SLCC JOURNAL

SAN LEANDRO COMPUTER CLUB   August 1989
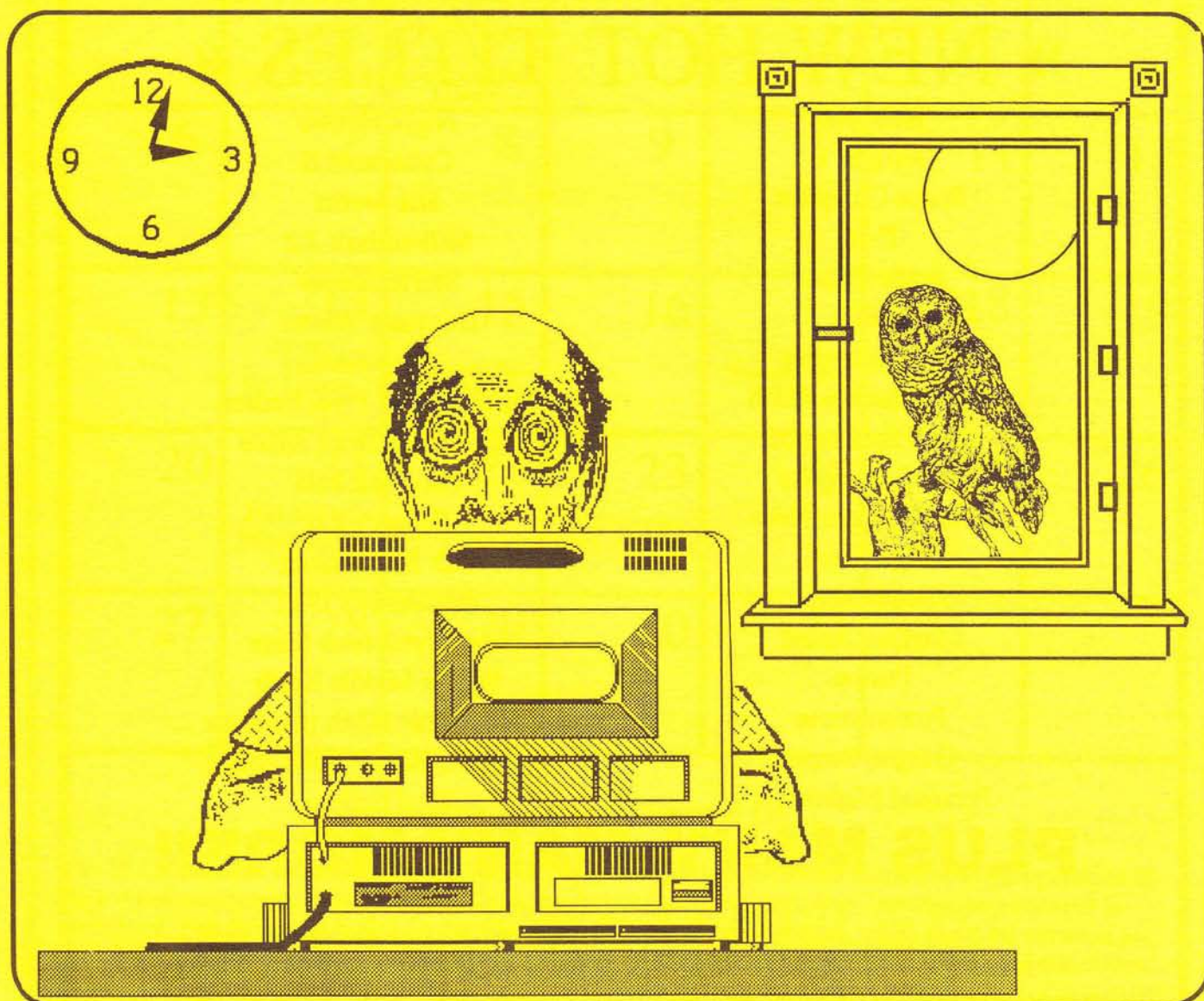
WHAT PD PROGRAM IS KEEPING THIS CLUB MEMBER UP?
DETAILS INSIDE.

San Leandro Computer Club
P. O. BOX 1506
San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. See membership application elsewhere in this issue for details on a deal you can't pass up.

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Vice-President	Bob Woolley	865-1672
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16-bit	Ted Lawson	481-2747

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8-Bit Beginners	Glenn Fowler	530-7128

Disk Librarians:

| 8-Bit | Glenn Fowler | 530-7128 |
| 16-Bit | Ted Lawson | 481-2747 |

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June, 1989

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DEPARTMENTS

SEE YOU AT THE MAIN MEETING
August 1st

OFFICIAL SLCC BBS
8/16--Key System (415) 352-5528,
16--STU'S PLACE (415) 782-4402

Update From Darryl May

This will be my last column from California. I'm heading out to Colorado State University to obtain a degree in Computer Science. I'll be leaving around the 20th of August. I hope to continue my writing for the Journal while at CSU. On a side note, I completed the ST version of "Operation Wolf" with a high score of 200,350.

Atari has hired Chris Roberts for the users group support position. Chris is from Southern California and has been a president of a users group down there for some time. The developer support position at ATARI has also been filled.

ATARI has released version 3.01 of HDX (their hard drive utilities). A copy of HDX 3.01 has been given to the club's software library.

ATARI had an ad in the July 7th issue of MicroTimes describing their DTP system (MEGA4, MEGAFILE 30, SLM804 with Ultrascript) for only $3,995 ("without monitor"). My favorite line was "Act Now! This offer ends March 31, 1989".

"ST Informer" reports about another accelerator from The Netherlands. See ST-Informer for more details.

"DC Format" by Double-Click has been updated to version 3.02. A copy of "DC Format" 3.02 has been given to the clubs software library.

"FlairPaint" is a European paint program that supports a "canvas" up to the size of an A4 page (approx. 8.5x11) at 300dpi. You can edit IMG, NEO, DEGAS, Art Director and FlairPaint files. Includes Bezier curves for smooth drawing and protected colors when painting. The full version works in color and monochrome and includes printer support for the JX-80, EPSON, and GDOS printers. The DEMO works in color ONLY and works for only about 30 minutes and the save function is disabled. FlairPaint also works as an accessory. The retail price is 35 pounds (it's from a British magazine). The DEMO version has been given to the club's software library.

Creative Microsystems Incorporated (CMI) is producing a 16 MHz accelerator board called "Processor Accelerator". The board carries a price of $299.95 and includes a 16Mhz 68000, a BLiTTER socket, a Math co-processor socket, 16 MHz FastROM access, and an expansion connector. Dave Small is being sent a CMI board to see if it's compatible with his Spectre cartridge. No word on PC Ditto compatibility. Like in the JATO accelerator there is switch to turn off the CMI board. Programs like SPECTRUM have trouble working in an accelerated mode. CMI expects to distribute BLiTTERs. The CMI board is installed by cutting 3 pins on the 68000 and then soldering a socket on top of the 68000 and plugging the board in. 3 wires connect the board to the ST motherboard. There are 2 versions of the board, one for 520/MEGA and one for the 1040/520FM. The expansion connector is NOT compatible with the MEGA's slot and is for future upgrade CMI daughterboards. FastROM may provide improvements exceeding those of a RAM cache (this method is used by another accelerator board) for certain applications. The ROM is local 16MHz memory to the processor. All TOS calls then would be handled at 16MHz. FastROM is the TOS ROMs put into a faster kind of chip. It is unclear if the FastROM is included with the board. A 16MHz 68010 may soon be available which would plug directly into the board. CMI can be reached at 19552 SW 90th Court; Tualatin, OR 97062; (503) 691-2552.

Jim Tittsler from ATARI recently described the internal workings of the Portfolio, ATARI's MS-DOS pocket computer:

"The RAM in the base machine can be 'soft partitioned' between use for the MS-DOS TPA and an internal RAM disk (which is referenced as drive 'C', in fact the internal program that sets the partition boundary is called F DISK). The built-in memory card drive is called 'A'. You could store your data on either drive, although for data intensive applications, it would make sense to store the data on a removable card." "With the add-on RS-232 interface box it will connect to a modem. (The box is quite small, and has the 9 pin 'AT-style' RS-232 connector on it.) The terminal software is not one of the built-in applications."

"The RAMcards are backed up by VERY thin built-in batteries. On the ones I have seen, the battery is removable for replacement."

'R-Type' cheats by Andrew Clark Hornchurch Essex, England. "On the title screen when it as you to insert disk 2, press the 'HELP'

key and type 'ME' and then press the 'up arrow' key. Now insert disk B as usual. Press 'SPACE' to begin. Start the game and press the following function keys to get the proper cheats."

F5 - Invincible from Walls and Aliens
F6 - Invincible from Alien fire
F7 - Infinite credits
F8 - A partner may take control of the orb by using the mouse

Hints for 'Heroes of the Lance' by Childs Watford Herts, England. "Use the find traps spell often as falling rocks tend to severely damage your team. Always have 'Flint' first, "Gold Man" third and 'Tanis' fourth in your party. During the early stages combat should be the Hatchlings; use the deflect dragon's breath spell and get 'Tanis' to the front. Shoot at the Hatchlings stomach; five or six arrows will kill it."

For all those "Populous" players, here are passwords for some of the levels. Some of the spellings in the lower levels may be a little off. C's and L's, D's and P's etc.

Level 1, GENESIS
Level 4, CALDIEHILL
Level 7, KILLPEING
Level 11, NIMIHILL
Level 15, ALPOUTOND
Level 19, BUGQUEEND
Level 23, SADWILLOW
Level 26, VERYMEND
Level 31, DOUUSICK
Level 35, TIMEOLD
Level 39, KILLOHOLE
Level 43, NIMOUTJOB
Level 46, WEAVINPERT
Level 49, IMMPEPIL
Level 52, SHADOGODON
Level 57, QAZOUTER
Level 59, MINGBDON
Level 63, DOUPEBAR
Level 67, TIMOMAR
Level 72, EOAEING
Level 77, RINGOXMET
Level 83, BUGMPTORY
Level 87, SADGBONG
Level 93, FUTIKEOLD
Level 95, DOUDLOW
Level 97, HURTDIHOLE
Level 102, SWAINDOR
Level 109, RINGUDOR
Level 115, BUGGBJOB
Level 120, LOWEAT

Thank You, Darryl!!!

Darryl May has been a consistant and abundant contributor to this publication. He has made my life as Editor extremely enjoyable with the flood of articles, pictures, utilities, games and press releases that he passed on to me each month. I wish him the best in his future quest for knowledge, as I'm sure he will shine. Hopefully we will work out a way to continue to transfer data in the future. Perhaps I'll be able to pick up his work from a BBS with my modem. Anyway, Good luck Darryl and thanks again for everything! Ed.
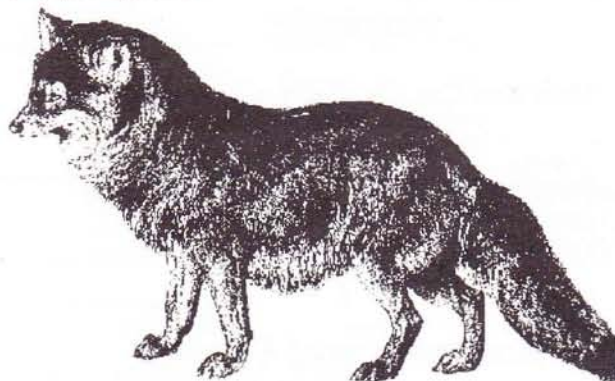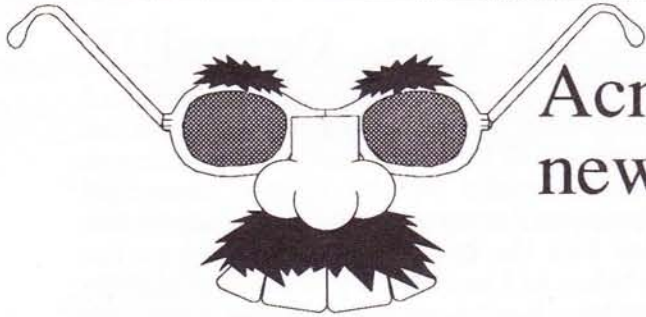
Acme Software Presents: new "How to" Programs

From the famous TV show- This Old Shack,

Home Improvement titles include:

How You Can Convert Your Family room into a Garage

Burgler Proof Your Home with Concrete

Business and Career Opportunities:

"I made $100 in Real Estate"

Money Can Make You Rich

Career Opportunities for Women in Iran

How to Profit from your Own Body

Health and Fitness

Skate Yourself to Regularity

Tap Dance Your Way to Social Ridicule

High Fiber Sex

Biofeedback and How to Stop It.

Self Improvement

Overcoming Peace of Mind

Guilt without Sex

The Primal Shrug

Whine Your Way to Alienation

Creative Suffering

How to Overcome Self-Doubt Through Pretense and Ostentation

Crafts

Self-Actualization Through Macrame

How to Draw Genitals

Gifts for the Senile

Cuticle Crafts

Basic Kitchen Taxidermy

How to Convert a Wheelchair into a Dunebuggy

Mail $19.95 for each disk to:
Acme Software
P.O. Box XYZ
Boyareyouasucker, California

Darryl May passed along a great PD program for our SLCC Disk of the Month. Both Frank and I have really enjoyed it. Frank is past level 100. I am still around 27 or so. Here are some excerpts from the documentation:

Super Break-Out
monochrome monitor (only)
by Mark Overmars

version 1.1ª
(c) 1989
Mark Overmars

Welcome to this great public domain clone of Arkanoid, the Revenge of Doh, Impact, Stone Breaker, Break-Out, - all of them and much more. Play it and enjoy it. I take no responsibility for addiction. Please give this game away to anybody that wants it. It may NOT be resold. Please leave the original documentation and original level files with it. I would like to encourage everybody to design their own levels. In the folder, LEVELED, a level editor is provided for this task. Please send your creations to me such that I can make them available later. If everybody that plays this game designs two or three nice new levels and sends them to me, we will soon have thousands of levels. See the doc for my address. Much fun!

Mark Overmars

Super Break-out contains most of the good ideas of the existing games and many new features. Just to mention a few things: There are over 40 different types of stones, all with special features. There are many different types of bonuses, many types of monsters, 5 basically different types of levels, etc. Of course, you won't encounter all these things at the first levels. On later levels new things appear that you did not see before.

To avoid geting bored, Super Break-Out allows you to continue on the level where you got killed. So you don't have to start from the beginning.

Some other nice features include: good score files, the program remembers its players and knows what your current status is, level files that can easily be changed, added, etc. For this a special level editor is provided with the program. New levels files might be provided in the future for the advanced players. To play simply click the SBREAK.PRG icon on the desktop. Type in your name when asked (Super Break-Out will remember you) and you can start. The goal, as you probably know, is to hit away all the stones with the ball. During the game the left
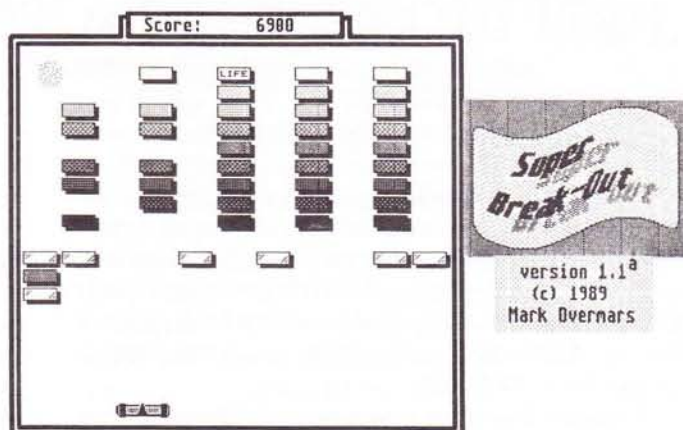
like e.g. releasing the ball, shooting bullets, etc.Sometimes little bonuses fall down. They tend to help you by such things as slowing down the ball, turning your bat into a machine gun, giving an extra life, etc. When you catch them with the bat the feature will start. Bonuses are indicated with a letter. The following types of different bonuses exist:
A: Gives you an Automatic moving bat. Press the left mouse button to continue doing it yourself.
B: Gives you a lot of Bonus points.
D: Gives a Destructive ball that kills all stones.
E: Gives you an Extra life (bat).
G: Your bat becomes a Gun. It can shoot bullets with your left mouse button. Two different types of bullets exist.
?: A surprise. Can be very good but also bad. Do you take the risk? Of course also nasty things happen, like bombs falling down. But don't worry. They only appear on higher levels.

Also some monsters run around. They are reasonably harmless but change the direction of the ball when hit. (But beware of the nasties deeper in the game.) High scores and special LIFE stones will give extra bats. After you killed all your bats you are given the choice to either continue at the last level, start new at the beginning or quit. When you indicate to continue, the game will start again at a level just before the one on which you were. To get anywhere further you will have to get through at least three levels in one go. The higher you start, the more points you can get.
N: Continue on the next level. This costs you 2 lives and is only useful when you don't manage some particular level at all.   p: pause the game. Any key continues.   b: Changes the speed of the bat.   s: Toggles sound on off.   f: Saves the current situation such that you can continue   playing later. The game will be saved under your current   name. To continue later simply start SBREAK and type in your name.

END

JUST MORE TRIVIA TO FILL TWO PAGES

Jim Hood

Looking Through the Mail

Imagen has announced a new version of UltraScript that will run on a one Meg ST, appropriately called UltraScript ST-1. It will allow printing of PostScript files on HP DeskJet, Epson FX/LX/LQ, IBM Proprinter and IBM Graphics printers. According to Imagen, it will not work with the Atari SLM 804 laser printer.

Imagen has put a suggested list price of $195.00 on this product, but is running an introductory offer through September 1 at $139.95. They are also offering 35% off the list price of their fonts during this introduction.

Orders can be placed directly with Imagen at 800-635-3997 or, I assume, through your friendly neighborhood dealer.

Regent Software has a new version of their word processor, called Regent Word Student Edition. It has a list price of $24.95, which includes a complete user's manual.

It features double column printing, unlimited printer support, no copy protection and a 40,000 word spelling checker (expandable to 100,00 words).

They have offered to provide user groups with free review copies in return for reviews in group newsletters, so if you want to trade an article for a word processor let me know and we'll see what we can arrange. Or if you just want to buy one and not be obligated, their number is (213) 439-9664.

Antic Software has announced three new products; Cyber Print, a printer driver for printing any ST paint screen to an Okimate 20 printer; Interiors Design Disk, a new offering in the Cyber design disk series; and a compiler for STOS and BASIC programs, called the STOS Compiler.

Prices are: Cyber Print $49.95, Interiors Design Disk $34.95, STOS Compiler $34.95. Telephone (415) 882-9502.

MitchTron is selling Tempus II, a text editor, for $79.95 and Fleet Street Publisher Deluxe, a special version of Fleet Street Publisher which includes the complete UltraScript PostScript interpreter. It is the first publishing program to support direct UltraScript output to the printer from within the application program. You aren't required to first quit the publishing program then load UltraScript.

According to MichTron, 2 Megs or more are required to run this program, so it apparently is the version that works with the Atari SLM 804 laser printer as well as the above mentioned dot matrix and ink jet printers. Price depends on what you're starting with. If you already have Fleet Street Publisher Version 2.0 and UltraScript, you can upgrade for $5.00. If you have Fleet Street Publisher Version 2.0 but no UltraScript, it's $79.95. To start from scratch is $199.95, which isn't bad considering this version of UltraScript alone lists for $229.00.

MitchTron also has a coupon for 20% off on any new software purchase (upgrades don't count) or for $40.00 you can buy two disks from among Tetra Quest, Leatherneck, Major Motion, The Grail, Jug, and Hits Disk Vol. 1.

They are at (313) 334-5700.

Timely Announcements

Abacus sent out an introductory offer on BeckerCAD ST for 1 Meg or larger STs, priced at $95.00. Their suggested list is $395.00, so it sounded like a heck of a deal. I received their mailing around July 19. The offer was valid until July 15. (They said they'd send me one anyway.)

BekerCAD ST is another in the growing list of Atari programs that support PostScript. It also supports GDOS compatible printers and HPGL plotters.

Also, Migraph says that they finally have their PostScript driver ready. However, I ordered it and Easy-Draw 3.0 on June 20 and haven't received either yet.

And of course you have probably noticed the full page Atari ad in the *July* MicroTimes offering a Mega 4 and SLM 804 laser printer for $3995.00, offer good through the end of *May*. Atari must have as much trouble getting their ads printed in time as they have getting their products to market on time.

Sig Hartmann Resigns

That's really not true, as far as I know, but I figure it can't be far off. For one thing, I've been reading through the exchange newsletters that the club receives and they seem to be universally positive in their comments about Sig when reporting on his talks to user groups and at the various Atari shows. Definitely a bad sign. Also one report said that Sig vowed to resign if Atari didn't deliver their new products on time. Well, you know and I know...

I Was IMPRESSED

Apple Computer ran an ad in the July issue of Presentation Products magazine offering a free 15 minute video tape touting Apple Desktop Media[SM], progeny of Desktop Publishing and Apple's latest marketing gimmick.

Since I'm a small time presentation graphics maker, I thought I'd give them a call at the 1-800-446-3000, Ext. 200 number listed in their ad.

My call was promptly answered. As soon as I requested extension 200 the lady at Apple asked if I wanted a copy of the videotape. I said yes and she asked my name, address and ZIP code and as soon as I told her the ZIP she confirmed that I was in Oakland and that my area code was 415. Now that's putting your computer to work.

She said a copy of the tape would be sent right out and then proceeded to let me know who my Oakland area Apple dealers are.

Very friendly, very efficient, very impressive. So impressive that I told the next thiry-two people I talked with that that must be one reason why Apple sells so many high priced computers.

Of course on the downside I should mention that that was about a month ago and I still haven't received my videotape. Maybe that efficient computer program also showed that people in my ZIP can't afford Apple products. Well, I WAS impressed.

← Have You Tried To Do This ⌐

In PageStream?

If you have, you may have seen your text disappear as soon as you let up on the mouse button. That's because PageStream thinks that a long, skinny piece of text still has the same horizontal width after it's rotated. So if you put that text closer to the edge than half of its un-rotated width, PageStream thinks that it's off the edge of the page and proceeds to hide it somewhere in inaccessible RAM.

So to put rotated text close to the page edge you can [1]cut and paste, [2]break the long, skinny text into a lot of short skinny pieces, rotate them separately and then align and group them or, [3]put the text on the top line of a square text column and rotate that. Since it's square, PageStream won't think you've moved it off the page.

Batch Kerning DOES Work

I have been going around saying that I didn't think that batch kerning had been implemented. I was told that if you had the fonts that had a kerning table, then you should be able to batch kern. Well I had them, but I never seemed to be able to get my stuff to kern, other than individually. Now, suddenly, my stuff will batch kern. I'm not sure what I'm doing now that I wasn't doing then, but it is kerning. For example the rotated text at the right was batch kerned. Except sometimes it also bombs. So if you try it, save often.

JH

My home is worth how much ?

Many People are unaware of the value of their home in the current real estate market. Perhaps some of your equity could be reinvested in another home and you could take advantage of the high appreciation affecting Oakland homes today. Call me for a free appraisal.
Jennie Kliewer
420-8484
536-7431 eve.

ROTATED TEXT ALONG THE SIDE OF THE PAGE

Now that it's plugged in.....

So, you finally decided to come to an SLCC meeting. After buying an Atari computer, you soon discovered that this electronic wonder is really a nightmare to the average new owner. All this user-friendly software must not realize that you are one of the users that it is designed to be friendly with! An army of technocrats seems to have developed a complete new language just for the computer user, where a boot is no longer a piece of footwear, a drive has nothing to do with a car, and a string certainly won't tie up any packages. Lucky for you that someone suggested a visit to your local user group for a little assistance.... Or was it?

If we were to view the meeting through the eyes of a novice, what would we see? More to the point, what would we understand? Would we find a portion of the program that is geared to our needs and interests? Is there a station where we would be drawn, or are we left to wander the maze of small groups, peeking in from the edge for a familiar scenario? Normally, we are greeted with a very knowledgeable group of old pros having a good time, discussing the latest hot rumours from the Atari world, and demonstrating some new high-powered software or hardware. There is a four megabyte ST running MacWrite through a Magic Sac (gee, I hope it doesn't hurt..) and an XF551 disk drive that holds 360K of data on a double-sided, double-density diskette (oh?? How many L's will it hold?). High point of the evening is a discussion about the improvements in the latest release of CyberPaint (are we talking about software yet?).

Conspicuous by their absence are discussions on printing a graphics 9 screen, the different Disk Operating Systems available, or using a ramdisk from the Desktop. Or anything else that a beginner may be interested in. Or understand. Or be able and willing to afford. Everyone knows that this information has been written up in the various Atari-specific magazines many times in the past. All the clubs have PD disks, articles and b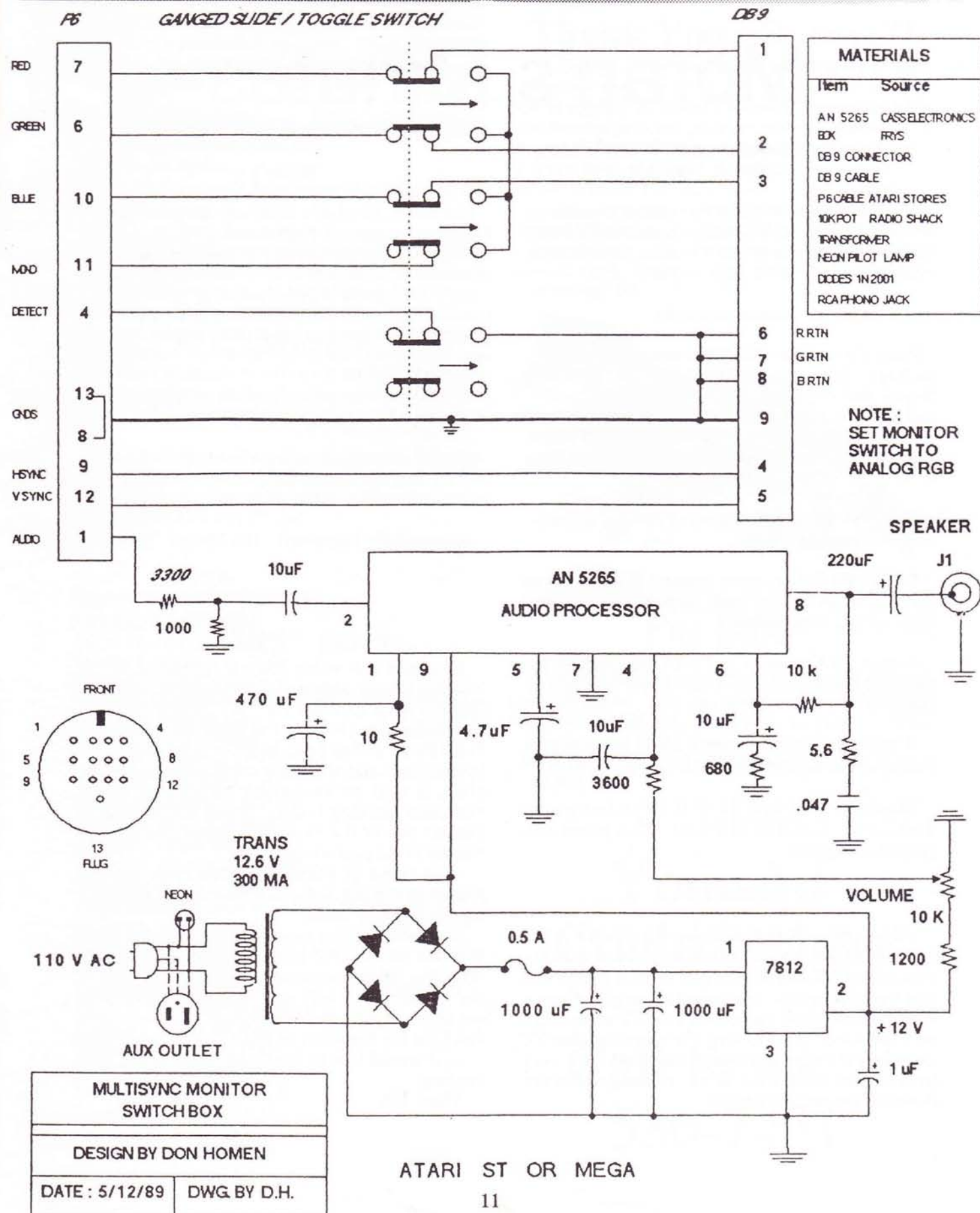ack issues of newsletters from all over the country that cover everything a newcomer needs to know. Books are available on any aspect of Atari computing from a number of sources. AND.... the Atari machines have the greatest network of User Groups just waiting to welcome the ..? Waiting to what? Is this a circular argument? (does a bear sleep in the woods?).

The club doesn't present a program on using PD menu software because everyone knows that these programs are very easy to use and have been around for years. The Disk Of the Month has a menu program on it every month! But...., how would you feel if you saw the demo of the DOM with the menu and you had never before seen a menu program? Does the screen have a display that announces to the assembled faithful that this program is so easy to use that we don't need to explain anything? Of course not. Everyone *knows* that.

The SLCC seems to have a problem here. I am not at odds with the scheduled speakers nor the general content of the meetings. Something is just missing. We have a mountain of knowledge to offer the new user but no way to get it to him. Yes, I know that there are SIGs every month that cover elementary computer subjects, but does that mean that the general meetings have to be such a desert for the novice? These are the people with the fewest resources to help themselves! Will the average new user stick around long enough to take advantage of our SIGs? It is doubtful that many of the members of the SLCC who have been around for any length of time can accurately assess what impact a general meeting has on a newcomer. I get the feeling that, for all practical purposes, we have lost the ability to even communicate with someone just starting out with computers.

Have we lost the ability to do something about it?

RCW

P6 GANGED SLIDE / TOGGLE SWITCH DB9

RED 7
GREEN 6
BLUE 10
MOD 11
DETECT 4
GNDS 13
8
HSYNC 9
VSYNC 12
AUDO 1

1
2
3
6 R RTN
7 G RTN
8 B RTN
9
4
5

MATERIALS

Item	Source
AN 5265	CASS ELECTRONICS
BDK	FRYS
DB 9 CONNECTOR	
DB 9 CABLE	
P6 CABLE	ATARI STORES
10K POT	RADIO SHACK
TRANSFORMER	
NEON PILOT LAMP	
DIODES 1N 2001	
RCA PHONO JACK	

NOTE :
SET MONITOR
SWITCH TO
ANALOG RGB

SPEAKER

AN 5265
AUDIO PROCESSOR

3300
10uF
1000
2
1 9 5 7 4 6 10 k
8
220uF
J1

FRONT
1 4
5 8
9 12
13
PLUG

470 uF
10
4.7uF
10uF
3600
10 uF
680
5.6
.047

TRANS
12.6 V
300 MA

VOLUME
10 K
1200

NEON
110 V AC

AUX OUTLET

0.5 A
1000 uF
1000 uF
7812
1
2
3
+ 12 V
1 uF

MULTISYNC MONITOR SWITCH BOX	
DESIGN BY DON HOMEN	
DATE : 5/12/89	DWG. BY D.H.

ATARI ST OR MEGA

Moran's Minutes

Combined General and ST-SIG Meeting
July 10, 1989

The combined meeting was called to order by the new President, Keith Sammons, at 8:10 PM. Roll Call of Officers: All Present. (A bloomin' miracle)

Announcements :

Peter Corona has his 8 Bit setup for sale as a package. It has an expanded 800 XL, two 1050 Happy disk drives, an 850 interface with printer and modem cables, CE Video Digitizer, Voice Master Sound Digitizer, OKI 10 Color Printer, and a tremendous supply of software. Call Peter at 707-552-5423 if interested.

Winners Circle has donated several software items for tonight's raffle.

ST WORLD Magazine (paper) is planning an ATARI show in San Jose, September 30th and October 1st. Details later.

A new ATARI store, ATY COMPUTERS has opened their store at 3727 13th Avenue in Oakland.

Timeworks, Inc. sent a copy of their ST Publisher for tonight's raffle.

There are three **new ST P/D disks**, two games disks and "COLOR BURST II" a paint and graphics program.

Speaker:

Alex, one of the principals of the ATY COMPUTER store, said they were a fully authorized ATARI dealer and service center and had the best prices. He asked all to give them a visit and see their large stock of ST equipment and software. At this time the store handles ST only but if there is enough demand they may branch out to 8 Bit. Alex made a software donation for tonight's raffle

Demo's :

Don Safer, the club's *never say die* game player, borrowed a copy of Battlehawk 1942 from ATY Computers and proceeded to give his usual fine demonstration of this aircraft combat simulation game. This game is patterned after World War II combat situations. An interesting game with good graphics and good to play. The expert (Don) sez, " buy it !"

Jim Moran demonstrated some of the programs on the new P/D disks.

After a short break and the holding of the raffle there being no further business the meeting was adjourned at 9:25 PM.

Respectfully Submitted - Jim Moran - Secretary

From "PREZ:"

I assume that every Journal receiving SLCC member is now aware of the upcoming WORLD OF ATARI put on by "ST WORLD" on September 30 -October 1 at the Fairmont Hotel, N 1st Street in San Jose. In order to receive a free booth space and whatever other benefits for the club, it will be necessary to provide some volunteer working bodies. If you are interested, contact one of the executive board members or sign up at the next meeting.

Speaking of volunteers, the club needs a person to run the Telecommunications SIG on a regular monthly basis.

Included in this month's Journal, reprinted from the March 1988 issue, is an editorial by Bob Woolley. What our current Vice President had to say a year and a half ago was quite relevent to me as a new member at that time and the reason that I ran for President of SLCC now. Please read ....I would like to hear comments at the next meeting.

Thnx KK

ST World's Atari Fest

now scheduled for Saturday Sept. 30 and Sunday Oct. 1, 1989 at the Fairmont Hotel in San Jose on N. 1st. St...Stay tuned!

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:_____

Address:_____
                        (Street)   (City)   (State)   (ZIP)

Home Phone:_____ | **Membership No.**
                (Optional)

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

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August 1989
SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 Main Meeting 8:00 San Leandro Library	2	3	4	5
6	7	8	9	10	11	12
13	14 ST Sig 8:00 San Leandro Library	15 Telecomm SIG 8PM	16	17 Business SIG 8PM	18	19
20	21 **JOURNAL DEADLINE**	22	23 ST Beginners SIG 7:30PM	24	25	26
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.

...If you have children between the ages of 2 and 5, I can HIGHLY RECOMMEND "Mixed Up Mother Goose," from Sierra On Line. My boys, ages 3 and 5, love this uncomplicated, and subtly educational adventure, in which all of the Mother Goose rhymes are mixed up. The child controls a character with a mouse, keyboard, or joystick to collect items and people and deliver them to the proper location to complete the nursery story. Hints are given in text and graphical form, so junior doesn't have to be able to read to play. The graphics, and animation sequences are quite well done, with charming music. The animation presented for completing a nursery rhyme is the reward for a job well done, and my children want to see them over and over again...

From the Z*Net Newswire by **Matthew Ratcliff**

SLCC

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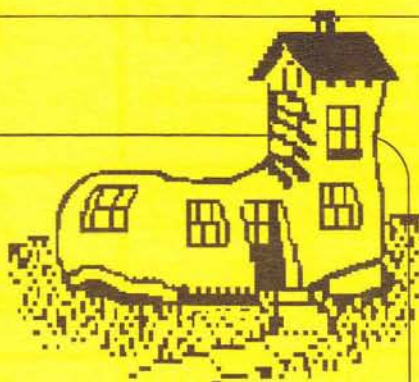
P.O. Box 1506 San Leandro, CA 94577-0374

Next Meeting:
August 1, 1989
8:00 PM

San Leandro
Community Library

FIRST CLASS MAIL