

SLCC

JOURNAL

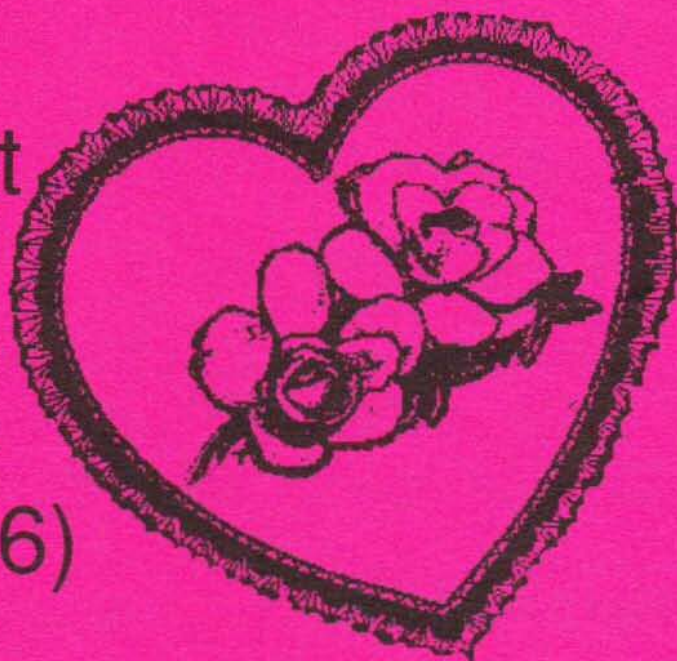
San Leandro Computer Club

February, 1990



What's
happening to
the manuals?
(page 8)

Make great
faces on
your
Valentines
(see page 6)



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

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An SLCC member takes a new look at nine games...

Article by Jim Williams

About a year ago I broke down and bought a computer and that was the beginning of the abuse that has been heaped on me. The typical question was, "What are you going to do with one of those things?", and my reply was; "I'll create great things with this thing". After a year of struggling and losing sleep trying to learn a new language, learn LDW Power, PageStream...etc., I finally realized what great things I could do. Games, yes, great games are mine now and here is list of some them with a few comments.

Star Raiders (ZZZ): has kept me up to 1 A.M. for many nights saving the galaxy from the Zycroid destroyers. This game is very easy to learn, after a few games in the Novice level you're ready for the more difficult levels that follow. The object is simple, destroy them before they destroy your home bases or you. Your starship is the most advanced in the galaxy and will sustain many hits before you must return to your base, and that is exactly why you must defend your bases.

Milipede (ZZ): has kept me up to midnight for many nights trying to save my garden from some real nasty critters. The graphics and colors are outstanding, this game reminds me of the ones I've played at arcades a few years back. The object is simple, shoot the nasty critters before they eat your garden or you. Playing this game could cause some of you to suffer a little from lack of sleep, but its not hazardous to your health.

Time Bandits (ZZ): has kept me up until 11:30 P.M. some nights trying to figure out how to answer

RATINGS:

ZZZ-"For those of you who are tired of getting a good night's sleep and want to wake up groggy and cranky like the rest of us, then check this bad boy out".

ZZ-"Some sleep might be lost but it will satisfy you everytime".

those wierd questions they ask. So far I haven't been successful, but I'll continue to play it because I might get lucky. The object is still a little vague to me, but I figure its to collect as much loot and special Keys before the guardians kill you. An annoying quirk of this game is why you only have half of your screen with the character moving and the other half with the author's name. Believe me, I NEED the whole screen when playing this very challenging game.

Joust: has kept me up until 10:00 P.M. a few nights. The object is to knock your opponent from his mount and pick up small egg shaped objects for points. As the game goes on you will get the idea that this is not going to be as easy as you first thought. No sleep should be lost playing Joust, but just remember to watch out for the dragons.

Roadrunner: I just wish the roadrunner could run a little faster. The object is simple, outrun Wiley Coyote and eat as much birdseed as you can. If you miss too many meals you end up as a meal. No sleep will be lost playing Roadrunner, but it is a very enjoyable game.

Flight Simulator II: very involved. This game is not for the casual starship captain or bug killer. The object is to take off from an airport, fly cross country, and land in a strange airport. Its not as easy as it sounds, but the makers have made it possible to take-off on

grass and land on water and that really helps. If you have some spare hours and want to guide an airplane into La Guardia International Airport then check this baby out.

Better Dead Than Alien: the worst part is when you lose and have to listen to someone laugh at you. That laugh is very real and really makes me mad, but no matter how hard I try, I still get laughed at.

Skyfox: I guess I could not understand this game, everytime I played it I got a headache. Your best bet is to borrow a copy and buy some aspirin or is it buy a copy and borrow some aspirin. On second thought, just forget it.

Plutos: A scroll type game that has some pretty good graphics and is fairly easy to play. If you have some youngsters in the house, then this would be the game to have. Not too difficult but very enjoyable.

These games have given me great enjoyment and a terrific break from trying to create all those great things on my new Atari computer. If you thought that computers are only for creating spreadsheets and accounting methods, then you will be missing out on some very enjoyable entertainment. Take the time and boot some of these games up, I'm sure you won't be disappointed.

The Power of Advertising

Excerpt from an article by Tim Holt, President of the Atari ST Club of El Paso.

The ads were 8 pages long in a national magazine. Slick, glossy, well made. The ads showed people from all walks of life applying the uses of the computer. There was an underwater "ocean engineer" that uses his computer to drive remote controlled submarines, a musician (B.B. King, the jazz legend) that composes his work on one, a kid playing "Falcon", a computer programmer, and a novelist. All sitting in front of the computer, all happy as pigs in mud. And the magazine the ad was in wasn't a poorly distributed monthly, it was Newsweek, with circulation in the millions. The week before, the same ad appeared in Time, with circulation in the millions. Nice ad. Excellent pictures. Too bad it was for the AMIGA. Yep, Commodore is pushing it's computer in America, to Americans. Yep, they beat Atari again.

Every place in that eight page ad that said "Amiga" could just as easily said "Atari ST", or "Atari Mega". Can you control an underwater submersible with the Atari? Yes. Can you compose music on the Atari? Yes. Can you play great games with kick ass graphics on the Atari? Yes. Does the Atari have a legendary musician that can tell the public how wonderful the computer is? Yes, several come to mind, but Mick Fleetwood is the obvious choice. Can you write a novel on the Atari? You bet your LYNX you can. So, since the ST line of computers can do all those things, why is the Amiga the computer in Newsweek? Beats me. In 1988, Atari said that they didn't

advertise because there was a DRAM shortage, and there shouldn't be advertising for computers that were not there. Ok, I'll buy that. 1989 came along, and they said they didn't advertise because the dealer base wasn't in place. 1990 is upon us, I wonder what the excuse will be this year?

I like the Atari excuse that the dealer base is not in place. That is an excuse that they can use ad infinitum. "Well, we still don't have a sound dealer base in Minot, North Dakota, therefore we cannot start a national ad campaign." I wonder if they ever looked at it from the other side of the coin: Perhaps dealers are unwilling to sell the Atari BECAUSE there is no national ad campaign. Who the heck wants to support and service computers that no one has ever heard of? Would YOU open up a business without ever telling anyone you were there? Of course not. If I was a potential dealer, I would not be attracted to a company that places it's emphasis on a foreign market. If I was a dealer looking to start selling a new line of computers, I would swing to the Commodore camp. They advertise.

Suppose Atari spent 1 million dollars on a national ad campaign like the Amiga's. That million dollars would be passed on to the consumer. BUT, if the ad campaign resulted in the sales of 33,000 computers (not an unrealistic assumption), the total price to the consumer would be a price increase of \$30.30 per machine. If the machine was a 1040, which is going for about \$1000 these days, the percentage increase would be 3%. Hardly a radical change in price. If a million units were sold

(wouldn't that be nice?), the increase in price would be a whopping \$1 per machine! I don't think any serious computer consumer would argue with that kind of inflation. Besides, any consumer who was unfamiliar with the Atari line of home computers would be amazed at their low price. A price hike of 3% would matter little to them. Not only that, but Atari would be selling more computers than it would have done so originally, and with that more peripherals, such as modems and laser printers. The company would be making more money, and so would the dealers just because more was being sold!

Then there are those that say that advertising really doesn't work. Only if the item is "hot" will it sell. Let me offer some counter thoughts on that. A few years back, Sega and Nintendo offered new video game systems to the public. Both machines were virtually equal, with some even saying the Sega system had better graphics. Even though the Sega system was supposed to be the system with the better everything, Nintendo sales still sky-rocketed past Sega into God knows where. Now, how many Sega ads have you seen in the past few years? Compare that to the number of Nintendo ads. I think you can see the difference. I have read reports that the Atari Portfolio has sold over 100,000 units in less than 2 months. Why? Not because it is an incredible technological breakthrough (Dos 2.2??) but simply because the little bugger has been seen in every PC magazine and Atari is actively ADVERTISING the Portfolio. Ads have been seen in TIME, Scientific American, The

(continued on page 7)



UPDATE: Compiled by Darryl May. February 1990 Published monthly in the SLCC Journal, The Lily Pad, and the ABACUS newsletter.

This month marks the 10th appearance of my column UPDATE. The column original started in the San Leandro Computer Club newsletter ten months ago, and five months later it also began to appear in the Front Range Atari Users' Group newsletter. Now, the Atari Bay Area Computer Users Society will also carry the column. I think it has been a great success but it's time for me to take a break from the ATARI world. I will not be taking my ST system back to school. I will not be on GENie. (GENie is the place where I have been getting all my news and files.) I'm going to keep away from computers as best as a computer science student can. I'm also giving up TV. I am going to totally absorb myself in school work in a effort to raise my GPA. So I will see you in the summer and maybe then I will be able to continue this column and return to my position of Editor for FRAUG newsletter.

Atari stock on the American Stock Exchange was the 14th most active stock for 1989. It had sales of 34,492,000 and had a net change of +3. Atari stock reached a high of 13 3/4 and a low of 4 3/4 during

the year. In this new year the stock has been hovering around 9.

APPLE computers board of directors approved the repurchase of 2,500,000 shares of common stock in a continuation of its share repurchase program.

XEROX has started a 150 million dollar suit against APPLE. Xerox claims that Apple copied the features of the graphical images to replace typewritten commands. Xerox said Apple copied the features and then claimed them for its own, preventing other companies like Microsoft from paying royalties to Xerox. Apple has not denied it was inspired by Xerox's work in the late 1970s and early 1980s, but Apple officials said the company developed its work on its own.

A press release from Avant Garde the maker of PC Ditto I and II appeared here 10 months ago. And now, finally, PC DITTO II is being sent out to the people who pre-ordered. A larger number of these new owners have left messages on GENie complaining of two major problems. Problem one: The board doesn't fit inside anybody's ST. Problem two: It just doesn't work. Nevin Salit, a noted ST columnist, is the only user known to have gotten the board to work. Several people have already sent the board back demanding a refund. Avant Garde's phone lines have been jammed and they haven't released any statement. So if you have one on order you better buy a BIG bottle of aspirin, and if you passed on ordering it you should pat yourself on your back.

It's 2am, and the columns done, I get to go to bed early.

Review: That's Fun Face

"That's Fun Face" (16 bit) reviewed by Darryl May. Review copy loaned by Bill at MicroWorld in Berkeley, Ca. Permission to reprint granted if the above lines are included and left unaltered.

"That's Fun Face" is a drawing package that allows you to create a composite picture of a person's face like a "mug shot".

A huge, flashy box and binder set hold a little, tiny manual. A "read me" file on the diskette says to forget the installation instructions in the manual. And an example in the manual asks for a IMG file that isn't on the disk. Overall the manual doesn't need to be read in order to start working with the package but it does explain some oddities in the program.

When creating a face you have a selection of about 57 hairstyles, 35 eyebrows, 46 pairs of eyes, 15 ears, 50 noses, 48 mouths, 26 chins/shoulders/shirts, 43 mustaches, 16 beards, and 26 pairs of eyeglasses.

Once you pick out the facial features, you then move to the paint menu where you can touch up the picture with a wide selection of tools and special effects. From the Paint Menu you can save the file in the following formats: PI3, IMG, or Postscript.

You may remember a DEMO version of this program that was doing the rounds about a year ago. No wonder why nobody could find the makers of this package, Quick Brown Fox and the programmer are based in Antwerp, Belgium.

There are at least 3 companies given distribution credit but here's where the programmers ask you to write: CAVENDISH Distributors, Ltd.; 85, Tottenham Court Road; London W1. So I don't know where you can order it from but MicroWorld in Berkeley, California has it in stock.



With my 1meg 520ST with TOS 1.4 two bombs appear when entering the paint mode. I have seen it work on the SLCC's MEGA 2 and heard it works on other ST systems. I thought the problem was with TOS 1.4 but that doesn't seem to be the problem. I don't know why?

"That's Fun Face" carries a retail price of \$99.95. With the huge price I don't think you will get your money worth if you don't intensively use it.

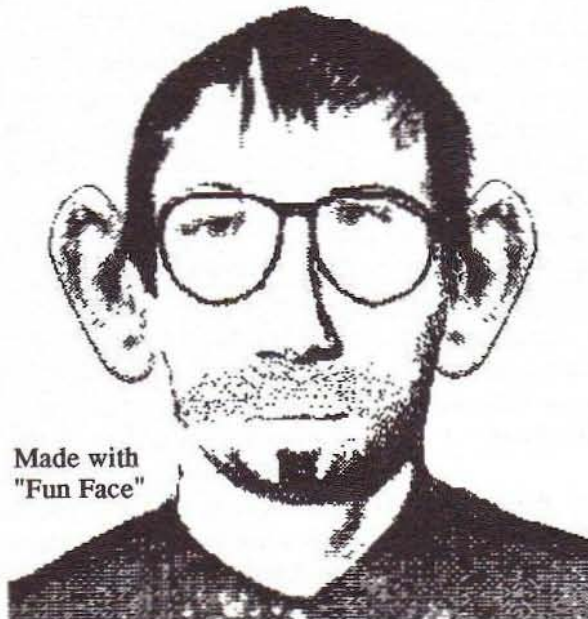
(Continued from "The Power of Advertising" page 5)

national publications. Tom and Jim have told me that people have called them asking about the Portfolio after reading about it on an American Airlines in-flight magazine. Called them FROM THE AIRPORT! People wanted to buy it sight unseen. The power of advertising. Surely, Atari can see that advertising works. So, the question arises, why don't they advertise the ST line of computers?

Suppose there are 1000 user groups in the USA. (I don't know the exact figures, but this number will do.) I will be nice and say that each group has 50 go-get-'em active members. (I hear some of you laughing at that.) Ok, suppose that each and every member convinces three people to look at an Atari. That is a TOTAL of 150,000 people. 150,000! That is 4% of the total WEEKLY circulation of Newsweek (assuming a circulation of 4 million). Even if every member convinces six people to look at Atari, the numbers would still be less than 10% of one magazines total

circulation. If only 10% of all Newsweek readers read the Atari ad, that is 400,000 people! If Atari thinks the user groups are the best method of spreading the word, they are only fooling themselves. People by nature believe what is written, and a well done, written ad, reaching millions of people out-does a user group any day. User groups simply do not have the numbers that magazines have. Word of mouth is great, but we don't have that many mouths!

So, Atari wants people to buy, but they are unwilling to advertise the product, due either to misinformation, poor market analysis, or just plain stupidity. Whatever the reason may be, I sure hope they don't come crying to the few user groups that are left. We do our part every single month. I hope they don't cry when the number of Amiga user groups doubles. We will all know why THAT happens. I hope they don't cry if the sales of the TT and ST-E are poor and they didn't advertise. Now is the time for them to do their part. It is time for Atari to join the Atari revolution.



Made with
"Fun Face"

News from Mark Butler

Excerpt from DACE newsletter
DEC.1989

Potpourri compiled by Mark Butler

Is there something wrong with the people who make documentation these days? The documentation that comes with most programs is usually pretty scanty but it seems to me that it has gotten a lot worse recently. Here are three examples:

KING OF CHICAGO-KOC has a pretty good manual, it gives a lot of background info about the characters in the game, what life was like back in the 30's, etc. What it does not give is much help on how to play the game. In the back of the Helpful Hints sheet was a question about how difficult it was to hit something during the bombing runs. Bombing Runs? they were not mentioned in the manual much less how to do them. Do I push the button when I want the bomb to be released, am I supposed to point at something with the joystick? Are some targets better to aim for than others? Another question is the handshake. Sometimes the players on-screen hold out their hand like they want to shake. No amount of key pressing, button pushing, etc seems to do anything. I still don't know if I am supposed to be able to shake hands or not. **KOC** suffers from the familiar generic manual with a ST addendum. This might be OK if the addendum covered everything but it does not, come on guys, let's put more than 5 minutes on the addendum sheet.

BATMAN- is a fun game but the manual is unbelievably bad. It is printed on the back side of the poster in 5 lan-

guages. The plot is one sentence long. I can understand that in an action game you don't need a lot of plot, but come on. A paragraph on what is happening, where Robin is, etc. is not that hard to do. The loading instructions are 1 sentence long and incorrect, they say to switch on the computer and THEN insert the disk. The worst part though is the lack of ANY play instructions. There is a little diagram showing what happens when the joystick is pushed in each direction. It also tells you when you push the button and pull down you enter the "UTILITY" screen. That is the complete description of this screen. The manual states: NOTE - various aspects of the game's displays and sound effects may be changed at this point. This is unbelievable, I got into this screen and could not get back out. I finally had to reboot to get out. The utility screen has a dozen or so little pictures and absolutely no information on what they do. It also has a picture of **BATMAN's** head slowly turning into a skeleton which I assume is a life or power meter. By trial and error I discovered what some of the icons do, like turning the music on and off. But I still don't know what a couple of them do. Give me a break guys, how hard would it have been to show a screen dump and label what the icons were for.

As an aside on game play, the game is good but has the one major frustration that **HEROES OF THE LANCE** has- The evil players can get to close to you. With **BATMAN**, the guys walk right through you as though you were not there, of course you can't hit them when they are too close so you spend your time running across the

screen, spinning around and hitting them then running some more.

One last example: **THUNDERCATS-** The manual actually has more wordage in the copyright notice than in the instructions. It is printed in 3 languages. The manual gives loading instructions for the Spectrum+2/+3, Spectrum (48K Cassette), Amstrad/Schneider (Cassette), Amstrad/Schneider (Disk), Commodore 64 (Cassette) and Commodore 645 (Disk) but not for the Atari. It does give a one paragraph background about what you are doing and why you are doing it. This seems adequate for a arcade game. The playing instructions are real skimpy. I had to find out whether I should be using a mouse or a joystick by trial and error. The instructions say that extra weapons, bonuses and lives can be collected by hitting trees with your weapon. One thing it did not mention is that after the little time runs out a giant guy appears in the sky over you and a swarm of enemies begin descending. I guess the upshot of all this is that I wish whoever writes the manuals could put even a couple of more minutes on them.

New stuff out for the ST:

JOAN OF ARC: SIEGE THE SWORD from Broderbund. Sounds like a Defender of the Crown type of game with more war game in it.

POWERDROME from Electronic Arts. Race your Typhoon class hovercraft through 3-D tunnels.

STAR COMMAND from S.S.I. Earth is but a memory, you control 8 star

troopers as you go from planet to planet ala SUNDG. Warning!! S.S.I. advises that 750 copies of STAR COMMAND version 1.1 went out the door with a virus on the disk, if you have one call them for help.

HAWAIIAN ODYSSEY from Sublogic is a new FLIGHT SIMULATOR scenery disk with lots of sights.

SHOOT'EM UP CONSTRUCTION SET from Accolade is just what it says, you can create stand-alone games.

TITAN is out from Titus software. It is kind of a super-GAUNTLET game.

DEVON AIRE from Epyx, the screens look like AIRBALL but you move your man around a house solving problems and recovering jewels.

Trivia question: What was the first coin-op game. Sorry, PONG by Atari was not until 1972 (although that was the first really successful coin-op), in 1971 Nutting released COMPUTER SPACE.

Another history question, what was the first authentically scary moment in a computer game. Of course this is up to personal preference but I think the winner would be RESCUE AT FRACTALUS from LucasFilm distributed via Epyx. In the game you landed to pick up survivors and you could see them running toward you (if you were facing that way). But what the documentation did not tell you is that on rare occasions the green Jaggi would kill the pilots and don their suits. If you noticed that there was a green face in the suit before it got to you, you could take

off. Otherwise, the player is in for a genuinely startling experience; The Jaggi, its helmet discarded, rears up directly in front of you. The horrible creature roars once then, its massive fists clenched tightly, begins to smash away at your windshield. Hugh fissures appear in the glass, and then seconds later the windshield explodes and the game fades to black. Wow, remember the first time you saw that?

Cinemaware has an interesting promotion going on. Each registration card sent in registers you for this month's drawing. If you win you get to pick ANYTHING from their product line.

Lucasfilm Games entered into an agreement with Electronic Arts which gives EA exclusive distribution in the U.S. and Canada. Speaking of Electronic Arts, they went public with a total of 1.94 million shares of stock expected to give them over \$14 million of capital.

Here is a interesting piece of news, Sierra On-line has announced an agreement with Dynamix (the developers of ARTIC FOX, ABRAMS BATTLE TANK and F-14 TOMCAT) that will allow Sierra to use Dynamix' 3-D technology in future products. Watch out SPACE QUEST IV.

Having problems with HERMES OF THE LANCE? Well, SSI now has a clue book out for \$6.95 It provides a complete set of maps, monster types with details on how to defeat them, treasures with magical effects listed, suggestions on the safest path and a short story based on the game.

Coming soon for the ST: WORLD TROPHY SOCCER by Virgin. It looks like arcade only-type scrolling screens, no stats at all. From SSI, DRAGONS OF FLAME is coming, the next in their AD & D products. Free Spirit Software is releasing the sequel to SEX VIXENS, this one is called PLANET OF LUST and once again you must direct Brad Stallion as he takes on the nefarious Dr. DildoThink you are a hot player? Match your best against these scores. These are from a magazine and they say have been documented by video or photo.

Asteroids	97,700
Desert Falcon	180,777
Food Fight	11,919,800
Galaga	227,810
Joust	128,050
PACMAN	142,640
Popeye	116,910
Xevious	811,910

Want to hear a true story? A 35 year old New Jersey man got mad at his home computer, so he pulled out a .44-Magnum automatic and pumped eight shots into it, blowing out the monitor screen and blasting the computer's inner workings. He used hollow-point or dum-dum bullets. Police Lt. Donald VanTassel, calling the handgun "quite a lot of firepower for the job" said the man was surprised when the police arrested him because he "didn't understand why he couldn't shoot his own computer in his own house".

8-Bit Beginner Boogie with Strings

an' you thought strings were something you collected in a ball....

Hi, Bunky. You know, there are many people in this world who will look you right in the eye, shake your hand, and tell you that you that your Atari does not allow string arrays.

These people are sincere, but they are wrong. All you need to do is plug in your OSS BASIC XL or XE cartridge and you can have all the string arrays your little heart could possibly desire. The well-written manual that came with your cartridge has all the details. That concludes this month's article, thank you for reading, and goodbye.

What's that? You say little enemy alien astronauts from outer space smashed through your window, swiped your cartridge, and flew away in a UFO? Uh huh. I understand.

These things happen. But falter not, fine friend, for we can foil those foul flying fiends by learning to simulate string arrays with standard Atari BASIC.

Here's a demo program to get us started:

```

10 DIM BLANK$(7),TEMP$(7),
   ARRAY$(7*14)
20 BLANK$=" ":BLANK$(7)=" "
   :BLANK$(2)=BLANK$
30 DATA fe,fi,fo,dashingthroughthesnow,
   fum,,I,smell,the,blood,of,an,English,muffin
40 FOR X=1 TO 14
50 READ TEMP$
60 T=LEN(TEMP$)
70 IF T<7 THEN TEMP$(T+1)=BLANK$
80 PLACE=(X-1)*7+1
90 ARRAY$(PLACE)=TEMP$
100 NEXT X
110 FOR X=1 TO 14
120 PLACE=(X-1)*7+1
130 ? "Element ";X;" = ";
   ARRAY$(PLACE,PLACE+6)
140 NEXT X

```

In line 10 we decide how long each element of the array is going to be, the length of the array

itself, and dimension a string for padding. In line 20 we turn BLANK\$ into--that's right--a string 7 blanks long (Yes, in this instance it would have been easier to just type out the 7 blanks, but I wanted to show how to do it if you want to fill a long string).

Line 30 holds the 14 items that are going into our pseudo-array, and line 40 begins the loop that will fill it up.

In line 50 we put our item into a temporary string and in line 60 we assign a variable with the length of that temporary string. Line 70 says that if our item didn't completely fill the temporary string (IF T < 7) then we fill the rest of the temporary string with blanks (TEMP\$(T+1) = BLANK\$).

Line 80 is how we figure where to place our temporary string in our main string. If that isn't clear to you, try assigning different values to X and doing the arithmetic until you see how it works.

Line 90 actually puts our temporary string in its proper place in the main string, and then line 100 says to go back and do the next item. Lines 110 through 140 print the elements of our pseudo-array so you can see the program really worked.

A few words of explanation concerning our printed elements may be in order. The reason "dashingthroughthesnow" turned out to be "dashing" is our temporary string is only 7 spaces long. Anything over that gets left behind when we READ TEMP\$. This suggests it's a good idea to make sure we DIM enough room for our longest element. You'll also notice one element of our pseudo-array is blank. If you look at line 30 you'll see two commas together right after "fum." This means there's nothing there for TEMP\$ to READ and so the program fills that space with padding from BLANK\$. It still counts as an element of the pseudo-array, though.

OK, now we know how to simulate string arrays, but what can we do with them? Well, just about anything we want. Shuffle the elements, perhaps, or set up loops to act on certain elements (or parts of elements), or replace certain elements while leaving the rest of the array intact--these are just a few ideas. The important thing is we can manipulate data, and we can do that manipulation easier and quicker with a string array than with a mess of separate strings.

So, once more, that's it, thanks for reading, and goodbye. I hope this month's article has brought array of sunshine into your life.

[Dave's first "Boogie" has been re-printed in the Jan./Feb. "Atari Explorer". Get one, today!]

Dave is interested in PaperClip version 2.1. If anyone out there has a copy for sale, would they please contact him at 415+658-4592 or write to him through the Journal? Thanks!

Pounding on the 8-Bits

February, 1990

So, how are the 90's treating you so far? Same as the 80's? Oh,,, nobody told the IRS about the new decade..... Tax time, huh? Well, have we got a deal for you! We're going to have a real Disk Of the Month at the February meeting. First program going on it is your very own VisiCalc / SynCalc 1040 template. Get one of these babies and you'll have no excuse for not getting your taxes done early. And, for the first 100 people at the meeting that purchase a disk before 7:00pm, we will include a full disk of AtariWriter files of the top 927 excuses turned into the IRS last year (in case you happen to owe THEM money and are in no hurry to cough it up).

I sense a lingering reluctance in some of you out there..... Perhaps, if the disk contained the GUMBY upgrade, you might reconsider? This is the dual POKEY modification from Chuck Steinman (of the Turbo-816 project) that allows you to double the number of sound channels on your 8-bit. Which means that you can play true stereo music (or voice, I guess) on your computer. There is a demo included that is a modified version of POKEY Player, by Craig Chamberlain (further modified by Bob Retelle) that plays Pokey Player files with four 8-bit voices and two 16-bit voices. The modification itself is fairly easy, only costs a few dollars, and does not interfere with any existing modifications you may have. Strongly recommended.... I will show this upgrade at the February Meeting, so don't miss it!

[...look at that kid in the back row,,, almost asleep!]

OK, OK,,, How 'bout a nice game, then?
[iz he awake?]

How about Tetrix? That's with an 'X', not an 'S'..... because we all know that THE game is copywrote. So, Tetrix does NOT have the same six little shapes, does NOT have them fall down a chute while you rotate them into position with a Ninetendope joystick, does NOT reward you for filling in a row like on the real thing. But, it's close..... Even Robert likes it. And, it's on the DOM. For four bucks.

Covered everyone? No? You want to learn something about your computer, not play on it? Welllll.... We might have a nice (BIG) text file from Matt Ratcliff on everything you ever wanted to know about your Atari ASMED cartridge. Depends on how much room we have, what with the Pokey files and stuff. We could delete the games, maybe. I'll leave that up to Glen Fowler. He has kindly offered to put the disk together for us, so we should let him do his own thing, right?

[wha' that screaming in the distance?]

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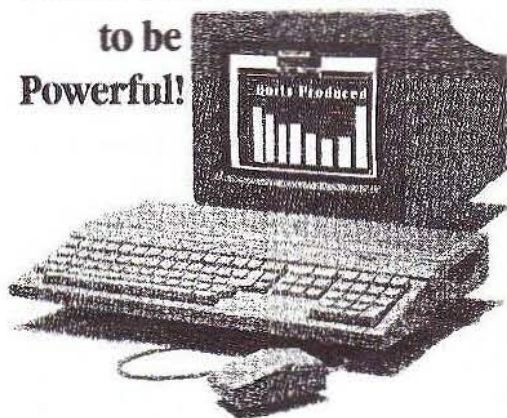
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MORAN'S MINUTES

GENERAL MEETING January 2, 1990

President Sammons called the meeting to order at 8:05 PM with all Officers present.

ANNOUNCEMENTS:

The President discussed at length the Atari Interface Magazine and it's availability on a subscription basis. This very well done magazine is the results of several user's groups banding together on a single newsletter. This newsletter has expanded much further this past year or so until it is a full fledged magazine which is still used as a user group newsletter by an ever expanding group of clubs. Any interested members should contact the president.

The club is badly in need of an 8 Bit software chairman. There is a lot of help available to anyone interested in the job, which will consist of assembling programs on a disk with menu's, pictures or whatever. Others will assist in supplying programs and in reproduction of the completed disks.

RUMORS,

The clubs new 300 pound rumor monger advised the membership of the following latest rumors,

The STACY portable ST in it's most powerful form of 4 megabytes of memory and a 40 megabyte hard drive will be priced at \$2999. A smaller version for under \$1500.

A form of midi tasking or multi tasking will soon be announced, it will be from a third party but

supposedly supported by ATARI.

The TT or 68030 computer will be available during March of this year. The holdup seems to be making it downwardly compatible with the ST.

REGULAR MONKEY BUSINESS

The WEST COAST COMPUTER FAIRE is scheduled for March 1st through 4th, again at the San Francisco Civic Center. This is much earlier than in past years. It is expected that ATARI will assist the club in it's usual attendance at the Faire.

There are three ST floppies this month. The game PILE-UP -- The SNOWMAN a demo & a demo disk of the PAGESTREAM program.

Bob Woolley discussed at length the need of an 8 Bit software chairman. Bob committed himself to helping by suppling downloads from GENIE. If possible Bob stated he would have a demonstration of a double pokey chip setup for next months meeting.

To close the meeting Peter Corona gave a demonstration of his newly acquired VIDEO IMAGE DIGITAL INTERFACE. This program that retails for about \$149 provides, according to Pete, quick and dirty animation. The program is quite costly and Pete said that to get your moneys worth you would have to use it a lot.

Being no further business the meeting was adjourned at 9:35 PM.

Respectfully Submitted - Jim Moran - Secretary

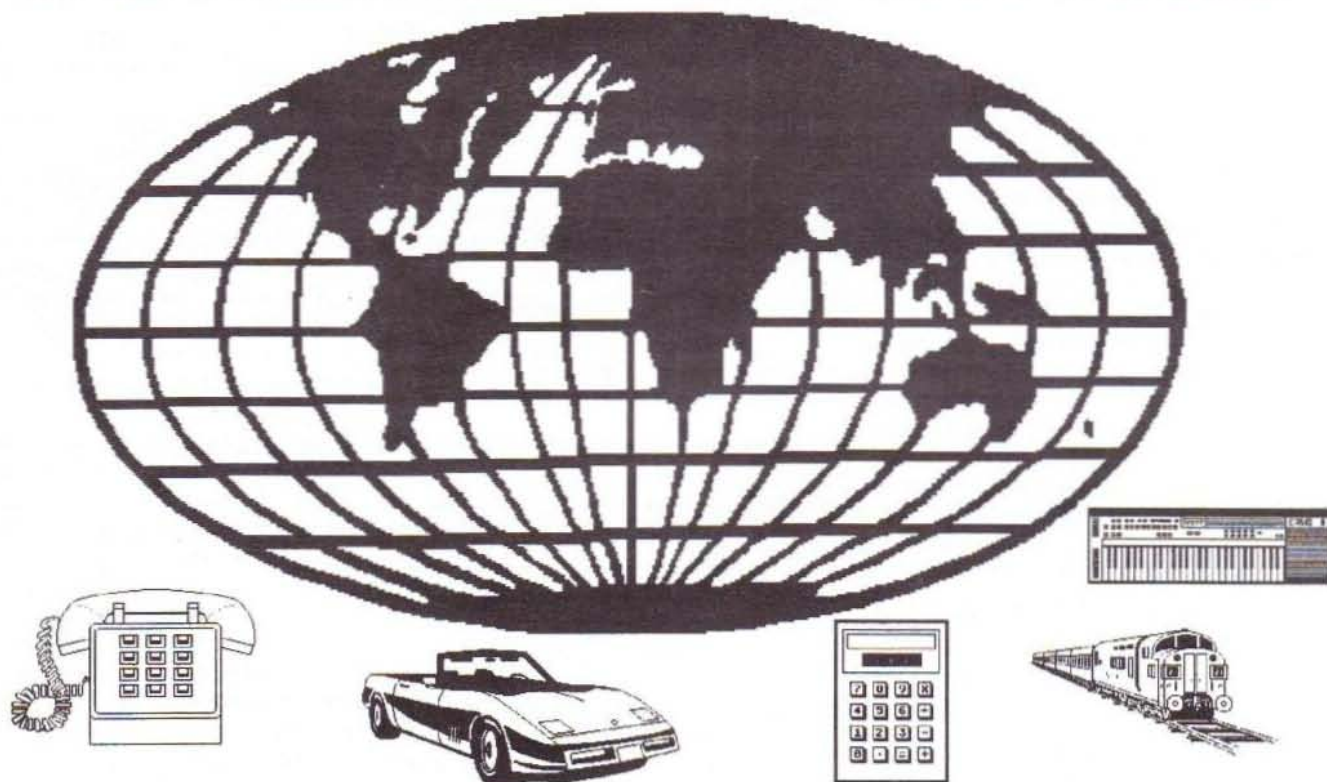
Sore Loser-

The old DEC (Digital Equipment Corporation) computers used to have a large number of game programs available. One of the games was a remarkably talented version of Scrabble. Try as people might, they could never do better than just barely beat the machine. Most of the time they lost. Curious about the software algorithms, a bright programmer pawed through the source code and found the highly successful strategy buried deep in the routine to pick the computer's next play. There, at the bottom of a loop where the "best" word was chosen was a check the computer's score after playing the proposed "best" next word. If the score was not higher than the humans, a subroutine called "cheat" activated. This caused the program to secretly draw a whole new set of letters from the pool. (From Crazy Ray, Atari Computer Enthusiasts of Hawaii.)

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February 1990

SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2	3
4	5	6 Main Meeting 8:00 PM San Leandro Library	7	8	9	10
11	12	13 Telecon. SIG 8:00 PM	14	15	16	17
18	19 ML SIG 8:00 PM	20	21	22	23 Journal Deadline	24
25	26	27	28 ST Board SIG 7:30 PM			

Membership Application for the 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. I have filled out the application below and am including my check for \$20.00 (or \$40.00 if I am outside the US or Canada). I can hardly wait!

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Computer(s) _____ Hard Disk(s) _____

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Disk Drive(s) _____ Printer(s) _____

Other: _____

Programming Experience: ☐ Professional ☐ Average ☐ Learning ☐ Hate It

Programming Languages: _____

Interests: ☐ Business ☐ WordProcessing ☐ Hardware ☐ Education ☐ Music

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**General Meeting
February 6, 1990**

Berkley Microsystems will demo
the new IBM Emulator from Talon
Technologies (if Talon sends a unit
to BMS).

No ST/Business SIG this month. The
library is closed for Abe's birthday.