SLCC JOURNAL

SAN LEANDRO COMPUTER CLUB   September 1989

The club needs a mascot. Do you have any good ideas?

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SEE YOU AT THE MAIN MEETING
September 5th

Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

Hi, everyone! I haven't been around for a couple of months because my job has had me slaving away in LA (well, they do pay me for it, actually, but it isn't enough if I can't play with my Atari stuff. My license plate doesn't say ATRI BOB for nothing....). This is my second weekend off in a row, so some letters are getting answered and some projects are nearing completion.

The PIO 3.5 drive is not going to work well enough for my tastes. Even one overrun every 50 sectors causes a 200ms delay while the controller waits for that sector to come around again. We could probably kill interrupts with hardware and use non-refresh, SRAMs, but that's getting a little heavy handed. The idea is to match the operation of the SIO disk operations as closely as possible. Killing all interrupts will trash the clock, keyboard and DLIs. Bad enough that we have to kill the screen. It looks like the way to go is use a standalone CPU to read the data from the controller and stuff it into memory while the main CPU and ANTIC are off the memory buss. And, speaking of ANTIC, the dual ANTIC mod that I demoed at the June meeting will get a board made for it that fits nicely in a 1200XL (which you can get at San Jose Computer for $49). In fact, both the controller and the ANTIC may fit in there. Stay tuned...

****

Dynamic Duo

Bad news for the Club - the Dynamic Duo, Cliff and Mark, are tooling off to college in San Diego this month. Not that I would deter their educations, but aren't the schools up here good enough? Of course, my sister went to San Diego and I saw that there were a few "attractions" down there

in the tropics. We are certainly going to miss these two and all their DOM work - not to mention their presentations at the meetings. Any volunteers?

Good luck, guys! And, study a little, will you?? (is Computer Science ready for them??)

****

DeskJet Plus

Well, isn't it always the case? You get some neat-o, high-tech thingie and as soon as you get it figured out (or paid for...), they come out with a new, improved model with multiple frammis coils and everything! Such be the case with my DeskJet. HP has introduced the DeskJet Plus, an improved version of their super, ink-drop printer.

Now, I can't go out and buy something just because it's "improved" or "new", but...... The new DJPlus prints (moves paper) much faster than the original, which saves me a lot of time! And, it has much improved proportional spacing for the Times and Helvetic cartridges, which makes my output look much better! And, it has a font cartridge that produces 30 point Times characters, which is where this month's heading came from! With compelling reasons like that, I just had to sell the DJ and move up to the DJPlus! So, I did - nice, isn't it? For anyone who is considering trading up, the old DJ Epson Emulator cartridge is still used in the DJPlus, so don't sell it along with your DJ (like some dummy did). For the most part, all the old DJ carts still work - you just can't go the other way around. Of course, using the old Times cartridge leaves you with the crummy character spacing, but it can save you a couple of bucks. (Now, you tell me!) At least the cartridges are all significantly

cheaper now, even the older ones.

So, is it worth it? The new printer is quite a bit faster while it is handling the paper, but don't forget to wait for the ink to dry before you handle the page. You can also print landscape mode without a cartridge on the Plus, a feature without an application at the moment. Graphics printing is supposed to be much, much faster. I haven't tried any major graphics, so I wouldn't know - I'll take their word for it, though. The real beauty of this guy for the 8-bit user is the 30 point Times cartridge. That works just great! If I had to send that kind of text thru my computer as graphic data, it would take forever - not to mention the boxes of disks I'd need to hold the font (reading them over the SIO?). The Plus prints 30 point text much faster than an ST and does not require any special drivers or programs. Absolutely amazing. And, I still have 4 thru 14 point sizes.

Most of my DTP stuff still works with the Plus. The character spacing is different, which trashes the existing values in my custom AtariWriter driver, so , until I re-do them, I'll just turn off (J)ustified columns. You might also notice that (C)entering is a little off. AtariWriter has only three available fonts, G1 thru G3, so I really didn't have a place to put the 30 and 15 point values. But, since the larger sizes are really just for headlines, I have just added them to the simple Basic program used to number the pages. Works just fine!

Along with the addition of 30 point headlines, I have started using the line-draw characters to produce boxes and such. I found that these are easier to accomplish thru Basic rather than trying to incorporate them in the AtariWriter text, so they also became a function of the page numbering routine.

****

8/20/89

Got a 1200XL with bad video? With a few simple

changes under the hood, you can get rid of that tearing, fuzzy screen and add separate CHROMA operation.

Unlike the movies, the sequel to the CLRPIC modification is much "better" than the original. If you were disappointed that the CLRPIC mod did not allow for a COMPOSITE output, or felt intimidated by the lengthy list of changes in the original upgrade, then you are at the right place. This version only requires you to remove 10 components and add 4 wires and 4 components! IT IS STILL A GOOD IDEA TO HAVE SOME ELECTRONICS SOLDERING SKILLS. Also, these changes were developed empirically, which means I just diddled with the values until they worked. The output is very good - better than an 800XL and, depending on your preference for overdriven characters, better than a 130XE or 800 in separate CHROMA or COMPOSITE video.

On with the changes. As in the original CLRPIC article, I will list the existing component in the left column and what to put in it's place in the right column. A "--" indicates that nothing is to be connected and "wire" calls for a jumper, shorting out the part.

REMOVE:		REPLACE WITH:
C115	10uf	wire
C60	100pf	--
R187	1meg	2.2K
L15	820uh	wire
R188	750	680
CR19	1N4148	--
C119	3.9pf	--
C62	10pf	wire
R24	180	47
R23	180	47

Add a wire from R44 (either side) to pin 5 of J2.

That's all!! Works fine on a number of monitors that I have. Now, get to it, Puff!

Bob Woolley (75126,3446)

5

Update From Darryl May

I put this piece together while in California but by time you read this I'll be in Colorado. As time was running out I completed the writing in a hurry, so don't worry if little bits are mixed up or missing.

I reported in the last issue that Chris Roberts was the new users group person at ATARI. He didn't even make it to August. He is no longer with ATARI.

ATARI stock was very active and reached 9 5/8 on Friday August 24th.

ATARI has been ordered to pay severance and benefits totaling about $600,000 to two fired Federated executives.

Calamus 1.1 due out in September is going to have the the following features; "A completely modular concept. You may use and activate exactly what you need, no more or less. All functions have been broken out." Leader Tabs are available, they give you the ability to define the white space in any tab with a leader character." "In our style selection, we have added Condensed and Extended." Hyphenation definition is a user definable selection of minimum and maximum word length etc,.", "Rotate any vector graphic based frame, line or raster frame etc.", "Define the white space in pictures from transparent to solid to white.", "Text flow around irregular shaped objects from screen rasters.", "Tiling. Printing in parts.", "Save clipboards and merge them with another file.", "Virtual copies over multiple pages.", "256 gray levels for every pixel.".

DynaCADD 1.60 should be shipping before now with a entirely new manual and added features such as precision to 20 decimal places, math co-processor support, background plotting, 3 line weights, up to 64 user definable line styles, major and minor marks, sectioning/cross hatching in 2D and 3D, up to 256 hatch patterns can be stored, 15 dynamic tracking modes for 2D entities, 2D solid fill, measure are, change text orientation, offset at user definable distances, Insertion(solid, b-spline, Bezier curves, sectioning and hatching), [there is more but 1st Word crashed, and this is how far I got before my last save, and I hate to type something twice, plus I'm running VERY close to the deadline, Did I make it?].

The July 25/August issue of "Computer Currents" had an interesting interview with Steve Arnold, General Manager, of Lucasfilms Games. He was a former manager at ATARI Inc., now we partly know why there have been several games for the 8 bit by Lucasfilms. As most companies just ignore all ATARIs (8bit and ST). While the ST has been getting some new titles the 8 bit is sitting still because there is no one with POWER that has any clue how to sell the XE series to the public. The 8 bits are already a decade old, my 800 is 8 years old and the 8bit specific magazines are about to fold in creative ways. The latest issue of ANTIC is getting cheap with it's newspaper quality paper and its light weighted feel. ANALOG is soon to be just a section of ST-LOG. The XEGS seems to have found it's own place in the market and keeps the 8bit computers alive until something else can be done. What's my point? I DON'T KNOW!

The August 8 issue of Microtimes is nice and FAT. The ST column gives a half thought to POPULOUS and Dungeon Master. Hasn't everyone finished DM yet. I haven't even bought it, I thought I might like it too much (that's another story).

I have sent away for my update of LASER C which fixes a few bugs and corrects the problem with the shell not working with TOS 1.4 (It has already arrived but I haven't had time to use it yet). MEGAMAX is now importing GERMAN software. Their first import is Signum, a technical

wordprocessor that handles all kinds of non-standard characters and fonts.

Dear Atari ST FALCON owners:

First, thank you for all your continued support in the Atari ST market.Regardless of what you may think of my past letters, you've helped make FALCON a Number One best-seller both here in the United States and in Europe. We hope to continue supporting the Atari ST market with the best possible products that we can make.

Both the upgrade to version 1.1 and the Mission Disk for FALCON have finally started to ship. Version 1.1 offers lots of important features, such as improved flight controls for easier handling of the plane, easier landing parameters, more accurate HUD and radar, and more. The Mission Disk offers new landscapes, new stationary targets, new moving ground targets, new aerial opponents, and (of course!) new missions. All 12 missions in the Mission Disk form a complete campaign with interdependent mission objectives. We're committed to keeping FALCON number one.

Targets now stay destroyed for 5 missions, and the HUD and radar have been updated for more realism. In addition, the video image from the Maverick missile now magnifies your target.

FALCON for the Atari ST runs on any ST with a color monitor. Communications and certain sounds and graphics require 1 megabyte RAM. Only Disk 1 has been updated; Disk 2 remains the same. Registered owners of version 1.0 can upgrade for $7.50.

The FALCON Mission Disk (code named "Operation:Counterstrike") has been released for the Atari ST. We started mailing the Mission Disk packages this week. The Mission Disk features new landscapes, new ground targets, new enemies, and (of course!) new missions.

FALCON Mission Disk for the Atari ST runs on any ST with a color monitor. The original FALCON program is required to run the Mission Disk. The Mission Disk package contains Disk 1 (you use your Disk 2 from the original game) and a short manual. "Operation:Counterstrike" retails for $24.95.

If you order the Mission Disk directly from us, you will receive the upgrade to version 1.1 for free.

In light of the upcoming release of both version 1.1 and the Mission Disk, we have re-evaluated our current policy on copy protection. We have decided that both version 1.1 and the Mission Disk will NOT be disk-based copy protected. (Both Disk 1's will retain the code wheel as a form of copy protection. Although you will be able to make a backup, you will not be able to install FALCON to a hard drive.). We changed our minds because we have faith in the Atari ST market. Please help us to make it a success. Thank you.

Gilman Louie CEO/Sphere, Inc.

A expansion set for POPULOUS is due out NOW. Here is the latest and greatest password list for POPULOUS:

World0,GENESIS
World4,CALDIEHILL
World5,SCOQUEMET
World9,BURWILCON
World7,KILLPEING
World8,EOAOZORD
World11,NIMIHILL
World12,BILLEMET
World13,RINGMPED
World15,ALPOUTOND
World16,BADACON
World17,IMMUSILL
World18,HOBDIETORY
World19,BUGQUEEND
World21,CORPEHAM
World22,BINOZOND
World23,SADWILLOW
World25,QAZITORY
World26,VERYMEEND
World28,HAMHIPOLD
World30,SUZALOW
World31,DOUUSICK
World32,SHIDIEHOLE
World34,JOSTME
World35,TIMPEOLD
World38,SWAINGPAL
World39,KILLOHOLE
World42,MORHIPPIL
World43,NIMOUTJOB
World44,BILADOR
World45,RINGGBPAL
World46,WEAVINPERT
World47,ALPLOPOUT
World49,IMMPEPIL
World50,HOBOZJOB
World51,BUGWILL

World52,SHADOGODON
World54,BINMEOUT
World55,SADMPT
World56,LOWHIPBAR
World57,QAZOUTER
World59,MINGBDON
World60,HAMINMAR
World61,FUTLOPLUG
World62,SUZTT
World63,DOUPEBAR
World66,JOSOGOOD
World67,TIMOMAR
World68,CALMELUG
World69,SCOMPHILL
World71,KILLQAZED
World72,EOAEING
World74,MORINCON
World75,NIMLOPILL
World76,BILTHILL
World77,RINGOXMET
World79,ALPIKEHAM
World80,BADOGOOND
World82,HOBMEILL
World83,BUGMPTORY
World85,CORQAZME
World86,BINEHAM
World90,VERYYTORY
World91,MINOXEND
World93,FUTIKEOLD
World94,SUZOGOBOY
World95,DOUOLOW
World97,HURTDIHOLE
World99,TIMQAZAL
World100,CALEOLD
World102,SWAINDOR
World103,KILLSODPAL
World105,BUROXLAS
World107,NIMIKEPIL
World108,BILOGOJOB
World109,RINGUDOR
World110,WEAVDEPAL
World111,ALPDIPERT
World112,BADKOPOUT
World113,IMMQAZT
World115,BUGGBJOB
World116,SHADASLIN
World117,CORSODDON
World119,SADOXOUT
World120,LOWEAT
World121,QAZIKEBAR
World122,VERYQUEER
World123,MINULIN
World125,FUTDIMAR
World127,DOUQAZHILL
World130,JOSASING

World132,CALYMAR
World134,SWAEAHILL
World137,BURUING
World139,NIMDICON
World140,BILKOPILL
World141,RINGINGTORY
World143,ALPCEED
World146,HOBYCON
World150,BINQUEME
World153,QAZDILOW
World154,VERYWILICK
World155,MININGHOLE
World158,SUZASOLD
World160,SHIYLOW
World161,HURTAICK
World162,JOSUSHOLE
World163,TIMDIELAS
World166,SWADEBOY
World168,EOAWILPAL
World172,BILASPIL
World174,WEAVOUTLIN
World175,ALPAPAL
World177,IMMDIEOUT
World178,HOBQUET
World180,SHADPEJOB
World186,VERYMPBAR
World194,JOSPEER
World200,EUAMPMET
World202,MOROUTHAM
World207,ALPTMET
World209,IMMOZHAM
World213,CORMETORY
World215,SADHIPME
World217,QAZAOND
World220,HAMLOPHOLE
World227,TIMMEHOLE
World232,EOAGBDOR
World240,BADOPAL
World247,SADINDON
World253,FUTOGOING
World260,CALGBING
World265,BUREAMET
World270,WEAVDIILL
World276,SHADSODLOW
World281,QAZOGOOLD
World285,FUTKOPHOLE
World291,TIMYICK
World298,MORDIPAL
World304,BADSODLIN
World309,CORQUEBAR
World314,VERYINGLUG
World319,DOUYDON

TXT FX
by Chet Walters

The absolute first thing you should do to create text effects with PageStream is define some useful macro keys. The most important one you'll need is the "duplicate" macro. Pull down the GLOBAL menu and select SET/SAVE MACROS. When the dialog appears, enter this string for one of the function keys:

@D\2\E.01\2\E.01\N

The '@D' means ALT-D, the '\2' means cursor down, the '\E' means ESC to clear the line of the duplicate dialog while the first '.01' stands for an X offset of .01 inches. The rest of the string cursors down to the Y offset line, clears it and enters the value '.01' inches and then presses RETURN with '\N'. Though it seems complicated, it isn't at all. You should then define the following macros: \EOR - which calls up the ROTATE DIALOG and then @H - which calls up the FILL DIALOG. Save your macros!

Now, before we begin here are some fundamentals. First, to make pattern filled text, it is necessary to be in 'TEXT' mode, that is have the A icon hilited. To fill text, hilite it just as if you were going to change the point size or font style. Then, pull down the OBJECT menu and select FILL STYLE. There are three ways to select a fill style. One is to merely click on one of the predefined fills of the dialog. Another is to create one of your own by clicking on the EDIT button. There is another and often overlooked fill type which is very useful in creating TXT FX. That is the percent fill. To get a percent fill, merely clear the line that says Fill Type: with the ESC key and type in a value from 0% to 100% (the trick here is that the percent sign itself '%' must be typed following the number).

Of course you know that TXT FX can only be produced effectively with text objects. Though you can fill text that's in a column with a pattern, rotating, duplicating and other such FX are impossible to produce on individual words within the column. Another thing to remember is the maxim: "NEVER produce FX on a page with other objects!" Why? Space is a consideration, sure, but mostly because the redraws will kill you! It will take you all night to produce even a simple effect if there are a number of other objects to be redrawn each time you duplicate or rotate your target object. Judge the approximate size of the object you'll need, go to a blank page of the doc you're working on or open a new window, produce your FX, lasso all objects (or press ALT-A) then CUT and PASTE it onto your 'good' page.

Please note that for rotation and easy manipulation it's best pull down the FORMAT menu, click on LINE/CHAR spacing and set LINE spacing to AUTO LEADING with about 1 point leading. Also note that sometimes it's best to have SHOW COLUMN OUTLINE on and sometimes best to have it off. One other hint before we describe how we produced some of the FX you see in this newsletter - once you've typed (in TEXT mode) the text object you plan to toy with, click on the ARROW icon to go into OBJECT mode and then click on your object (ie get the little sizing squares around it). Go back to TEXT mode and hilite it as text. This little trick lets you easily select different fill styles as well as use your macros while you remain in TEXT mode saving you the hassle of toggling between TEXT mode and OBJECT mode for each duplication. We'll step you through this process as we describe our first FX, but afterwards this should all be understood.

For our WOW effect we first opened a new window. We then chose TEXT mode and clicked the mouse on the page to produce a hairline cursor. Next we set the typeface to HELVETICA 42 pt. bold outline with an AUTO leading of one. We then typed the word 'WOW', went to OBJECT mode, clicked on the object to select it, pressed our ROTATE macro key and rotated the object 90 degrees. We toggled back to TEXT mode and hilited the text then set its fill style to 5%. We had created our 'root' object. We pulled down the SET macro menu and edited our duplicate macro replacing the .01's with .00 (to make the X/Y offsets essentially nothing). We duplicated our object once, hilited the new object (still in TEXT

mode), set fill style to 10%, pressed our rotate macro, and typed 85 on the rotate line (to rotate the new object 5 degrees to the right of the original). We repeated these steps increasing the fill style 5% each time and decreasing the rotation 5 degrees each time until we arrived at 0 degrees rotation at which time we set the fill style of the final 'front' WOW at 100%.

Though that sounded complicated, it wasn't. With PageStream, each time you duplicate an object, the old one gets deselected as an object and the new one gets selected automatically. Where you must be careful is in remembering to hilite in TEXT mode the newest object by clicking the text cursor near its beginning and dragging. This is easily done but hard to remember because at small X/Y offsets, the new object overlaying the old looks as if it's already hilited when actually the hilite of the one below is showing through.

Our 3D effect was simpler to produce. We clicked the cursor on a blank page, set typeface to TYME 64 pt. bold with a 100% fill. We then toggled to OBJECT mode and selected the object, pulled down the OBJECT menu and clicked on DUPLICATE. In the dialog we set 12 copies with an X offset of .005 and Y offset of .005. Once the duplication was complete, we merely pulled down the FONT/POINT menu and set the final object (remember, it's the only one automatically selected) to OUTLINE (click on BLOCK in the dialog that results). To add an extra effect, we could have duplicated our object one more time with an X offset of -.005 and Y offset of -.005 then went to TEXT mode and turned outline off and set fill style to 5% for a shaded effect.

3D objects can be made to 'jump out' in different directions by entering negative offsets for both or either the X or Y before duplication (in the

macro or in the duplicate dialog). The main thing to remember for 3D FX is that the X/Y offset distances should correspond to the point size of the typeface. The smaller the point size the smaller the offsets. Very small text does not reproduce in 3D very well so the larger the better. Drawings can also benefit from this
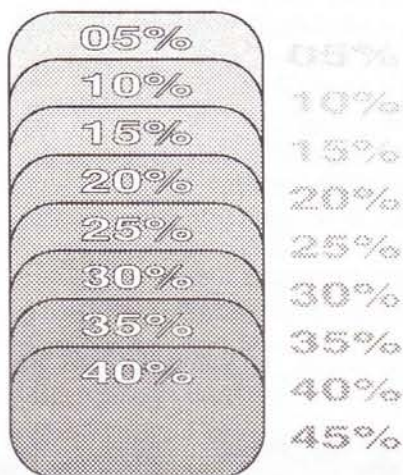
3D effect too, as does 'OHIO' here. Note, however, that sharp lines in drawings and serifs in typefaces require very small offsets with numerous duplications or you will find that you have created a 'stack of c a r d s ' rather than a 3D object since the spaces will show between each individual copy (but that's an interesting effect in itself, of course).

An enhanced 3D effect can be seen on page three. We produced our 'root' object as above, but we set fill style to about 10% and duplicated that 10% text a few times before setting the 100% fill and following the steps above. This was further enhanced by drawing the box (actually the state of Ohio there) around the whole thing and setting the fill style of the box to a lighter shade (in this case 5%) then sending the box to the back. This gives not only a plane of reference for the 3D effect to spring from but also makes it look as if the text is casting a light shadow on the plane as well. You can also duplicate objects one at a time and give each an increasing or decreasing percentage of fill to produce yet another

impression (see the spring box on page three.)

The ZOOM FX were created a little differently. We first redefined our duplicate macro to reflect an X offset of zero and a Y offset of .125 (about 1/8 inch). Both objects were begun with HELVETICA 10 pt. bold outlined text. For the curved object, we first rotated the 'root' object. We then duplicated it, increased the point size just one step on the FONT/POINT dialog then increased the rotation by 5 degrees repeating these steps until we had zero degrees rotation. We then selected all the objects and aligned them on the left. The straight forward zoom was achieved in much the same manner but the objects were not rotated. Once the final object was created, we aligned them all to center. The objects were NOT grouped, but cut and pasted as individual but 'selected' together objects. This is an important point. Sometimes with PageStream, if you group several objects and CUT them, PGS forgets the order in which they were created and when you PASTE them onto your good page, the effect gets spoiled by the wrong object being in front. This is a small bug in PGS but the workaround is simple.

Leaving the objects ungrouped has another advantage. Though PageStream will allow you to edit text or change the attributes of characters within a group while in TEXT mode, it will NOT perform changes to anything in a group while in OBJECT mode. It will, however, change the attributes of several things selected at once so it allows you to set text runaround for each individual object. In some instances, grouped objects appear as a mere box to PGS and text runaround will not have the effect you desire.

Our shadow on page one was produced in several steps. We first created the standing 3D word shadow in the normal fashion with HELVETICA 72 pt. normal text the final copy set to outline. We then duplicated the word one more time and dragged that final copy off to the side a bit. We then set the style of the last copy to non-outline bold and,

while in OBJECT mode, grabbed the center box on top of the text object and stretched it a little tall. After slanting it roughly 30 degrees to the left in the rotate dialog, we lined it up as you see and then clicked on SEND TO BACK under the OBJECT menu. This looked nice, but it didn't have that special something so we drew a simple box with a fill of 5% and a line style of solid 1 point. After slanting it to match the shadow, we duplicated it 12 times with an X offset of .001 and a Y offset of -.001. We set the final (top) box to a line style of zero which made it look just like a thin monolith lying on its side giving the 3D text something to stand on and the shadow something to fall on! Depending on what you want to call attention to, you could give the shadow a lighter fill percentage.

All in all, TXT FX are FUN! All you need is a little vision, some common sense, a taste for experimentation and some time. The most important thing to remember is to produce your FX on a blank page or window or you will need LOTS of time. Don't group your objects, but select them with the lasso since this will keep them stacked in the proper order and will let you set the attributes of several objects at once if the need arises. Judge the size needed for your FX before creating them since sizing grouped objects or several objects at once (especially if they are rotated or slanted) may yield unpredictable results. You should define several useful macros for FX. Refer to the PGS manual on page 4.10-4 for info on creating macros.

Please note: This document was originally produced using PGS fonts modified for printing through UltraScript. This means that the font metrics are not the same as those for PGS DMF files. Some effects may not reproduce on your system exactly as described.

The NEO STAG news is available in subscription form. This article appeared in the July issue which is available for $1.00 at the address below. Next month we will be detailing the methods used to interface PageStream and UltraScript.

ALL THE NEWS THAT'S PRINT TO FIT!

NEO STAG

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The state of Ohio graphic which appears here and elswhere was downloaded from GEnie. It's file # 261 named OHIO_FIX Thanks Jim Morales for a job well done!

MORAN'S Minutes

General Meeting Minutes
August 1, 1989

The meeting was called to order at 8:10 PM by President Sammons. Roll Call of Officers: All present. (That's twice, a new world record)

Several general announcements were made and discussed including the cancellation of the ST World Atari Fest scheduled for September 30th and October 1st. There was no official reason given for the show being cancelled other than problems getting enough vendors to attend due to other commitments and travel problems.

It was noted that this was the second ST World show scheduled in San Jose that has been cancelled this year. The club will keep in touch with ST World in hopes that a show can be held at some future date.

The speaker for tonight's meeting was from IMAGEN Corporation the organization that brought out ULTRASCRIPT ST the Postscript emulator for the ATARI laser printer. They have a new program called ULTRASCRIPT ST-1 that allows printing of Postscript files on non-laser printers like the HP Deskjet and several of the Epson and IBM printers, with any, one megabyte, or larger ST Computer.

ULTRASCRIPT ST-1 was to be demonstrated using the clubs Mega 2 ST, a Deskjet and an Epson printer. Our ex-newsletter editor, Bob Woolley, (who now holds some insignificant club office quite a bit below EDITOR) was good enough to bring his printers to the meeting so this demonstration could be properly presented. For a change we had everything ready even before the representative (who shall remain nameless) showed up.

To make a very long story even longer what followed was a very intensive demonstration on how to do a demonstration of a very complicated program, that is normally run from a hard disk drive, using only floppy drives and ram disks. Needless to say, we all had the pleasure of watching a representative sweat bullets as he tried every trick in the trade to make a go of the demonstration. After about forty-five minutes of trying he gave up with a promise to return at a later date.

ULTRASCRIPT ST-1 and the many support files and fonts is supposed to run on floppy drives but after watching the problems with this demonstration it is highly recommended that a hard drive is the only way to go.

After a short break, a raffle and a question and answer period the meeting was adjourned at 9:45 PM.

Respectfully Submitted
Jim Moran - Secretary

P.S. The ULTRASCRIPT ST-1 demonstration was finally successfully held at the ST SIG using a hard drive!! The program works beautifully.
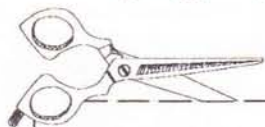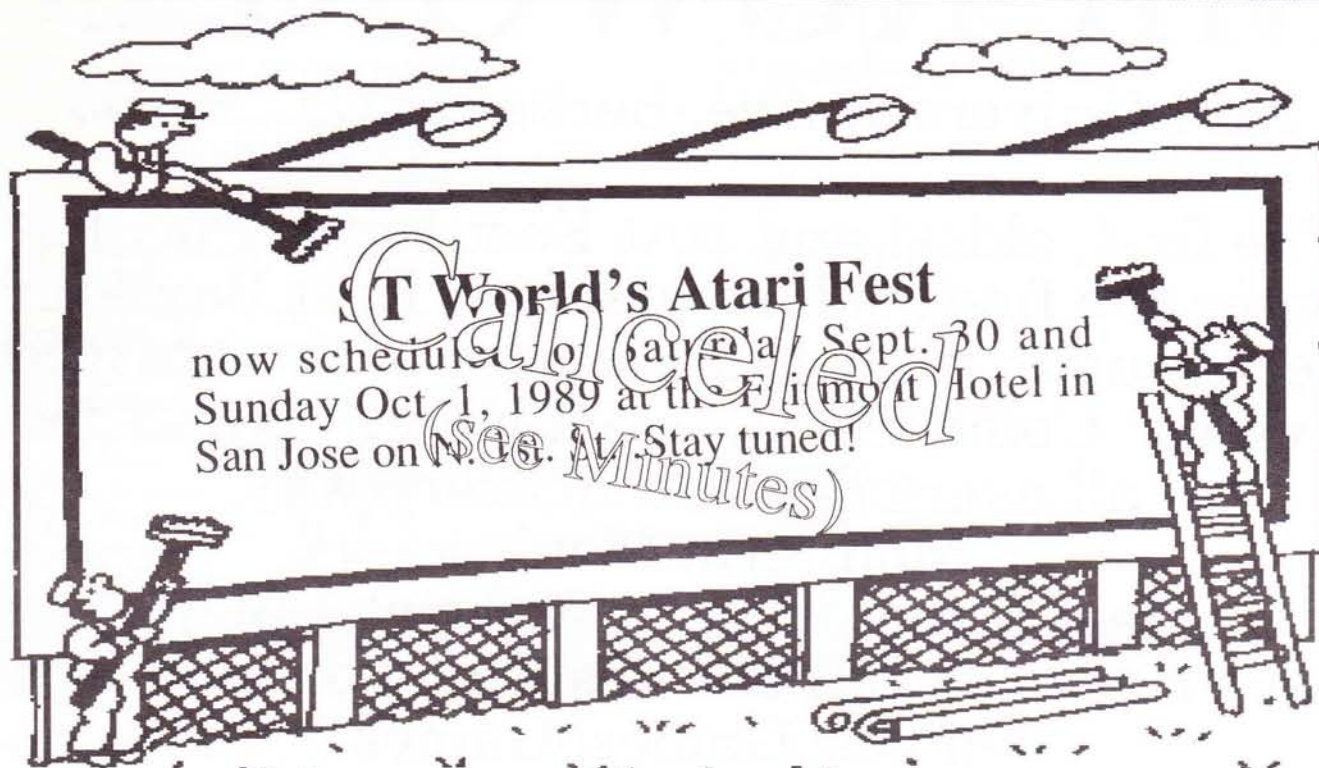
ST World's Atari Fest

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

Canceled (See Minutes)

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

September 1989
SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
3	4	5 Main Meeting 8:00 San Leandro Library	6	7	8	9
10	11 ST Sig 8:00 San Leandro Library	12 Telecomm SIG 8PM	13	14 Business SIG 8PM	15	16
17	18	19	20 ST Beginners SIG 7:30PM	21 JOURNAL DEADLINE	22	23
24	25	26	27	28	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 are 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.

A note from the Editor...

The other night Jennie and I were watching a report on the incredible political change taking place in Poland when she turned to me and said, "You know Frank, we ought to suggest to the club members that we donate some of our old computer equipment and software to a school or user group in Poland." What a great gesture I thought, to send information and communication tools to a country struggling to regain freedom lost over 40 years ago; a gift to a poor but proud group of people that have reached out to the West for help in breaking free of the oppression that has strangled their society. I checked with a couple of club members and determined that there is an 8 bit user base already in Poland. The club members I talked to have concurred that sending some of our hardware and software that is, in some cases, just sitting around collecting dust to a country starved for this type of equipment would be a great expression of our support for a population facing some rough roads ahead. So start sorting through your 8 bit collection and we'll figure out how to get it to the right place.

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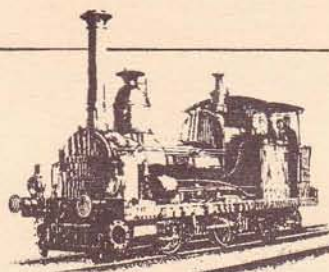
P.O. Box 1506 San Leandro, CA 94577-0374

Next Meeting:
September 5, 1989
8:00 PM

San Leandro
Community Library

FIRST CLASS MAIL