

# SLCC JOURNAL

San Leandro Computer Club

February, 1991

## MORAN'S MINUTES

Minutes - Combined General and ST SIG Meeting 1-14-91

Meeting called to order at 8:05 PM by someone named Keith or something like that. All Officers were present, even if not presentable.

Announcements, a never used but used 520 ST setup for \$350. An ATARI laser printer for \$950.

The President thanked Bill Rehbock and Mike Fulton from ATARI for coming to the meeting and bringing two of the new "TT's" for tonight's demonstration. Bill also brought one of the new 19" large screen monitors to demo on his TT. The ATARI large screen monitors will sell for \$995.

Tonight's guest speakers from LEXICOR SOFTWARE CORP. brought the latest imaging and animation programs that they are about to release. LEXICOR programmers originally were involved in the CYBER software handled by ANTIC. When the ANTIC jobs petered out they formed their own company to work on this new project.

If this short demo was any sample, imaging and animation will be considerably easier and faster to set up and use. As a sample of the power of this software, a short animation series was set up and running in about two minutes. Of course some credit must be given to the new TT's for the speed in handling the animation. It is doubtful the animation would have been quite as fast and fancy on a 520 ST. Watch for this software in the next month or so.

Bill Rehbock talked for a few minutes and gave the prices for the new STE and TT machines in their various setups. The Mega STE with hard drive will sell for \$1699.

D.O.M. Bob Scholar reminded everybody of the TEXT PRO and DAISY DOT III seminar scheduled for Jan. 19th. Bob also described both the December and January Floppies. He noted that the January floppy has the latest P/D version of Daisy Dot III.

Being no further business, the meeting was adjourned at 9:50 PM.

Resourcefully submitted - Jim Moran - Secretary

### Classifieds(?)

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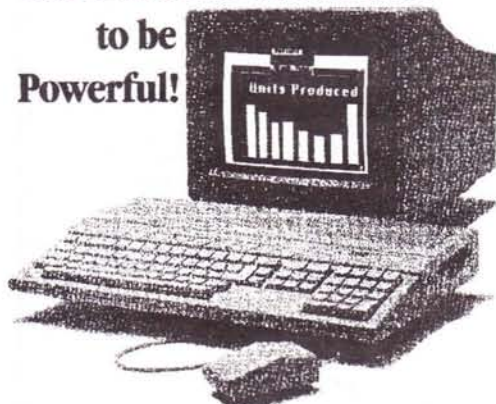
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Editor: DeWayne Stuart (887-3028)  
(This space for rent!)  
Lackey: Jim Hood  
Gofer and General Pain:  
Keith Sammons



Many thanks to those who take the time and effort to contribute to this publication! If we haven't used your submittals in the past - KEEP TRYING. The thrill of eventual publication is worth the agony of a few rejections!

## 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 an opportunity you can't pass up.

### Club Officers:

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Treasurer	Jim Hood	534-2197
Secretary	Jim Moran	865-6122

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Gen. & ST	Keith Sammons	887-2008
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Mach. Lang.	Frank Daniel	471-8133
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*Dumped! He was late!*

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*Front Cover by Jim Hood get rid of that laggard!*

**See You at the Main Meeting!**

**February 5th**

Advertising Rates: Full page for 3 Issues \$100. Single issue prices are Full page \$50, Half page \$30, Quarter Page \$18, and Business Card size \$5.

### OFFICIAL SLCC BBS

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16--STU's Place (415) 782-4402,  
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# Pounding on the 8-Bits

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

...and, fresh from the eye bee emm wars, an old, old friend - Dave Morel, with a little more wisdom as only Dave can do it. Take it aaawaaaayyyy, Dave!!

## The 8-Bit Beginner Boogie Rides Again

By Dave Morel

Hi, Bunky. Yes, I understand. People are always asking what you can do with your Atari and all you're able to do is stand there tongue-tied. Well, now you can untie that tongue and tell them the Atari is a versatile machine with plenty of applications. To name only a few, it makes a dandy paper weight or door stop. Or you can use it as a hammer, to play fetch with the dog or catch with the kids, or as a sinker or anchor when fishing. And, now that Bob Woolley has perfected his design to allow the 8-bit Atari to work on 624 AA batteries, you no longer need to struggle with those looooooong extension cords (Be sure to call Bob between two and four AM any weekday to find out exactly where you should put those batteries).

You can even use your Atari to solve problems. For instance, I was looking through the September issue of the Mensa Bulletin when I saw this: "A number ends in the digit two. If we move the two from last place to first place, the new number is twice the original number. What is the original number?"

Nothing to it, I said to myself as I popped open another beer and started to work on it. After a short while--OK, after a long while--of not getting anywhere I decided this was the kind of thing for which computers were invented, fired up the 8-bit, wrote a sloppy program to compare numbers, and stumbled to bed.

A couple of days later my poor old Atari gave up because it couldn't count that high (I think I gave it a headache, too, because it started telling me I was trying to access a nonexistent device). This time I tried working the problem sober and did it in a few minutes (This is another empirical proof that drinking and thinking don't mix). As a bonus, while I was solving the puzzle I saw how my Atari could have done the same thing in seconds. Take a few minutes to work this problem on your own, if you'd like, and then we'll look at the program that will do it for us. It's a simple one, but it covers some stuff we haven't gone over in previous Boogies.

```
10 DIM T$(2), T2$(100), N$(100)
20 T$="2"
30 T=VAL(T$)*2+C:T$=STR$(T)
40 C=0: IF LEN(T$)=2 THEN
    C=VAL(T$(1,1)):T$=T$(2,2)
50 N$=T$:N$(LEN(N$)+1)=T$
60 T2$=N$
70 IF N$(1,1)="2" AND C=0 THEN GOTO 100
80 GOTO 30
90 END
100 ?"The new number is ";N$
110 ?"The original is ";N$(2,LEN(N$));N$(1,1)
```

Alright, already, so it takes more time to type in this program than to do the problem manually. Progress always has its price.

You've probably already figured out that if the new number is gonna be twice as large as the old when we move the two from last to first place, then each digit of the new number has to be twice as large as the corresponding digit of the old number. So what you did if you tried to work the puzzle--and if you're like most people--was double two to get four, double four to get eight, double eight to get sixteen, and quit because you didn't know what to do next. Let's see how our program handles it.

Line 10 DIMs our strings and line 20 defines T\$ as "2." Remember, when a number is in string form it can be manipulated but it can't be acted on mathematically (it can't be added, subtracted, multiplied, divided, or any of that other good stuff) the way it could if it were a variable.

In line 30 we use the VAL and STR\$ functions. What VAL does is return the variable form of a number that is in a string. The STR\$ function turns a variable into string form. At the beginning of line 30 we make T into a variable that is equal to the number in T\$. Now that it is in variable form we can operate on it mathematically, and we multiply it by two and add to that whatever is in the variable C (we'll get to C in a minute). Having done all that, we then say that T\$ equals the string form of the number in T. This is a little confusing, I know, but there's a reason for doing all this switching from variable to string and back.

In line 40 we say that C starts out by equalling zero. Next we use the LEN function to find the length of T\$. If T\$ has a length of one character we ignore the rest of this line and go to line 50. But if T\$ has a length of two characters (IF LEN(T\$)=2) we then say the variable C is equal to the VALUE of the first character of T\$ and then we



say T\$ only equals the second character of T\$. For instance, if T\$="16" then line 40 would say C=1 (the value of the first character in T\$) and that T\$ now is "6" (the second character of T\$).

What line 30 is doing is multiplying the value of T\$ by two. If the resultant answer is a double digit number then line 40 assigns the tens portion of the number to variable C (where it will be added the next time we multiply the value of T\$) and T\$ becomes a single digit number. This is why we keep switching numbers from the variable to the string form. When the numbers are variables we can operate on them and when they are strings we can manipulate them.

Since we're multiplying from right to left (just as we did in the third grade) we need to put each doubled number in front of the ones we've already multiplied. We manage this in lines 50 and 60. In line 50 we say that N\$ (which is where we're putting our multiplied numbers when we're done with them) equals T\$ (which is the number we've just multiplied). Then in the next statement we say that just to the right of that number in N\$ (N\$(LEN(N\$)+1)) we are going to append the contents of T2\$. What's T2\$? Well, in line 60 we say T2\$ equals whatever is in N\$.

I know that's a little hard to follow, but what happens is the first time around N\$ equals T\$ (the number we multiplied) and we then put T2\$ (which at this point is blank) to the right of it. On succeeding rounds N\$ equals T\$ and then we put the old N\$ (which is what T2\$ now is) to the right of it. If you'll walk through it a few times it'll be clear. Now cheer up, we're almost done.

In line 70 we check the first position of N\$. If it is a "2" and if we don't have any carryovers (if C=0) we're done and can go to line 100 and print the sucker. Line 110, of course, prints what the original number must be. If both conditions of line 70 aren't met we fall down to line 80, which tells us to hustle back to line 30 and do another round of this mess.

Whew. For a dinky eleven line program, we covered a lot of material. We learned about the VAL and STR\$ functions, used the LEN function, did some string manipulation, and learned that booze and the brain don't boogie well together. That's sure enough to fill my plate. By the way, for those of you who took me seriously, I'd like to say I was only kidding about calling Bob Woolley in the early morning hours. Don't. Don't do it. Call Jim Moran instead.

## OUR 8-BIT DISKS by Bob Scholar

Last month I wrote about SLCC's library disks Vol. 8, No. 12 (Dec.) and Nos. 7, & 6 (July and June). Now, to the DOM for January (Vol. 9/#1); and the earlier disk from May 1990 (Vol. 8/#5).

I'm writing this before the 1/19 joint seminar with ABACUS on TEXTPRO. If time and publication deadlines permit, I'll sneak in some comments.

This article is being printed on my trusty old gemini-10X, with DAISY-DOT III - just to show what it can do!

### SLCC Disk- Jan. 1991

This entire disk is the 'distributable' (or P.D.) version of Daisy-Dot III (DD3); with an added "bonus" (DD3LABEL.TXT - Roy Goldman).

He also has a registered version, for a donation of \$25.

This disk is a limited, working DEMO of DD3. The registered version has these additional features:-

1. A 50 page printed manual;
2. Full support for SpartaDOS X.
3. Switches fonts while printing.
4. A number of new fonts.

All ATARI users should support and encourage Roy Goldman's work. Send him \$25- his address is in the text files. The full copy of DD3 is well worth having, especially in combination with TEXTPRO.

I just got my copy (2 disks, a manual, and printouts of 50 fonts). I expect to find lots of uses for it.

DD3DOC.TXT is the DD3 DOC file. It is very clear and complete. Print it out for reference.

A bonus text file explaining how to



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

make labels with Daisy-Dot 3 is included. It is DD3LABEL.TXT by Roy Goldman. Hardcopy it also.

This disk is also for the SLCC/ABACUS seminar on TEXTPRO (1/19/91).

Our November D.O.M. featured DD2 and an auxiliary program named BILLBOARD; to import icons for DD2 text. BILLBOARD should work equally well with DD3.

All the free space is on side one - to allow working room for text files, fonts, etc.

## **SLCC- Vol 8 no.5 (May 1990)**

This disk features TEXTPRO 4.0x (11/89) and:-

2 Games -EGGS.BAS & VULTURES.BAS

2 Demos -JANE.BIN & BALLSONG.BIN

SUPSYN.BAS - a super synthesizer BASIC menu/loader + 14 selections

SRAPSODY TELSTAR MADBOGY

ZARAT INTMOOD NEVER

SPANEYES PABLO PATRICIA

AMORADA TOR OXYGENE

YELLOW TICOTICO

MENU.BAS -a new loader-menu which I call MAXI-MENU.

TEXTPRO by Ronnie Riche is a shareware word processor. It is more sophisticated than many commercial programs. It's loaded with features, documentation, and HELP files.

The main working file AUTORUN.SYS is on the back.

The major Doc files, are on the front. Read READ.ME; READ.TOO; INTRO.NEW and TEXTPRO.DIR in order. Hardcopy the last two.

The back has a series of HELP and special use files (explained in the Docs); plus five additional Doc files, which are:-

PRINT.NEW- new print features.

SPARTA.NEW- for SPARTADOS users.

CONFIG.NEW- new config'n. files.

TP11.DOC- version 1.1 Docs.

TP12.DOC- version 1.2 Docs.

The last two Docs are still applicable.

Ronnie Riche is still issuing updates

to TEXTPRO. Our library has a new version 4.54, dated 2/10/90. If you want it, please check with the Disk Librarian or Software Chairman.

\*SPECIAL NOTE!- The complete files and DOCs for Version 4.56xe (11/5/90) will be added to our library after 1/19/91.

EGGS.BAS and VULTURES.BAS are games for one player with J/S. Both are self-explanatory. The latter is a Stan Ockers classic, which, to my surprise, was not in the SLCC library. You may need to adjust the controls of your TV/Monitor for VULTURES.

JANE.BIN (Jane's Program) and BALLSONG.BIN are 2 music and sound Demos by Doug Crockford, who wrote HOLLYMED (SLCC disk Vol.2;#8).

JANE requires a J/S to drop, and recycle colored squares for really wierd patterns and great sound effects. It's as complex as any game.

BALLSONG allows some control by use of the [SELECT] and [OPTION] keys.

SUPSYN.BAS (Super Synthesizer) loads and runs 14 selections (listed above). [OPTION] reruns the menu.

I call the loader-menu on this disk MAXI-MENU because it does so much in only 33 sectors. It Loads/Runs BASIC or BINary; and even DOC or Text files (in readable fashion). The DIRECTORY printout can be revised for any printer. 'MINI-DOS' functions are [U]nlock; [L]ock; [D]elete; [R]ename; & [F]ormat. It lacks a file copy function.

AUTODOC.RDR operates on boot-up to display the Disk DOC. It's easy to bypass.

READER.BAS reads or reads+prints from any size file on the disk.



February, 1991

by Bob Woolley

The DOM section was, of course, written by Bob Scholar, but it was also printed by him using Daisy - Dot III. If the print density does not match the "Pounding" text, it is due to the inability of the offset printing process to adjust. Bob's original copies look quite good - hopefully, so will the pages in the Journal!

The TextPro seminar had a very good turnout, with all three Clubs represented (there were either 12 or 13 attendees, depending on whether or not I remembered to count myself). TextPro is truly an impressive program, as was the presentation itself. Graig, Dave and Bob did an outstanding job. We could use 10,000,000 more 8-bitters like them!

OK, now down to nuts and bolts..... The biggest problem that I have in doing a hardware project is limiting the scope of the circuitry. Originally, I just wanted a replacement for that slug, the XEP80 (in fact, I did this for a simple memory display during development). Naturally, I considered adding a couple of extras, like a programmable character set and such, but the main goal was just to get something that could be written as part of the main processor's memory, instead of that turkey serial connection on the XEP. This would make something like PaperClip80 or TextPro80 a possibility, instead of a dream. As usual, though, it's getting out of hand.....

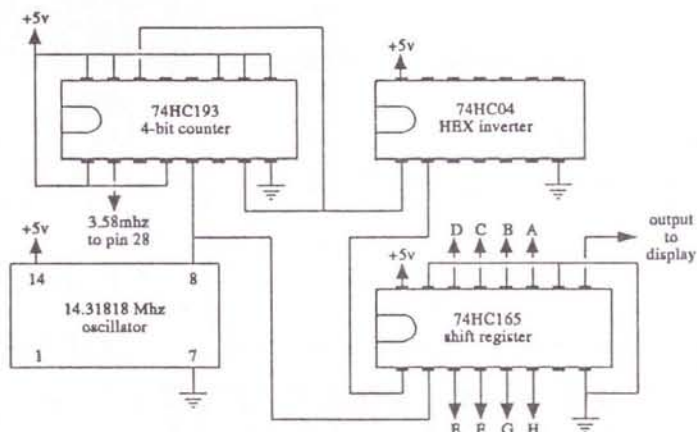
For ease of installation, let's plug this guy into the GTIA socket. The only signal not available to us is the A7 address bit, and that can be brought in on pin 10 with a little soldering. I am doing mine on a 1200XL, of course, and strongly suggest that you all do the same (get a motherboard from San Jose Computer for \$6). The design will work on any Atari, but I won't guarantee a fit. OK?

The first requirement is a clock that will drive both the Atari and the 80 column board. This will allow the processor to write to the screen memory while it is also being read by the display controller - a major objective. The diagram shows the complete clock circuit. The oscillator is the same as is used in the XE systems (\$4, or so). It supplies 70ns clock pulses to the 74HC165 where the dots are output, as well as 14mhz to the 74HC193 divider. We must open the clock line on the GTIA chip (bend up pin 28) and connect it to pin 2 of the 193. Just as it is shown, the clock generator does nothing more than replace the Atari clock and load the shift register every eight dot clocks. Whatever data is on the

HC165 pins A-H at LOAD pulse (pin 1) will be sent out to the display, one bit at a time (in the completed device, this will be character data from our character set RAM). To see that this data is really in sync with the Atari, you can connect all but one of the A-H pins to +5v and the remaining pin to ground. Connect pin 9 of the HC165 to the bottom of R70 on the 1200XL and turn on your computer. You will see a very, very thin vertical line all over your screen. Grounding different bits (A-H) will place the line in any of the 8 bit cell times of an 80 column display. See it? Good, then you're on your way!

Looking at the screen, I begin to wonder..... Gee, it wouldn't be too hard to use this 80 column display in conjunction with the ANTIC display, would it? The ANTIC chip could output 4 colors in GR.7 (160x160) and the 6545 could output 16 intensities. That would give us 64 "colors", wouldn't it? At 160x160.... This is my problem. Keep it simple. Don't keep adding stuff and changing the design! But, you know, the LightPEN input could be used to synchronize the two display chips, maybe.

Well, we'll see what next month brings us when we add the 6545 and it's memory to the circuit.



80 COLUMN INTERFACE - CLOCK CIRCUIT  
by Bob Woolley SLCC January 1991



How would you like some good news? Atari is competitive again! Check out these new prices. And yes the TT and MegaSTE are releasing finally. Come in to get further data on the new

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# RANTINGS AND RAYVINGS

By Ray Thomas

## MEA CULPA!

Wouldn't you just know it?

It's pretty bad when the SIG leader doesn't show up at his own SIG meeting!

Naturally, that's what happened to me when the December meeting rolled around.



I can only claim something every publisher, desktop or otherwise is familiar with—deadline pressure.

During late December, I was "tap-dancing" all around, trying to get SECOND INCOME NETWORK ready to go to the printer—who is, for the next couple of issues, anyway—in Florida. With all my problems in dealing with this, another of my own publications, and WESTUNES, (which I don't have to worry about any more, thank Goodness!) my own publications were suspended since August and I was determined to get them out for a Janu-

ary-February issue.

I made it, but only by spending every waking moment working on it, and only got it on its way at the very last minute.

Then Jim Hood called me and asked me why I had missed the meeting.

**MORTIFICATION!**

And after I made so many noises about other members who had signified an interest not showing up!

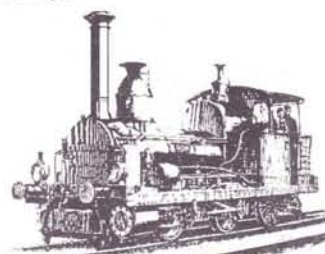
Naturally, I expected Jim to make some caustic remark in the next issue



of this newsletter, but apparently he's too much of a gentleman. So I thought I'd better "tell on myself" and ask forgiveness. Now I know what it feels like.

I promise to be there on the 17th (of course, we all know I was, because that's

where and when I delivered this article to the editor).



**KING'S DOMAIN  
GRAPHICS**

On this page are some of the top quality graphics contained in the King's Domain graphics collection we now have in our library.

There are graphics of this quality and some of lesser quality, right down to the "mega-jag type. But for the most part, they are top quality. Check with the ST disc librarian.

### PUT THE WORD OUT

I guess one of the things I can do to get this DTP SIG off the ground is to take a listing in one of the Bay Area computer mags letting non-member Atari desktop publishers know there is now a SIG for them. Maybe they'll join and swell the ranks of the SIG, as well as of the club in general. I'm sure there are a few out there who'd like to know and get a few questions answered.



# February 1991

## SLCC CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5 Main Meeting 8:00 P.M. San Leandro Library	6	7	8	9
10	11 ST Meeting 8:00 P.M. San Leandro Library	12	13	14	15	16
17	18	19 Journal Deadline	20	21 Publishing Sig 7:30 P.M.	22	23
24	25	26	27 ST Beginner's Sig 7:30 P.M.	28		
	Special Interest Group (SIG) leaders and their phone numbers are in the Table of Contents.					

### 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 - all for the low, low price of \$20.00 (or \$40.00 if I am outside the US or Canada).

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Address: \_\_\_\_\_  
(Street) (City) (State) (ZIP)

Home Phone: \_\_\_\_\_ (Optional) **Membership No.**

Computer(s) \_\_\_\_\_

Software Interests: ☐ Home Finance ☐ Desktop Publishing ☐ Games ☐ Scientific  
☐ Business ☐ Word Processing ☐ Educational ☐ Music ☐ Art

Some interesting ways I use my computer: (Club members are interested in new usages for home, work and play) \_\_\_\_\_



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## Other hardware:

Atari 520STFM, 1040STFM, 1040STE,  
Mega2 & 4, Stacy 1 & 4, 3.5" & 5.25" disk  
drives, sound digitizer, video digitizers,  
Spectre GCR,  
1meg SIMM's, JRI memory upgrade board,  
4096 color board, new stereo color monitor.

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AT-Speed, IBM 286 AT emulator, EGA & VGA ... \$399

AT-Once, IBM 286 AT emulator \$379

SuperCharge 1MB, IBM XT emulator \$440

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85MB bare hard drives: 5.25" \$399, 3.5" \$459

2400/4800 Baud Modem/Fax \$159

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Authorized Atari Business Computer Center



FROM THE PREZ:

TT or not TT? That's the question that the SLCC membership will have to decide. The Executive Board's consensus seems to be that the most fiscally responsible way to handle this purchase would be to use funds acquired by auctioning off one of the club's Mega2's, combined with the forthcoming long overdue reimbursement from Atari for our expenses at last year's ComputerFaire. Any member who feels he has some input on this subject should attend the next General Meeting.

~~Hopefully, we will have as our guest speaker a representative from Goldleaf Publishing touting their new "WordFlair II".~~

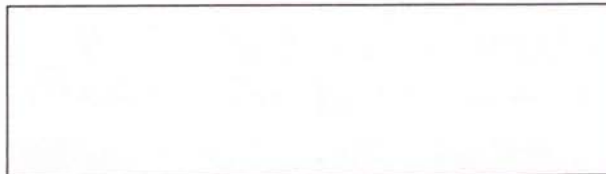
### UPDATE!

GOLDLEAF PUBLISHING will be at the **March** ST meeting. (Or maybe the General Meeting - Who knows??)

They will be introducing a line of European programs as well as showing off WORDFLAIR II, which is currently shipping with the capability to use Atari's scalable fonts, once Atari releases them.

The European programs reportedly include some of the better known applications and programming packages.

San Leandro Computer Club  
P.O.Box 1506  
San Leandro, Ca. 94577-0374



General Meeting:  
February 5th, 1991