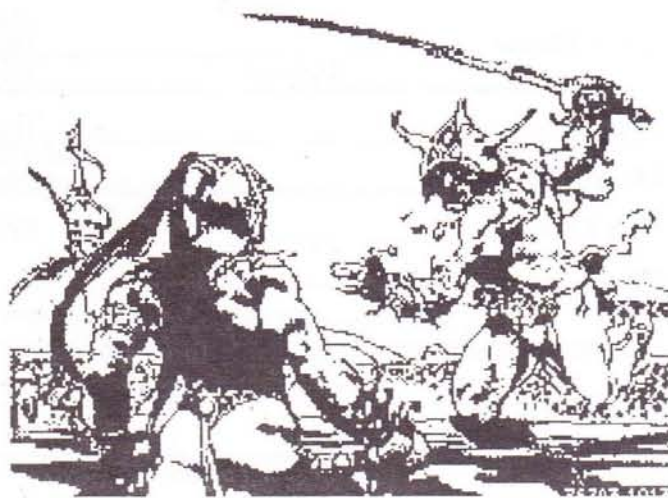
It is great that Melbourne House did not copy protect the disks, so users can take advantage of their double sided drives and hard drives. WIME uses a large map that is included in the game for copy protection. Periodically WIME will ask you for the coordinates of something on the map. At first it may be hard to find some of the cities and landmarks, but after playing for a while, it is no problem locating things on the map. The inconvenience of looking things up on the map is well worth not having copy protected disks.

WIME is based heavily on the Lord of the Rings Trilogy by J.R. R. Tolkien. You control the forces of good trying to destroy the ring of power. To do this, you must bring it to Mount Doom, located in the middle of the evil territory. Along the way, you can supposedly gain the support of other armies to help destroy the ring. I found that after a while they joined me even if I did not try to get their help. The manual included with WIME has a good overview of the Middle Earth world, so reading the Lord of the Rings trilogy is not necessary. Also, it has a good glossary of people and places. The section on how to play the game does not make the game play totally clear, but it is not hard to figure out. The manual also has some good strategies. Game play in WIME takes place at three different levels. At the highest level is a map of all of Middle Earth which shows the location of all good, evil, and neutral forces. At the next level is the Campaign map which gives a nice scrolling map of Middle Earth with the different forces shown as different shields or figures. This level is perfect for war gaming. The screen scrolls when you move the pointer to the edge, so it is very easy to move around Middle Earth. It is from this level that you can give

commands to the forces that you have control of. At the most detailed level is the Animation Level. This level shows fully animated pictures of all of the people and monsters against nice digitized backgrounds.

I found some major problems with the game. The main problem was that you can move units through mountains, rivers, and even partly through lakes. One of the hardest parts of the game is getting into the area around Mount Doom, which is surrounded by mountains with passes guarded by 10,000 orcs, but it is possible to walk through the mountains and avoid the orcs. Maybe this was intentional on the programmer's part, but I find that it makes the game far too easy. I encountered another problem one time I was playing and decided to go straight for Mount Doom. After walking through the mountains to avoid the mountains and to avoid the orcs in the passes, I went to Mount Doom. Mount Doom was guarded by about 2,000 orcs, and I didn't stand a chance, but I went for it anyway. The orcs killed me, but then it gave me the victory sequence, even though I had just been killed at Mount Doom. Also, I had some problems getting my units to move exactly where I wanted them to in the shortest path.

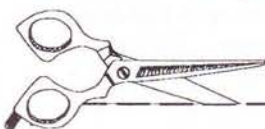
Even with these flaws, WIME is an entertaining game. It is more of a war game than an adventure game, but still has an adventure feel to it. I only recommend this game to Tolkien fans who think they would like a war game/adventure game cross, but if you prefer Ultima and Dungeon Master type games over war games, you are probably better off waiting for Chaos Strikes Back or Ultima V.



Migraph Press Release on Hand Held Scanner

Migraph, Inc., a leading developer of GEM-based graphics software, will introduce a hand held scanner for the Atari ST series of computers, according to Migraph president Kevin Mitchell. The announcement was made at Spring COMDEX in Chicago. The hand scanner, designed specifically for the Atari ST, makes it easy to incorporate photographs, drawings, logos, clippings, brochures and almost any other graphic into computer documents. "This scanner will revolutionize the desktop publishing industry within the Atari community", states Kevin Mitchell. "Now anyone can scan their own high resolution images instantly." Able to scan over a four inch wide strip, the hand scanner has four adjustable scanning resolutions and provides true 300 and 400 dots per inch resolution. Initially, it will be bundled with Touch-Up, Migraph's popular image editor. Touch-Up contains extensive editing tools and the ability to save images

in a variety of formats. The bundle also includes scanning software and an ST interface, which plugs into the cartridge port. The anticipated release date for the hand scanner is the end of June. An additional bundle will be released in August which consists of the hand scanner, interface, scanning software, and a "lite" version of Touch-Up, which has about half of the features of the full version. This bundle is expected to cost about \$100 less than the bundle with the full Touch-Up. The hand scanner bundled with Touch-Up will retail for \$499. Migraph is currently offering a special introductory price of \$429 on the hand scanner bundled with Touch-Up (a \$70 saving). Registered Touch-Up owners can purchase the hand scanner direct from Migraph for only \$299. Orders with the special pricing will be accepted through July 31, 1989. For more information on Migraph and its products call Liz Mitchell at (800)223-3729 or (206)838-4677. (9-5 PST)



Membership Application for San Leandro Computer Club

Yes, I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more, for one low, low price. Just fill out this application, and mail it with a check for \$20.00 (\$40.00 outside the US or Canada) to: SLCC, P.O. Box 1506, San Leandro, CA 94577-0374. Do it today and join in on the coming excitement.

Name: _____ Date: _____

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Computer(s) _____ Hard Disk(s) _____

Monitor(s) _____ Modem(s) _____

Disk Drive(s) _____ Printer(s) _____

Other: _____

Programming Experience: ☐ Professional ☐ Average
☐ Learning ☐ No Interest

Programming Languages(s) _____

Interests: ☐ Business ☐ Word Processing ☐ Education ☐ Hardware ☐ Scientific
☐ Home Finance ☐ Art / Desktop Pub. ☐ Music ☐ Games ☐ Other

JUNE 1989

SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6 MAIN MEETING 8PM	7	8	9	10
11	12 ST Meeting 8PM San Leandro Public Library	13	14 Executive Board Meeting	15	16	17
18	19 JOURNAL DEADLINE	20 Telecomm SIG 8PM	21 ST Software SIG 8PM	22	23	24
25	26	27 Pascal SIG 7PM Business SIG 8PM	28 ST Beginners SIG 7:30PM	29	30	

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.



Exercise your right as an American and a card carrying member of this venerable group and **VOTE** on June 6th for the candidates of your choice!



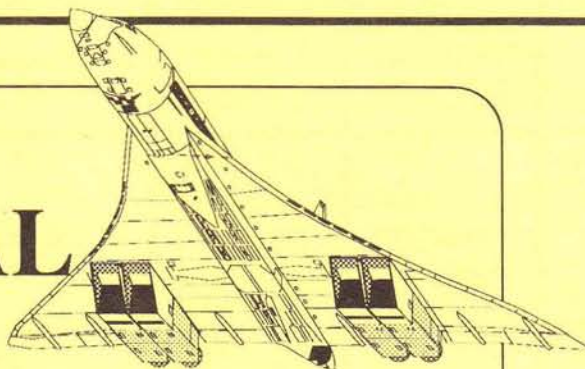
Rumor has it that at least one individual (who shall remain unidentified for now) is going to purchase memberships for all the people living on his block in order to swing the election in his direction by the rarely used proxy technique. Fireworks are sure to transpire when a planned challenge to these votes is registered on the basis that these people don't have computers, to be followed by a counter challenge that all you need to be a club member is some sort of high-tech device, like a toaster oven for instance. You too can raise a bunch of commotion at this free-for-all by signing up your neighborhood. Just make several copies of the handy membership application (found on page 14 of this JOURNAL) fill in the names of your friends, relatives and neighbors and mail these (with the nominal fees) to our P.O. Box or just bring everything to the next meeting and you also will have the opportunity to buy an election.

Flash!

If you are like me and haven't stopped kicking yourself for missing the last Main Meeting and Margo Demas from Timeworks, stop abusing yourself, she didn't make it either. BUT, you still have another chance...She is due at the June 6th meeting...PLUS there will be an auction of TWO Toshiba Blackstripe TV sets and more that can not be mentioned through the mail. If you have a weak heart, you might want to skip this meeting, as it is bound to be a event unequaled in the colorful history of this great country!

SLCC

JOURNAL



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

Next Meeting:
June 6, 1989
8:00 PM

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