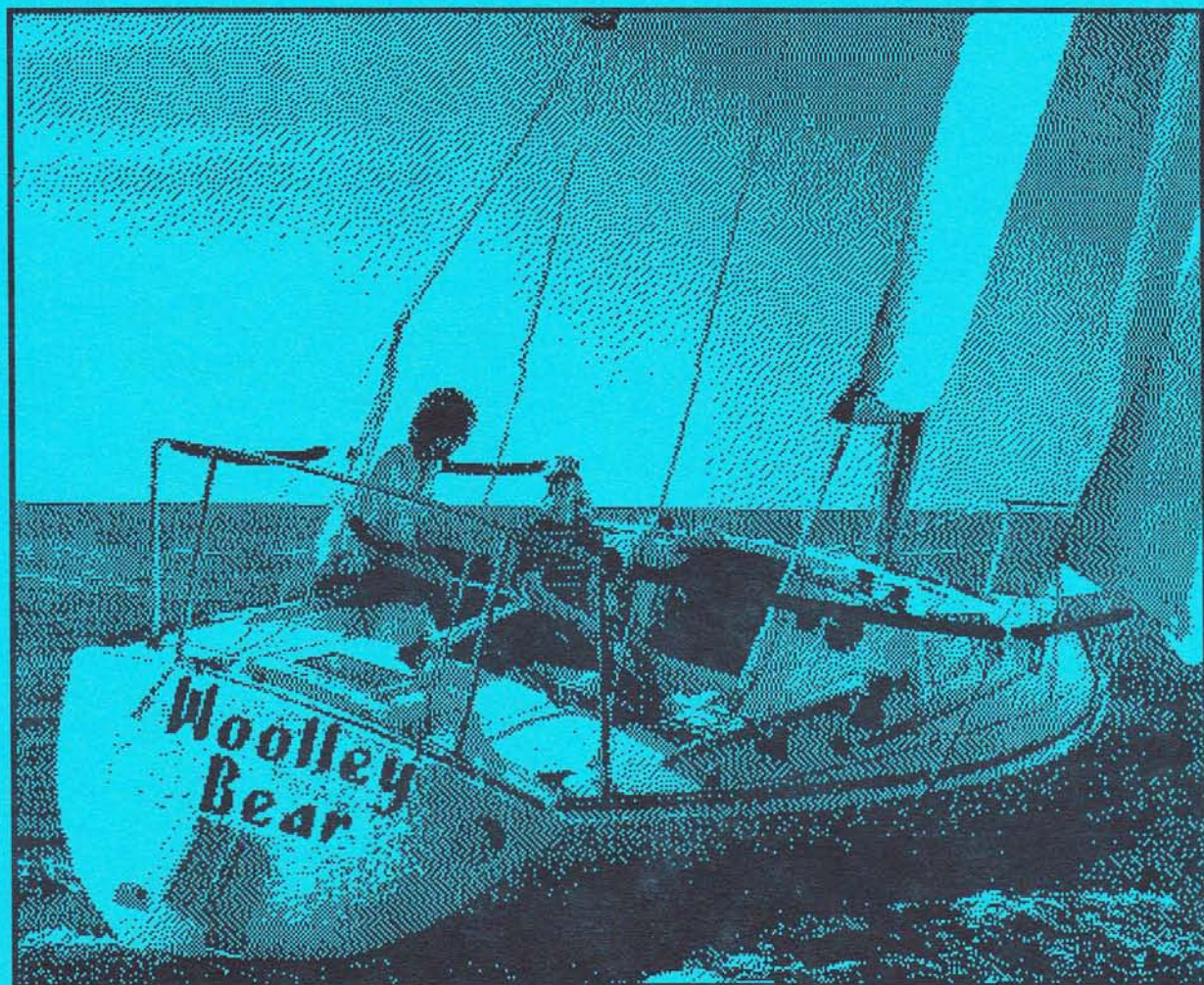


SLCC JOURNAL

SAN LEANDRO COMPUTER CLUB MAY 1989



INSIDE: Interview with FTL, Notes from Darryl May Pocket PC, Stacy and Jim Hoods incredible drawing. Plus much, much more (by the way who is that woman sailing into the sunset with our past editor? It doesn't look like Sharon) I hope this does not turn out to be a Gary Hart saga..



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Editor's Notes

First of all I'd like to thank Darryl May for making this issue of the JOURNAL possible by contributing the bulk of the material used this month. He very kindly handed me a disk of files that he had gleaned from various sources. These articles include his notes on page 10 and the articles and releases on the pocket PC, Stacy, pc-ditto II and the FTL round table interview. In fact he gave me more than I could fit into this issue, a problem I'd love to have every month. I'm hoping to get some more good stuff from his trip to the Disneyland Atari show. Thanks again Darryl. Any of you reading this JOURNAL can feel free to do the same. If you run across anything that you think will be of interest to club members just pass on a text file to me and I will forever be grateful.

Next on my list of good guys is our out-going editor. In fact he is one of the most out-going guys I know (grin). Bob Woolley did a magnificent job of putting together this JOURNAL for over two years, on time and looking good. His work and related trips out of the area made it a real struggle to continue his duty as Editor. No one hates to see him leave his post more than me, the one next in line to pick up the flag. Thank you Bob for your great work, matched only by your humor, and Sharon's fabulous cooking and gracious manner. Oh well all good things must come to an end, just hate to see it.

I'd like to see more of an interest from club members in submitting articles and even just text files gathered off an on-line service. This is a real opportunity to help out without making a full-time commitment.

I just love rumors. Like the one I heard about an ST+ that Atari has under raps that is supposed to challenge the Amiga with 4000+ colors and stereo sound that is mainly geared to the game market that the rest of us serious hackers have no use for. I've got a lot of

interest in CD ROM as I think a lot of you do also, so here is a reprint from ZMAG on the subject:

The very long awaited Atari CD-ROM drive made an appearance at the Microsoft CD-ROM conference this spring. It can store up to 540 megabytes, play standard CDs (its got a built in headphone jack and remote control), and will work with available CD information disks such as the Grolier Encyclopedia, Microsoft's Bookshelf, or any CD-ROM in High Sierra format. There is an interface card to use it with IBM PC-compatible computers, and of course it works with any ST or Mega. You can even play music CDs using an ST desk accessory! The player should be in the stores by summer, at a suggested retail price of \$599. That's about half the \$1200 price of Apple's newly announced CD-ROM drive, which isn't MS-DOS or High Sierra compatible.

That's it for this month, keep your disks dry, and keep the files headed this way.



Saturday, April 22nd

I was not too surprised at the underwhelming response to Frank and Jennie's request for Interested Parties to help them with the Journal, but I'd ask all of you to think about it. Consider the real reason we have a Journal in the first place.

- It is not published for a profit. It does not, therefore need to have broad appeal to the masses.
- It is not a Scholarly Papers publisher.
- It is not a Literary Showpiece.
- It does not pay it's authors. So, it doesn't have to get it's money's worth.

Jump on in, you already got what it takes - an Atari!

You can always tell a Kliewer Page by the layout and the graphics. So, they got a little more than just an Atari, they got talent. Never bothered me, I just got a 8-bit, anyway..... (heehee)

I got this announcement out of ZMAG 152 from an outfit called CSS (Computer Software Services):

*** The Black Box is a device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It has two buttons, two switches, and a set of dip switches visible from the outside. It plugs directly into the back of the 600XL, 800XL, and 130XE computers. There will be conversion kits made available for the 65XE and XE Game system units.

The Black Box performs three main tasks: interface to a SASI/SCSI bus device (hard disks), Parallel printer port, and a RS232 port. A fourth option, available soon, will be a floppy disk port, especially useful to XF-551 owners.

> The SASI/SCSI port provides the necessary signals for hooking up most common hard disks. You may partition your hard disk into as many drives as you wish; up to 9 can be accessed at a time. By pressing one of the buttons on the Black Box, you will enter the configuration menu, where you can re-assign drive numbers, etc. When you exit, you will be right back in the program you were running when the switch was pressed: the Black Box does not disturb anything! You may partition up to 48 megabytes per drive (for a total of 432 megs!), as the Black Box can handle 3 byte sector numbers (a special version of MYDOS will be provided that supports this feature). Imbedded drives (drives with built-in controllers) that use 512

byte sectors will present no problems. You can write-protect all hard disks with the flip of one of the switches on the Black Box!

> The Parallel printer port will allow you to hook up any printer that uses the standard Centronics interface. As an option, you can use the computer's extra memory as a printer buffer, or order the Black Box with 64K of on-board RAM. You may assign printer number and line-feed options within the menu (for use with multiple printers). Another amazing feature of the Black Box is the built-in screen dump. By pressing a button (on the box), the contents of your screen will be dumped to your printer (you can define text or graphics modes with a switch)!

> The RS-232 port supplies the full RS232 specification signals for connection to a modem or another machine (for null-modeming). The handler for the Black Box's modem port is built-in and takes up NO memory! The port handles rates up to TRUE 19.2K BAUD!

> A future upgrade for the Black Box is a floppy disk interface board. This will allow the addition of up to four 5.25" or 3.5" mixtures of floppy drives to be used with the system. The drives will act like standard single/enhanced/double density disk drives, but up to 10 times faster! All drives will be Super Archiver compatible, and support up to 2 sides of 80 tracks. Along with this hardware upgrade will come software capable of reading, writing, and formatting disks in IBM's MS-DOS format and the Atari ST format, and allow you to transfer files between those disk formats and the Atari's format. (Please note this will NOT allow you to run IBM or ST programs on your 8-bit, but will allow you to use text files, created on one machine, on another.)

The projected release date for the Black Box is the Summer of '89. The Floppy Interface card will be available by the Fall of '89. The price of the Black Box will be \$169.95 for the basic unit, and \$199.95 with 64K of RAM (for the printer spooler). The price of the Floppy interface card has not yet been determined.

* Sounds interesting! The source of this project seems to be Bob Puff, a very capable guy. I'll see what I can find out.

Bob Woolley

FTL Interview

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To sign up for GENie service, call (with modem) 800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U#= prompt. Type XJM11877, GENie and hit RETURN. The system will prompt you for your information.

In a recent conference on GENie (4-12-89) Wayne Holder the president of FTL Games and Andy Jaros the designer of "Chaos Strikes Back" answered some questions:

"Chaos Strikes Back" is designed as an "expansion set" for Dungeon Master. This means that CSB will require the original Dungeon Master game to work. CSB is a more complex and difficult scenario than the original DM scenario. While designing it, we assumed that it would require "master" level characters to start. The scenario starts several years after the end of the previous adventure. The scenario is currently under Beta Test and we plan to release it in about 1 month (assuming that there no major problems discovered.)

Q: Do you have to have finished DM to use it?

A: No, but it helps. You will start CSB with whatever level characters you have in DM. The more advanced your characters are, the better chance you will have to survive CSB.

Q: How many levels will CSB have? Difficulty??

A: CSB has fewer levels than DM, but each level is at least twice as difficult as any level in DM...It has a special utility which reads a saved game from DM and then creates a new saved game file which can be loaded by DM, but which contains a complete new dungeon and adventure. The CSB expansion also comes with a hint utility which can read your game in process and offer hints which are specific to the problem in front of you. Also there is another utility which allows

you to edit your Champion pictures to customize them. We also includes a complete set of new pictures which depict how we think the champions would have matured in the years since their first adventure in DM.

Also, you are able to upload or download champion portraits to other players.



Q: Are there new monster graphics as well as new character graphics in CSB?

A: There are no new monsters in CSB, but there are a few new objects. Since CSB was designed as an expansion set it is not able to change the graphics from the original game. However, there were a few objects which we did not use in DM, so we have designed these into the scenario for CSB. New graphics will have to wait for DM II.

Q: Are there any changes to spells/level size?

A: There are no new spells, but they are used in new ways. It's hard for me to say too much about the level sizes without giving too much away, but don't expect to use the same mapping tactics you used in DM. Some of you advanced players know that in DM there is a lot of "optional" stuff which only a persistent player will find. In CSB we've added a few things which we think only VERY advanced players will be able to unravel.

Q: ST Action did a mini review. Are they Beta testers?

A: Sorry I can't comment on who our Beta

(FTL cont. next page)

Testers are.

Q: Will master-level characters advance more rapidly than in DM?

A: Yes, but there is a catch because as your characters attain higher levels it becomes harder to advance. Also, there is another catch, which is that the ability to attain higher levels requires even greater challenges. For example, we have one challenge which is going to be a real surprise to players. We call it the "Diabolical Demon Director" It takes up almost half a level by itself.



Q: I've noticed in DM that we could only make potions of some of the things like the potion of fire. Will we be able to now create say, the fire bomb potion? And what was the total number of spells in DM?

A: There are a few restrictions in what we can do in an expansion set. Before I go on let me explain a little about our plans for creating new games. DM is based on a game engine which creates the game world from a game file and a data library which contains game graphics and the rules for things like spells, how creatures move, etc. We will be supplying two types of products 1. new games, such as DM II which will contain new creatures, spells, or other new features. or, 2. expansion sets which will build upon existing games using that games graphics, spells, etc. Expansion Sets are much easier for us to design, we hope to do several for each major new game release.

Q: Since you've been talking about DM II and other NEW games. What kind of time table

have you got for release?

A: Well, every time I've opened my big mouth and guessed, I've been wrong, but my "goal" is to introduce several new games each year. We've been shooting for this goal for some time now, but there are always disruptions and distractions which seems to push back our schedules. However, currently we have several new games under simultaneous development. So, the new strategy is to wait and see which of these games will be done first.

Q: I hope I'm not offending you by asking but do the "distractions" include ports to other machines or is that a separate staff?

A: Well, actually we don't really "port" our games. The code for DM is the same on the ST, Amiga and Apple IIGS. We have separate staff which recompiles the code for each machine and is responsible for testing, but the game is created independent of any particular computer. The greatest distraction is the complexity of planning out how all the games will smoothly advance from scenario to scenario. We've been working to not only design the next game, but also design how that game will flow into the games that follow it. Sometimes, this means we discover a potential problem late in the design process and have to back up on several fronts. It's a little hard to explain and I fear I'm rambling.

Q: What about sound improvements on DM II or CSB?

A: We're looking into ways to do it. Perhaps with a special accessory. Also, we are considering going to double sided disks for future scenarios. This would let us expand the graphic detail enormously.

Q: Are there any non-DM type games lurking in the corridors of FTL, like OIDS?

A: Well, yes, but not soon. We will have a new versions of OIDS soon, but for another computer (no names mentioned.)

Q: Will CSB "require" all four characters, or can it be done with one all-master, like DM?

A: Any thing is possible, but it will not be easy. Perhaps, 4 times harder.

Q: How does CSB resolve the fact that as of the last save we have not yet "defeated" Lord C (while possibly gaining a level doing so)? Or is that part of the game?

A: Well, we screwed up on that one planning DM. So, in CSB it only matters that you have a saved game with characters as advanced as you want. You could make CSB much harder by starting with novice characters. But, that would probably be suicide.

(FTL cont. next page)

Q: Can you give us a "Teaser" on games that we might be seeing in the future from FTL using a DM style interface?

A: We know the ST better than any other computer so we are able to get code working on it faster. As to new games... well we have a really interesting "horror" based scenario under development. We're trying to create a game which can really scare the pants off of you. It will almost certainly be our most advanced game yet in the use of sound. Is that enough of a teaser?

Q: Does it matter what version of DM we own? I still have the one with lockpicks, will CSB still run OK?

A: The lockpicks reappear in CSB and are very important to the scenario, but I can't say more.

Q: Are you currently developing, or considering MSDOS machine DM?

A: Yes, we have an MSDOS version under development. It will use EGA or VGA level graphics. In fact, that is my particular specialty. So, if it's late you can blame me.

Q: Thanks, and will CSB be available for ST and Amiga at the same time?

A: I'm not sure at this moment. We have a small glitch in our Amiga development currently.

Q: DM took me about 50 Hrs. Will CSB take longer? I had complete maps and spells.

A: Yes

Q: Can you comment on sales comparison for the various platforms and is the [other machine] for OIDs, in fact the Amiga?

A: Well it is unfair to compare because the ST version of DM has been out much longer than either the Amiga or IIGS versions, but we are very happy with the ST sales. No, the other machine is the Macintosh.

Q: To date, no one has found a spell using the GOR symbol. Will it be used in CSB? In DM II?

A: The GOR symbol has a particular importance in CSB, but is not related to a spell.

Q: How do you use magic in a Space Scenario as a Universal Translator perhaps?

A: The "spell" menu in DM was designed as a type of language interface. In fact, the full set of symbols which we normally call the "spell" symbols is much larger.

Q: Simple clarification: 3 Games: CSB, DM II and Space correct?

A: Oh, right. The only official item I can comment on is CSB. There will be a DM II (not called that) but I can't say more until a later date.

Q: Will you be supporting the 68030 TT?

A: What is the 68030 TT? It's news to me. I can't really comment on stuff or machines I haven't seen. Sorry?

Q: Does the ST use more memory than the other machines for sounds or were you comparing say a 1 meg Amiga to the standard 512K ST? As far as D/S disks I'm all in favor of it as long as you offer an alternative solution to the S/S users.

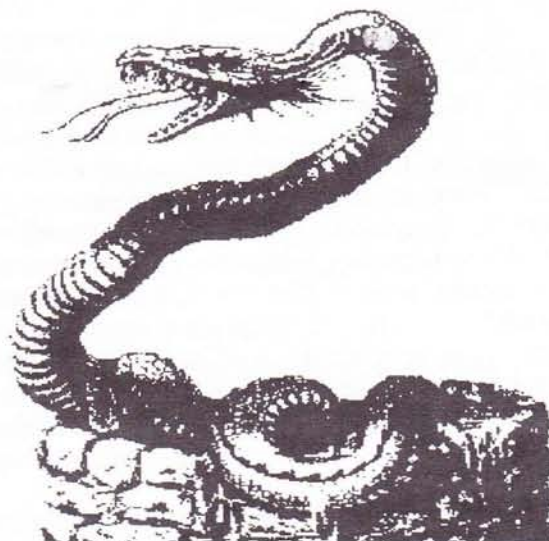
A: It has been our number one priority to include all ST users, especially SS 512K. The ST version of DM just barely fits into 512K and requires every trick we could think of to work. On the Amiga we tried for at least 4 months to work under 512K, but the Amiga's operating system takes up more RAM than we could spare. So, we decided to introduce stereo sound and at least make good use of the extra RAM. On the Atari we use 4 bit digitized sound. On the Amiga we went to full 8 bit digitized sounds. We'd love to support this on the ST as soon as we can figure out how to do it. For larger games we've been considering DS disks with an option to use two SS disks.

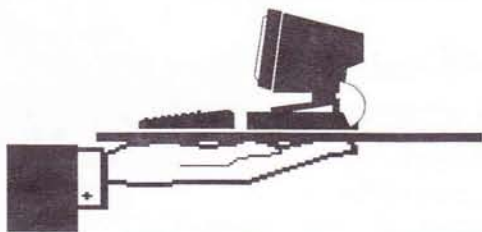
Q: Do you plan to release CSB, DM II and the SPACE game for the Amiga, ST and the IIGS?

A: Yes.

Q: Any final remarks?

A: Sure...I wanted to say thanks to all the people who have supported us and waited patiently for new releases. My only regret is that we can't work faster. FTL almost got out of the game business back when the Atari ST was just a rumor, but we decided to make one last try on this "new" machine. Now, it seems like the best decision we ever made.





Pocket PC

ATARI COMPUTER INTRODUCES THE PORTFOLIO(tm) HANDHELD PC COMPATIBILITY FOR LESS THAN \$400

CHICAGO, IL (April 10, 1989) -- Atari Computer has developed the most functional piece of compact technology since the microchip itself. Designed around the energy efficient Intel 80C88 microprocessor, the company has introduced Portfolio, the computer industry's first handheld IBM(R)-compatible personal computer.

The one-pound computer, which is about the size of a VCR tape, is small enough to slip into a coat pocket, yet powerful enough to meet the needs of today's busy executive and information user.

"Unlike most leading-edge products that manufacturers introduce, the Portfolio does not have limited features and an outrageous price," said Sam Tramiel, Atari Corporation president. "Users don't have to wait for two years for the price to come down before they can justify the costs/benefits. The technology, capabilities and convenience are here now, at a price they can afford."

In fact, the 4.92-MHz IBM-compatible system has a suggested retail price of less than \$400.00.

The featherweight system is MS-DOS(R) 2.11-compatible and has 128K of RAM as standard (expandable to 640K). Disk drives are replaced with credit-card size 32K or 128K RAM cards. The 128K RAM card can hold the equivalent of 50 pages of text, yet uses minimal power and provides significantly faster access times than disks. A port is also included for file exchange with desktop or laptop PCs.

Additional programs will be provided for the Portfolio on ROM cards, which are presently available with up to 4MB of storage capacity.

"Most laptop computers are too heavy and cumbersome to be truly portable," said Tramiel. "But the Portfolio can be easily slipped into an attache' case, a coat pocket, purse, or student backpack."

The 7.8 x 4.1 x 1.2-inch system has a 63 key IBM compatible keyboard and offers an 8-line by

40-character LCD display. Depending on the application, standard AA batteries will power the computer for over a month. "There's no comparison between the convenience of carrying three AA batteries, as opposed to the cumbersome battery pack used by many laptops," emphasized Tramiel.

The Portfolio is provided with an appointment calendar with automatic alarm and enough memory to manage the user's appointments for 60 years. An address/phone list card that allows users to store name and numbers alphabetically or by category is also included.

The phone list even has a built-in automatic telephone dialing function. Users simply hold the phone receiver up to the computer and, with a single keystroke, the system sounds the appropriate tones, ensuring that numbers are never misdialled.

The system's text processor includes standard edit functions, line and column counters and the ability to search/replace and paste. Users can also transfer data from different types of files. For instance, figures can be moved from a spreadsheet into a report. For financial applications, the Portfolio also includes a Lotus 1-2-3(R) file-compatible spreadsheet and a powerful calculator.

"Our system designers made certain that the Portfolio handheld computer would look and feel familiar to any compatible user," said Tramiel. "The software is viewed in frames and overlapping windows; everything is menu-driven."

For business people on the road, Portfolio files can be easily transferred back to the office via modem from anywhere in the world. Users may also opt to transfer data between systems by adding a "smart cable," which connects the Portfolio directly to a PC; or an external card drive, which allows memory cards to be accessed directly by their system.

Since it's recent expansion in the U.S. market, Atari Computer has rebuilt its distribution channels by developing a product-specific dealer base.

The Portfolio handheld computer will be available for delivery in June.

Notes from Darryl May

In my last article I mentioned that I had ordered a product called Keyskin (a clear plastic keyboard cover). My Keyskin arrived and I have been using it for the last two months. When I took the Keyskin out of the box it had a crease where it had been folded. This crease never disappeared and the keyskin never did have a tight fit, making it bubble up in several places. It just didn't look right and had a terrible effect on the feel of the keyboard. If you don't have trouble with spilling stuff on your ST then a product like the Keyskin will not enhance your ST. Keyskin is only for people who really need protection from spilled drinks.

The San Leandro Federated was the first one to go, now 15 more are being cleared out. Atari calls Federated a "discontinued operation".

HT Electronics in Sunnyvale is clearing out there remaining ST software and books at 50% off! I picked up "10th Frame" for \$12, "Bubble Ghost" for \$14, "The Advanced OCP Art Studio" for \$18, and "Chopper X" for \$8. There were about a hundred titles available from companies like Mindscape, Michtron, Dr.T's, Rain-Bird, and lots more. The titles were a little old but the prices made it a good deal and most programs can be updated through the publisher. There seemed to be a good number of adventures games, MIDI applications and business programs. Dave Duberman of Synapse then Antic then Atari is working there as a salesman. Earlier Gary Tramiel had been seen there picking-up a few pieces of software. HT Electronics (408-737-0900) is located at 346 West Maude Avenue behind Kentucky Fried chicken.

The recent heat wave caused my computer to break down. After lifting the hood I pressed down all the chips and it seemed to work again. Then I tried to add a extra connector to my modem cable but I destroyed the cable in the process. And now my main boot disk will not work. Why does bad luck come in bunches?

Practical Solutions has moved to 1135 N Jones Blvd; Tucson, AZ 85716; (602) 322-6100; Fax: (602) 322-9271.

Jeff Williams reports from COMDEX in Chicago that the ATARI booth stands boldly in front of IBM. ATARI is showing their pocket PC,

an ST portable, DESKSET II and WORDFLAIR. All are reported to be shipping in the next 90 days? Has ATARI ever shipped anything in 90 days?

The laptop is basically a 1040 with an LCD screen and a trackball instead of a mouse

The pocket PC called "ATARI Folio" (\$399.95) is reported to be about the size of a video cassette with a full keyboard, a 40 column LCD display, 128K RAM (Expandable to 640K), built in MS-DOS 2.11, a word processor, a spreadsheet, a database, an appointment calendar, phone dialer, a speaker, a RAM wafer slot, and an expansion port. The expansion port will accept smart cables for connecting another PC, a printer, or a modem. "B-cards" that plug into the wafer slot act like a diskette to the system. (See article on this item elsewhere in this JOURNAL)

The ST laptop called "STacy" or "ATARI Portfolio" was shown under a glass case. The laptop is basically a 1040 with a LCD screen and trackball instead of a mouse. All the ports are included. It is unknown if the BLITTER chip will be included. The laptop has a option of 1 or 2 drives or a hard drive. Prices should range from \$1,500 to \$2,000 depending on the type of drive installed (See article elsewhere in this JOURNAL on this item).

Michtron was showing a early hardware/software prototype of something called "Fast FAX". Migraph had some type of hand held scanner for \$400. Biodata, a West German company, was showing an Ethernet network DMA device called "BioNET 100" (more information below). WordFlair a \$149.95 document processor is expected in June. GRIBNIF was showing NeoDesk 2.03.

Here's the fact sheet (the English version) for the BioNet 100 network device. It's a little rough in translation to English in a few spots, but it gets the idea across effectively.

Atari ST, MS/DOS PC and Unix in one network! Not possible? Try BioNet 100! The

Darryl May cont. next page

Ethernet network for Atari ST. The ST had one lack: it was a single user system. We transformed it into a professional machine. Over 500 times in West Germany. Power without the price. Use the Atari ST with BioNet as:

- Intelligent terminal under TCP/IP with FTP, Telnet (VT100 and others), Mail, Spool
- X-windows workstation
- Professional DTP or CAD system, to share (laser-) printers, hard disks, and streamers.
- Educational system with master console to control students
- Networksystem with transparent access to DEC-Net, Novell advanced network, NFS (network file system) via gateway
- Professional multiuser system for any kind of use

Features list:

Based on the well know Ethernet/Cheapernet standard. Novell, DEC-Net and much others can be connected via gateway. As much computers (MS/DOS PC, Atari ST and Unix systems) as you need in the same network. As much space on the harddisk as you need, up to 2048 MB (forget all you might have heard about a 40 folder problem). Any PC/AT clone can be used as server with the BioNet 100 PC-card. Loading and writing with the speed that you are used to with your local Atari harddisk (or faster!): 10 MBit/s.

No chance for any kind of virus: BioNet 100 does not use the Bios, where the virus is situated. Network safety system with passwords protection for folders. Super user programs to keep track of access permissions. Network Spooler for sharing printers including the Atari Laserprinter.

Mailbox with possibilities of sending and receiving messages and screen dumps. Netbios completely compatible to all released versions of the Atari ST TOS including TOS 1.4 and Blitter TOS.

Intelligent file locking mechanism makes it possible even to work with single user software. Library for software developers to use extended network commands.

Maximum network security with "crash recovery". Even a crashed file server continues serving workstations after rebooting.

Optional double server technologies for 100% reliability.

Over 500 stations installed in Europe during the last 4 months (ask for references).

* * *

AVANT-GARDE SYSTEMS ANNOUNCES pc-ditto II -- HIGH-SPEED PC COMPATABILITY UNDER \$300

Avant-Garde Systems now announces a high-speed PC compatible product follow-up to our highly successful pc-ditto, Version 3. This newproduct is a hardware-based emulator which runs the most popular IBM software on all Atari ST and Mega models with XT compatibility, an AT-like performance, and for an Atari ST price. The Norton SI rating is 3.0, compared to the IBM PC XT rating of 1.0, the IBM PS/2 Model 30 rating of 1.8, and Zenith EZ-20 rating of 2.6.

When asked about the market focus for pc-ditto II, Avant-Garde partner, William Teal, made this statement: "We see pc-ditto II as a utility that adds value to the Atari and Mega ST. Many people purchase the Atari for features inherent in it. Yet, they also desire access to that large base of IBM software. Many of our buyers are people that like to take work home, but don't want to spend exorbitant sums of money on a PC compatible.

Many of our other consumers are small businesses than cannot afford and do not need more expensive computers. Both of these groups require a product that is very compatible, fast, and also inexpensive. pc-ditto II fills that need."

Mr. Teal was also asked why this new product was developed: "pc-ditto II is an outgrowth of our experience with pc-ditto, our software-only PC emulator. We learned from our consumers that it was rock solid on a large variety of popular commercial software. So, our goal of compatibility was achieved with few bugs. We later released a second version which included the most requested features. From the beginning, we have received very favorable reviews and support. Only one area for improvement remained: speed. Because pc-ditto was entirely software, the operation of some programs was very slow, and thus very painful to use. We have always been researching ways to increase the performance of pc-ditto. But we felt we should eliminate as many errors as possible before speeding it up. To us no one would ever trust our product if we had delivered a very fast emulator with severe errors. It would only get you to the crash point quicker."

"Instead, we decided that the right way to develop this product was to make it error free, then speed it up. The results of our efforts is pc-ditto II."

pc-ditto II features include up to 640K usable

pc-ditto II cont. next page

memory (machines with 1 meg memory or more), monochrome and color graphics capabilities on all Atari monitors, fixed disk adapter with automatic access to all Atari partitions, Microsoft(tm)-compatible mouse as well as our own Generic(tm) mouse support, Atari clock/calender date and time support, full serial and parallel port emulation, and support of 3.5-inch 80-track drives and optional 5.25-inch 40-track drive. Future updates will be available at no charge. Currently, the company is researching these suggestions from its market: Enhanced Graphics Adapter (EGA), EMS 3.2 support (for access to memory over 1 meg), Epson MX-80(tm) emulation support for the Atari Laser printer, Roland(tm) MPU-401 midi support, and multiple hard drive support.

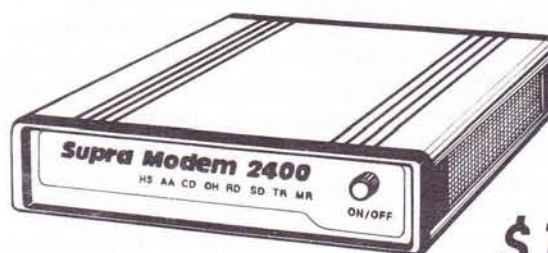
Of course, pc-ditto will continue be sold and supported, since many buyers are satisfied with the current product performance, and only want

IBM PC compatibility for occasional use with as little expense as possible. The new features mentioned above are also being reviewed for future updates for pc-ditto, as well, and registered owners will qualify for these updates from the Avant-Garde electronic Bulletin Board System.

pc-ditto II is available through Atari dealers at the suggested retail price of \$299.95, and pc-ditto is still priced low at \$89.95. Interested readers may also write or call the company for a free fact sheet and list of several hundred certified IBM programs. Registered owners of current versions of pc-ditto will also receive automatically a discount coupon worth \$150 towards purchase of pc-ditto II.

Avant-Garde Systems is located at 381 Pablo Point Drive, Jacksonville, Florida 32225; (904) 221-2904.

SupraModem™ 2400



\$179⁹⁵

- Fully compatible with industry-standard, intelligent "AT" commands
- Asynchronous operation at **300, 1200, and 2400** bps
- Compatible with Bell 103/212A, CCITT V.22, and V.22bis protocols
- Automatic answer/automatic dial (tone or pulse)
- Programmable, nonvolatile memory stores one telephone number and default user configuration profile
- Two modular jacks for telephone line and phone
- Programmable-volume speaker
- Attractive, small case
- One-year warranty

The SupraModem 2400 has all the features that the "other" brand modem has — but at an affordable price. And we made it inexpensive without cutting corners on features or quality.

Features such as complete support of the industry-standard "AT" command set, autodial/autoanswer, and a full set of indicator lights are standard on the SupraModem 2400. And, as if that weren't enough, we also include

features like the programmable-volume speaker, compatibility with all commonly used protocols, and non-volatile memory that remembers your preferred configuration even after the modem is turned off.

Every SupraModem 2400 comes complete with a power adapter, telephone cable, comprehensive operator's manual, and quick-reference card.

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Combines the standard SupraModem package, Omega Terminal communications software, and an RS-232 cable.

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Albany, OR 97321

503-967-9075

Set Stacy on your lap

**ATARI® COMPUTER INTRODUCES
STACY™: FULL FEATURED LAPTOP
FOR LESS THAN \$1,500**

CHICAGO, IL (April 10, 1989) -- Atari Computer has advanced the state of the art in the laptop technology with their latest introduction, the Stacy. The new laptop system provided users with all of the processing capabilities of the firm's ST™ computer line, in a unit that has a total weight of only fifteen pounds, including the LCD display subsystem, keyboard, trackball for mouse control, drive, and battery pack.

In making the announcement, Sam Tramiel, president of Atari Corporation, said that Atari Computer has provided users with a true laptop computer. "Other manufacturers claim to offer featherweight portable systems but fail to tell you that you must cart around this heavy and cumbersome battery pack, as well," he said. "The Stacy is a lightweight laptop, rather than a 'luggable' system."

Featuring a full megabyte of on-board memory, a 3.5 inch double sided floppy disk drive and a system speed of 8 MHz--all as standard, the Stacy is a fully functional laptop or desktop system. To further enhance the system's capabilities, users have the option of adding a second floppy drive or a hard drive.

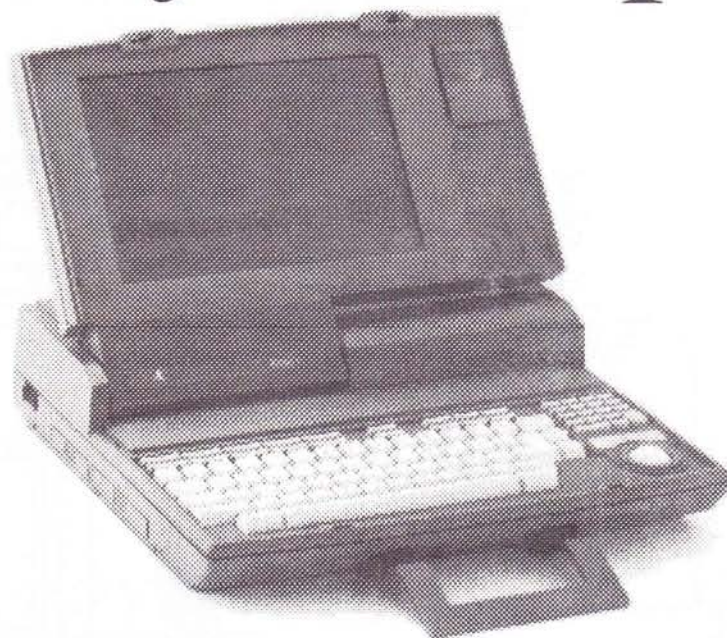
"Atari's engineers, designers and developers have outdone themselves with this system," said Tramiel. "The Stacy offers users more power, greater flexibility and more option, at half the price of comparable systems."

Extensive Features:

The Stacy Computer includes a supertwist LCD monochrome display with 640 x 400 resolution. For desktop use, the built-in monitor port enables the Stacy to be easily used with any ST monochrome or RGB color monitor.

The system has all of the standard ST computer ports and interfaces, including monitor, serial, parallel, floppy, hard disk, RS232C, MIDI and game controller ports.

"Every effort has been made to ensure that user compatibilities are not limited by the Stacy," said Tramiel. "This laptop system is designed to meet the intensive word processing and storage requirements of the business person on the go, as well as the requirements of unique



applications such as those in the music industry."

The Stacy also includes a DC input jack for use with an external DC source (i.e., a car battery or AC adapter).

A fully-functional ST-compatible keyboard with 10 programmable function keys and a built-in trackball, for use as the mouse control, is the standard with Stacy.

Focused Expansion in the U.S. Markets:

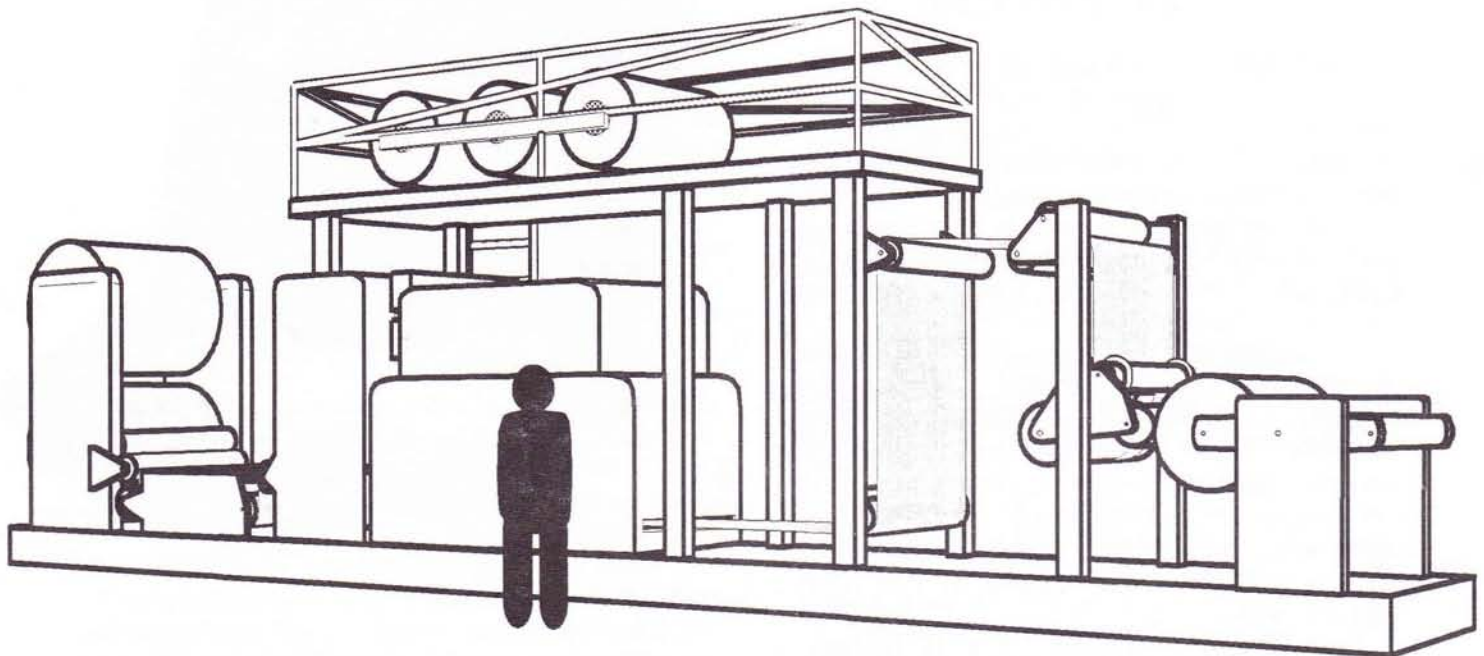
"With its recent expansion in the U.S. market, Atari Computer has also focused its efforts on building a strong, national dealer base," said Tramiel. "We are re-building our national distribution channels from the ground up." In fact, Atari Computer's systems will be distributed through a three-pronged, product-specific dealer channel.

"We will not work with dealers that cannot service and support the systems," he said. "We will insist that our dealers be prepared to train and service users--not just push systems out the door."

Tramiel added that in order to obtain and retain dealers of this caliber, Atari Computer will ensure that the integrity of the distribution channel is upheld. "At no time, nor for any reason, will we violate or jeopardize our dealer channels," stressed Tramiel.

The Stacy laptop has a suggested list price of \$1,495 and will be available for national distribution in June.

How would *you* draw this?



I had a customer that wanted a perspective drawing for a piece of proposed machinery.

He provided me with a side view of the general layout on an 11x17 piece of paper (see little drawing at bottom left).

The final drawing was also to be about 11x17.

I decided to do the layout in CAD 3-D 2.0 and the final version in Easy-Draw. The CAD 3-D version is the little drawing on the bottom right.

By the time I delivered the final drawing, I had spent close to 40 hours on it.

There is a serious question of whether I might not have been better off doing the whole thing free hand. Or maybe doing the rough layout in CAD 3-D and the final version with pen and ink.

Anyone with any suggestions on how they might have gone about this project should feel encouraged to give me a call.

A COMPLETELY UNRELATED TOPIC

John Russell introduced two new hardware items at the Anaheim Atari Fair.

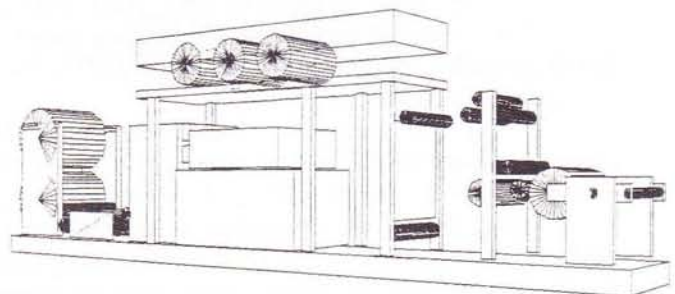
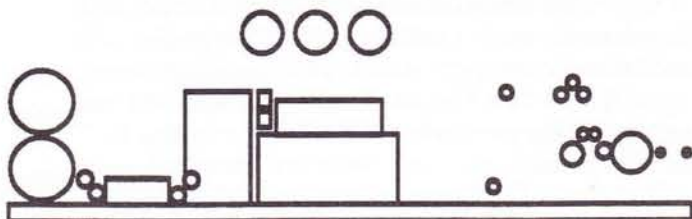
One is a board that, with the addition of a second Shifter chip, will allow you access to a palette of 4096 colors. That means that, among other things, your ST can now have as many shades of *true* gray as the Atari 800!

The second item is a "Hardware Hacker's" kit that has a 16 mHz 68000 cpu to replace the standard Atari 8 mHz processor.

It requires removing the current 68000 (by unsoldering 64 pins) and replacing it with a socket, a new cpu and John's custom board.

John warns that it may not work if your computer has very slow RAM.

The board maintains 8 mHz timing when sending data out to those parts of the system that need it.



May 1989

SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2 MAIN MEETING 8PM	3	4	5	6
7	8 ST Meeting 8PM San Leandro Public Library	9	10 Executive Board Meeting	11	12	13
14	15	16 Telecomm SIG 8PM	17 ST Software SIG 8PM	18	19	20
21	22	23 Pascal SIG 7PM Business SIG 8PM	24 ST Beginners SIG 7:30PM	25	26 JOURNAL DEADLINE	27
28	29	30	31			

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.

*Love, friendship, respect,
do not unite people as much
as a common hatred of something.*

Anton Chekhov

*Perhaps it is not our love of Atari, but our hatred
of other operating systems that brings us together.*

SLCC

JOURNAL



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

Next Meeting:
May 2, 1989
8:00 PM

**San Leandro
Community Library**

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