San Leandro Computer Club

S·L·C·C

JOURNAL

June, 1991

EXCLUSIVE! INSIDE

Atari Annual Meeting Photos!!

EXCLUSIVE! INSIDE

Bob Woolley's TT/Moniterm Connection!
Secrets Revealed!
Joe Castro Elated!

We Specialize in ATARI!

At some stores it's NEVER in stock
Ever get "billed" and never RECEIVE it?
WINNERS CIRCLE HAS IT ALL FOR LESS

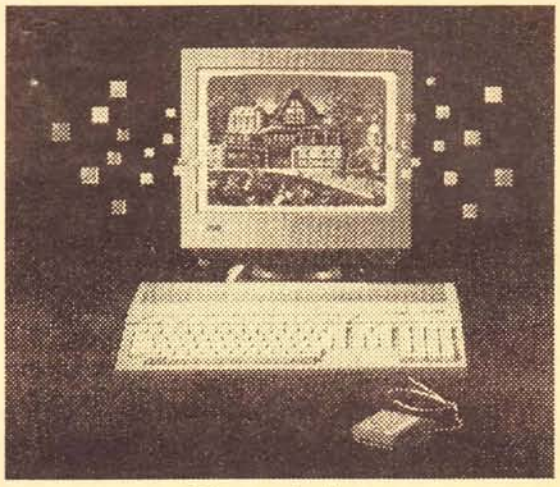
ATARI COMPUTER
Power Without the Price™

Mega 4 STe

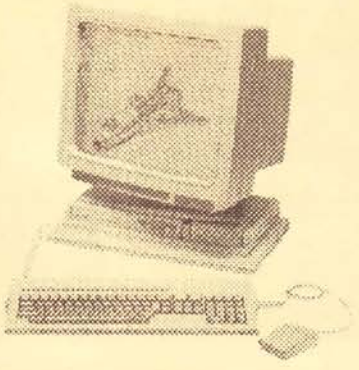
In stock!!!

16 MHz CPU w/TOS 2.02

Mega 4 STe CPU w/ 45 Mb Hard drive $1549
w/ Monochrome Monitor $1679
w/ 12" Color Monitor $1859
w/ 14" Stereo Color Monitor $1889



Your choice:
1040STe CPU for $429
1040STe with Monochrome Monitor for $589
1040STe with Color Monitor for $769
1040 STe w/14" Stereo Color Monitor $799



TT030

Graphics Workstation
TT030/2-50..... $1889
TT030/4-50.....$2169
TT030/8-80.....$2719
PTC1426 Monitor....$529

All Atari Software

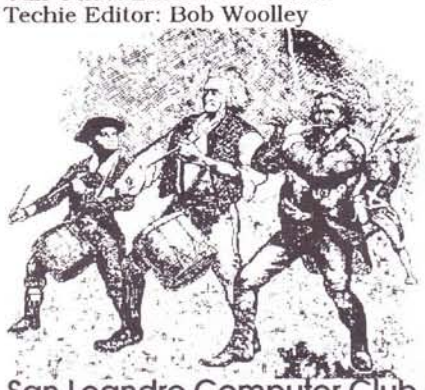
35% off for club members!!
» Please bring this coupon «
Expires 6-30-1991

The Bay Area Atari Headquarters!!!

WINNERS CIRCLE SYSTEMS

2618 Telegraph Ave. • Berkeley, California • 845-4814 • FAX 845-2400
Authorized Corporate & Institutional Dealer
Monday thru Saturday 10 - 6:00

Editor: DeWayne Stuart (887-3028)
Still Guest Editor: Jim Hood
Techie Editor: Bob Woolley



San Leandro Computer Club
P.O. Box 1506
San Lendro, 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. A membership application elsewhere in this issue details an opportunity you can't pass up.

Club Officers:

President	Keith Sammons	887-2008
Vice-President	Bob Woolley	865-1672
Treasurer	Jim Hood	534-2197
Secretary	Jim Moran	865-6122

Program Chairman:

General & ST	Keith Sammons	887-2008

Software Chairmen:

8-Bit	Bob Scholar	232-5330
16-Bit	Jim Ahrens	

Disk Librarians:

8-Bit	Glenn Fowler	530-7128
16-Bit	Joe Castro	865-1852

Print Librarian:

8 & 16-Bit	Einar Andrade	484-4484

Technical Advisors:

Mach. Lang.	Frank Daniel	471-8133

Special Interest Groups:

Beginners ST	Jim Moran	865-6122
Beginners 8-Bit	Glen Fowler	530-7128
Telecomm.	DeWayne Stuart	887-3028
Music	Terry Abbot	562-4526
Business	Ralf Herman (408)	257-7760
Publishing	Ray Thomas	791-9158

June • 1991

FEATURES

OFFICIAL SLCC BBS

8/16 – Key System	(415) 352-5528
16 – STU's Place	(415) 782-4402
	(415) 887-2158
	(415) 785-5367

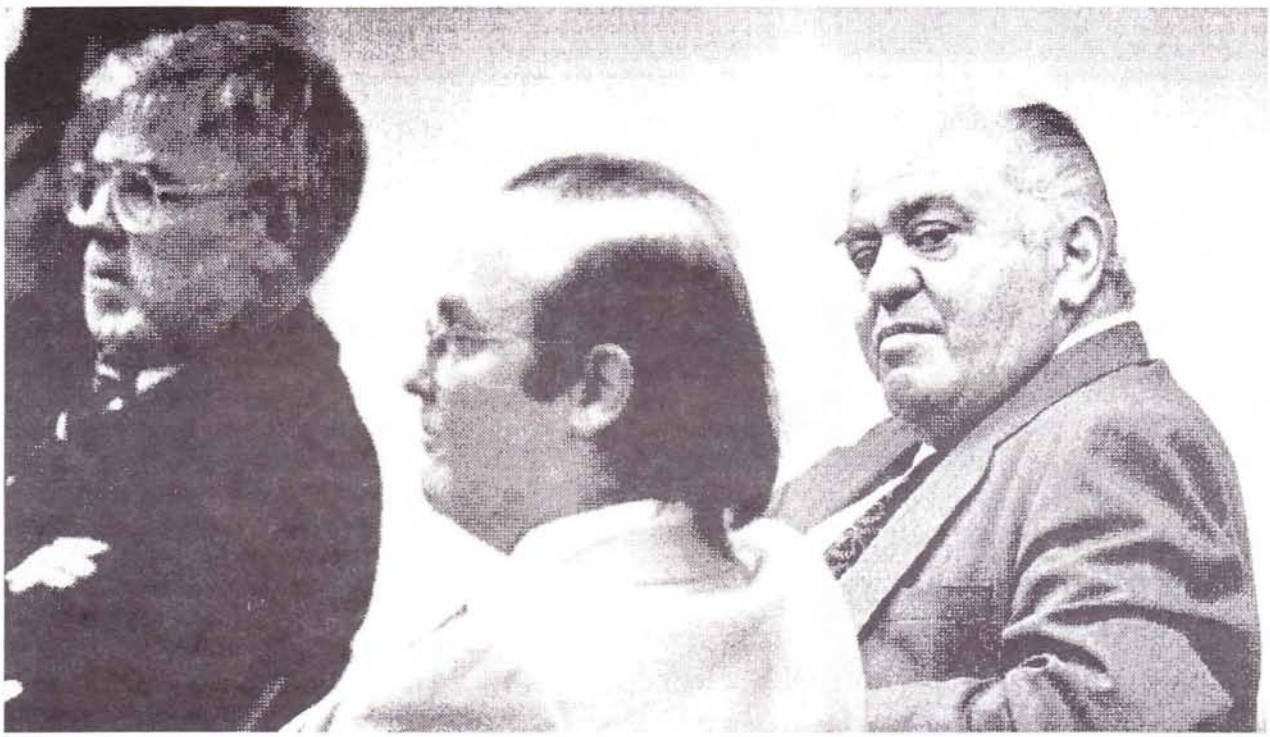
OFFICIAL ATARI BBS

(408) 745-2196

CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	Main Meeting 8:00 p.m. San Leandro Library 4	5	6	7	8
9	ST Meeting 8:00 p.m. San Leandro Library 10	11	12	13	14	15
16	17	18	ST Beginners' SIG 7:30 p.m. 19	Publishing SIG 7:30 p.m. 20	Journal Deadline 21	22
23	24	25	26	27	28	29
30						

THE ATARI ANNUAL MEETING



Jim Hood

Your hard working executive officers and editorial staff know the importance you place in keeping abreast of all the latest developments at Atari Corporation.

With that in mind, we are happy to present this exclusive photo report from the May 14th Atari annual meeting.

Your SLCC was the only user group whose members made photographic records of the meeting using 35mm and still video cameras as well as an 8mm video camcorder.

I took the 35mm photos which appear in this issue; SLCC member, and candidate for club President, Bob Brodie took still videos; and SLCC member Mike Fulton recorded the event with an 8mm camcorder. And Mike isn't even running for a club office.

Sam Tramiel opened the meeting and quickly went through the formal necessities. After that he introduced SLCC member Bill Rehbock who demonstrated 3K Computerbild's Retouche Professional image processing software on the TT.

As Lauren Flannagen-Sellers announced during her presentation at our April General meeting, Retouche Professional is one of the high end publishing programs being imported by Goldleaf Publishing. It was used in producing the Atari

Systems Group's slick *Direct to Press* brochure which Bill

Rehbock and Mike Fulton passed out at our May ST SIG.

Bill Rehbock demonstrated some of the features found in Retouche Professional. Its set of tools allow full retouching of scanned photos as well as the ability to perform a variety of transformations including projections onto 3-dimensional vector surfaces. Its high quality half tones are produced with a library of hand tailored screening routines which allow customization of tone and contrast. And it is fast. A hot program. Sure would like to get one for our raffle. Or better yet, get one for me. With its list price of about $1000 I will wait for awhile though.

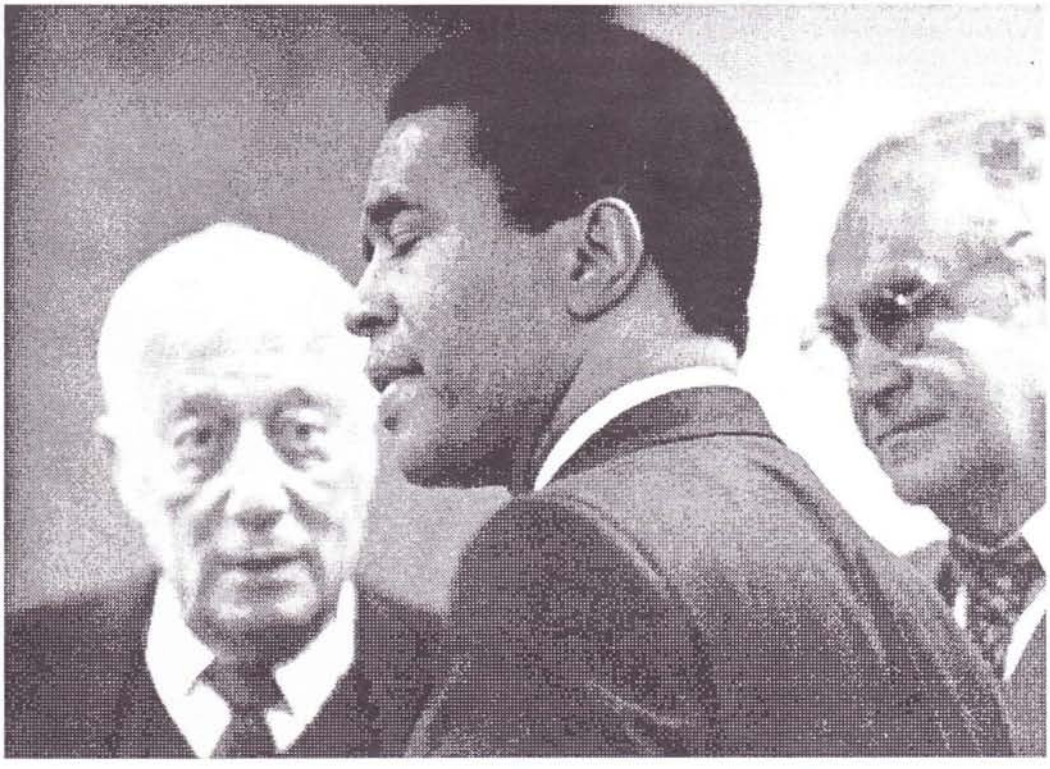
Next Leonard Tramiel described the new ST Notebook and STPad computers that were announced at the March CeBIT computer show in Germany.

The STPad has been renamed the STylus. Sam T. prefers that name, but I don't know ...maybe we should have a contest.. Send us your suggestions. If Atari chooses a new name that you suggest, we will give you an all expense paid tour of Bob Woolley's attic, which houses the civilized world's largest collection of Atari 1200 computers. Bob, by the way, is running against Bob for the club presidency.

Leonard T. did not have actual computers to show the stockholders, but did show a picture of each machine. The picture of the STylus shows memory cards extending out the right side of the computer for some considerable distance. I hope they can be inserted as fully as the Portfolio's card to keep users from knocking them about.

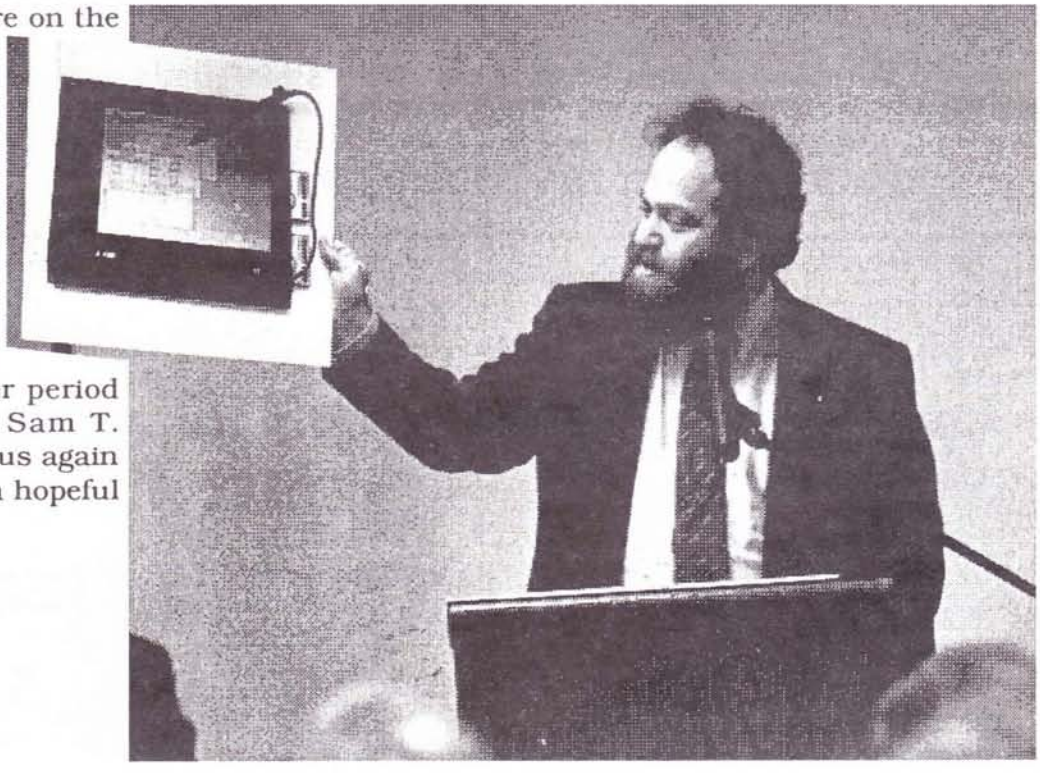
Both computers are scheduled for release before the end of 1991, but you know how that goes.

I would give the Notebook a shot at being released in



non-FCC countries by year end. If it is, it should do well. I would guess the future for the STylus to be more on the order of that experienced by the CD ROM or the Atari Transputer Workstation or the Atari Hotz MIDI Translator.

After Leonard finished his presentation there was a question and answer period which ended with Sam T. saying he would see us again next year. That was a hopeful note.




Handycam

MICROWORLD

1514 University Ave, at Sacramento Ave., Berkeley Ph. 845-2000 Open 7 Days 10-6

Have you ever wondered how you can tell which store to buy from from all the ads you see? Computers are about the third most expensive item you will buy for yourself and your family, so a computer is not a trivial purchase. A computer is a commodity which requires support and if possible a friendly environment to choose software. At Microworld we specialize in building and maintaining ATARI computer systems at the best price with excellent support. If you want a great STE or TT system backed up by friendly knowledgeable support you should buy your computer at MICROWORLD COMPUTERS. You won't regret it, and isn't that what you want?

June Specials!

DataManager for only $45

Calamus $185 Pagestream $135

Okimate 20 or Star color printer $275

STeFax *Fax on the ST for $745.*

ISAAC Video Card $579

Populous/ SimCity $45

Universal Military Simulator $20

TT030
2/50 for $1825
PTC1426 Monitor $479

1040 STE
$399 1 meg
$525 2 megs
$650 4 megs

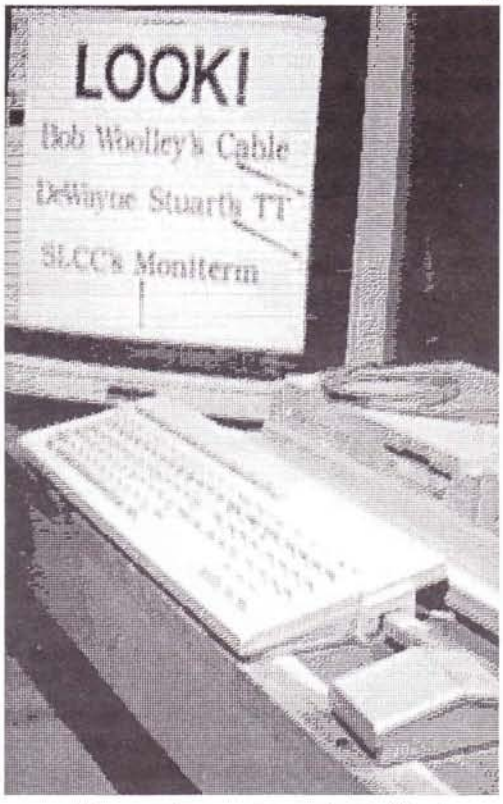
Mega STE
2/50 $1389
4/50 $1499
16mhz w/hard drive

Peripherals
SM124--$159
Megafile 30--$395
Magnavox1635-$345

As you probably know, MICROWORLD is the largest, oldest and best supplied Atari dealer in California. We have thousands of packages and dedicate more space to Atari than any of those run of the mill stores. So if you want Atari to survive in the Bay Area, come in and buy something! We have the best prices, the largest selection, and you won't be insulted by diminishing support for the ST and TT line! Open 10-6 every day. Full service.

Wooley Breaks TT/Moniterm Code

World saved!!



Ever since hearing that MEGA Moniterm monitors would not work with the TTs, or that they would work only with the addition of a personality board, Bob Woolley has been wanting to see what it would take to team them up. Move some jumpers — make a cable, was his guess.

Bob had tried a Moniterm Viking monitor with a TT at Atari one day. It seemed to work OK except for wrapping the image back along one side. Obviously a mere matter of moving the start of the scan lines from the beginning of a sync pulse to the end of the pulse he reasoned. Find those jumpers and that would be it.

DeWayne Stuart had not been using his TT much during house moving, so he volunteered it for Bob's project.

The club's Moniterm was also at DeWayne's shop, so it went along with the TT to Bob's famous attic. DeWayne balked at pulling the adapter card, for the Moniterm, out of his MEGA so Bob did the reasonable thing and bought a 286 clone. This allowed him to use his Viking "IBM card" in the 286 for scoping the Viking's circuits.

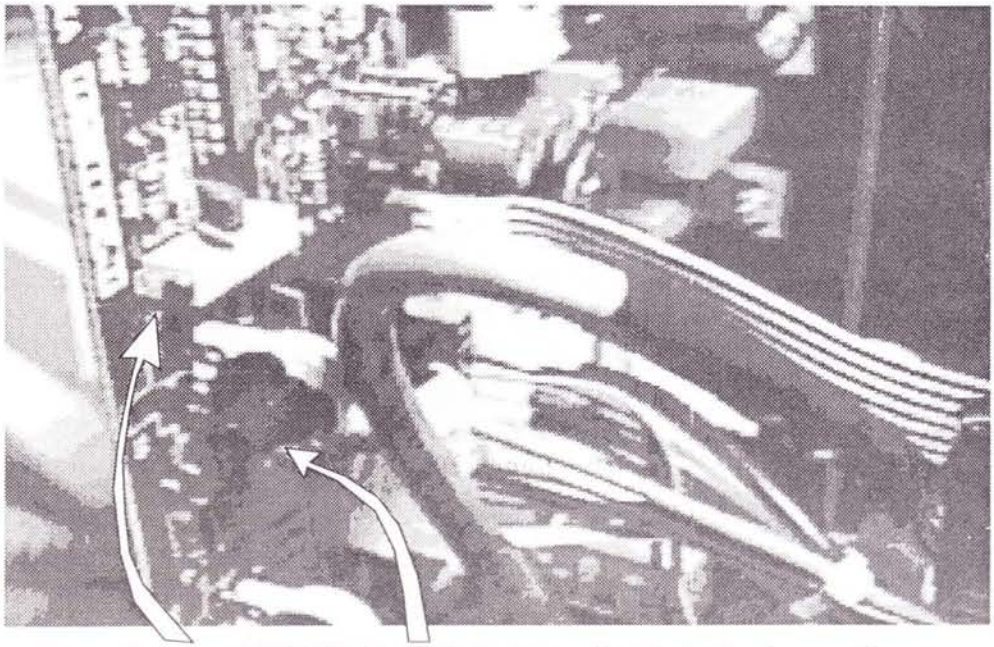
After much intense research Bob figured out the pin assignments for a connecting cable. He analyzed his research data to determine which jumper would be the most likely candidate to move. He moved it. The picture got worse. He moved it back.

Finding about fourteen pots on the main board inside his Viking monitor, Bob decided to twiddle some of the unmarked ones and observe the results. He reasoned that if a pot affected the start of the scan lines, the sync pulse jumper would be nearby.

Lo and behold! He found a pot near the edge of the board that didn't just affect the scan lines, it changed the timing enough to completely unwrap the lines from one side and start wrapping them at the other side! Forget the jumper.

Woolley next found that the TT had a different aspect ratio than the SLCC's Moniterm and his Viking (and DeWayne's monochrome VGA too), so it was back to pot twiddling on the Viking until he got a reasonably balanced picture.

Some of these pots need precision twiddling, with a reference grid overlaying the screen to get the best alignment, so Bob thoughtfully decided not to mess with the club's Moniterm, except for the scan timing pot, in case we want to return it to use on a MEGA. He only adjusted his Viking, which now works fine with Stu's TT.



Turn the pot ABOVE the G-2 pot to adjust start of scan lines.

Pounding on the 8-Bits

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

June, 1991

by Bob Woolley

You may have gotten the impression from last month's article that I was not going to add any more hardware to the 80 column card unless some of you out there in 8-bit Land requested it. This is a reasonable assumption since I thought that was my intention.... Of course, one microsecond after the Journal came back from the printer, I realized that I had not yet done the grey-scale circuitry for the thing. At that point, I could have printed up a retraction on a bunch of 1" x 4" labels and stuck one in each Journal, I suppose - but, what the heck. The first paragraph in "Pounding" always deals with what was wrong in last month's column, doesn't it? So, don't pay any attention to that drivel from May. I will do the 16 level, 160x160 grey-scale design. It only takes two chips, and it will make possible some really neat graphics on the old 8-bit!

I have since found what appears to be the problem with my brain cells - Apple has this huge dish right next to Atari HQ that it uses to periodically scramble what is left of Atari's thought processes. (I'm sure that it was at full power when someone sent Jerry Pournelle his TT030 with no instructions, software, or, evidently, 24-hour HelpDesk phone number. Jerry won't mind doing it over a few times until he gets it right, will he?) Anyway, my house is right in line with the transmitter and the Home Office - I have to be absorbing a lot of the Brain Drain Beam. I will certainly check the aiming point of that dish whenever I have to do any serious thinking ..... Maybe Atari should do the same?

It seems that a couple of folks out there would like some of the old hardware articles that I have done. One of them, George Iken, has been waiting some time now. Waiting? Why waiting? Because these things were written over a number of years, on a variety of machines. Up until I got the old DeskJet to print "Pounding" for me, I did everything on the ST. Without the SIO2PC interface, it was too cumbersome to write a file on the 1200XL, transfer it to the ST and then import it into PageStream. So, I just did it all on the ST - along with all the other Journal stuff. By the time I started using the 8-bit, I had dozens of little 3.5s, all with multiple copies of different versions of my stuff. Ugh. What a mess. I did finally manage to get it all transferred to the 1200XL. Now, I be more careful!

The key in this project is the SIO2PC interface. It does a great job! Such as:

We have hundreds of pages of text to enter into our PCs at work, so someone got the idea to use these new scanners instead of typing all that data. Good idea. Isn't quite that easy, though. The output of a text scanner is not "clean" enough to just load the data directly into your application. Somehow, the data has to have all the little glitches deleted (only ASCII characters allowed) and the text has to be arranged in regular column format. The conclusion was "we don't have a program to do this". Pooh. I could do it on my 8-bit! I could also probably do it on the PS2, except I'm a whole lot better on my own machine, particularly in string handling. SIO2PC comes to the rescue again. Just run the data thru the 1200XL and back to the IBM. Works great since I have a SIO2PC. Costs little. Super product.

(..... well, I don't see any grey-scale stuff here, what has he been doing?)

What I have been working on this month is the big 1024x768 Moniterm monitor project for the TT - a TT that the bean-counters in our Club wouldn't let us buy! We do have a Moniterm, though, but word has been put out that it would not work on our TT since it was not designed for it. That seems not to be the case. Let's look at monitor stuff for a minute.

The original computer monitors were just analog video monitors that were used for TV type applications. They were either televisions themselves or commercial displays used with TV cameras. As such, they all had certain characteristics:

- Analog. They could display any value of intensity, from complete black (no intensity) to pure white (maximum intensity), and any level of grey between black and white.
- 320 lines of horizontal resolution. The broadcast television standard limits the bandwidth (horizontal resolution) of it's signals to allow for closer frequency spacing of your channels. You could double the resolution of TV by cutting the available channels in half, but those stations that no longer have a space allocated for them would be a little upset....
- 200 lines of vertical resolution. The nature of a CRT (the display tube you view the picture on) requires you to re-draw the picture at least 60 times per second. Otherwise, you see the picture flicker as you change your screen. Real video pictures (from a TV camera) cheat a little since each picture frame is just a little bit different from the last one. They scan at 60 times per second but interlace (write the

lines between each other) the frames to form what looks like a 400 line display.

So, along comes the computer. It looks at the available monitors and sets up it's display as 320x200 (40 8x8 characters wide and 24 8x8 characters high). In the early days, that kind of display took what was then a lot of memory just in two levels of "grey" - on and off. No point in more grey levels anyway, when you are just generating text. How about color? Well, we can do some of that color stuff on a computer, too. Not at 320x200, though. You see, the color information is sent to the TV in the upper half of the video signal (actually, the upper third). You can only do 160x200 in color, but you can then do 4 "grey" levels of intensity with the same amount of memory (8,192 bytes). All was well in Computerdom.

Then came the big guys. They wanted more, more, more. Because they were going to charge more, more, more - and then some. The TV was out. You had to buy TWO displays to get the most out of your system now. No more analog, either. The analog signal was fuzzy because it had to display all levels of intensity. A digital display only shows two levels, on and off, like a computer. This allows you to bump the resolution out to 640 horizontal lines also, since you don't have the Broadcast TV limitations. For color, you just send three monochrome, digital signals - mix and match for 9 colors or so. This gives you 80 column screens (640x200) and 320x200, 9 color displays. Great. But, you still can't even approach TV quality because of memory limitations and the fact that you are no longer sending analog signals. The one factor that is common is the scan rates on these displays - 60 frames (screen displays) per second and 262 lines per frame (you only can see 200 on screen). This works out to (60 * 262) 15,700 lines per second, called the horizontal scanning frequency. These new kids have the following characteristics:

- Digital. On or off, the pixels (dots on the screen) are much sharper.
- 640 horizontal lines of resolution. Not limited by TV bandwidth, only memory.
- 200 lines of vertical resolution. Same re-fresh constraints apply.

Next, memory gets real cheap.

How do we get better looking pictures and more data on screen? Let's just talk about monochrome from now on. Color is just three monochrome (single color) images mixed together. How about more vertical lines? Yeah! looks really good! How is that done? Draw only 30 screens using twice as many lines? Ugh. Flicker city. No, you have to draw each line twice as fast. Now you have 640x400 resolution. You also still do 60 frames per second so your horizontal scan rate must be (60 * 512) 31,400 lines per second.

Uh-oh. Now we need THREE monitors to be able to display our pictures. A 640x200 monochrome, a 320x200 color and a 320x400 color. Enter the multi-sync monitor. It has the ability to self-adjust it's horizontal and vertical frequencies to run on either 15,700 or 31,400. So, it costs a little more - it does the job. Add more memory and we get out to 640x400 color..... in 9 colors. 9 colors .....? Pretty dull. Still does not look very impressive. So, what to do? Go back to analog signals, of course! Now, you have really BIG memories (512K!) and really impressive screens! (And, really impressive VISA bills)

It is axiomatic in the "sell-it-to-em" world that nothing is ever good enough for people with money to spend. What is next? Doesn't take a Rocket Scientist to figure out that we "need" 1080x800 displays, right? Actually, PageStream is very nice on 1280x800, so what kind of monitor do we need? Certainly not a TV.... We are now looking to send 1280 bits out to the monitor 70,000 times per second. That's about 90 million bits per second. Ahhhhhhh,,,, wow. That's a lot isn't it? Yep. It's too many in fact. Even digital. Our logic circuits don't quite work that fast. We call our logic TTL, Transistor - Transistor - Logic. It is very cheap and pretty fast and does not draw too much power. It will not quite drive a display thru a cable at 90 mhz (90 million bits). A logic that will is called ECL (Emitter - Coupled - Logic). It is very, very fast, draws lots of power and is expensive, but it will work. Most really big computers use ECL, which is why they have power supplies as big as a car and cost more than a house (or four). For our application, we just need to use ECL to send and receive the signal. This is callled an ECL monitor, as opposed to a TTL (digital) or Analog monitor.

Confused yet? You should be - everyone else is. Some companies build 1280x800 monitors that are TTL. How? By going back to interlace - low scan rates. Under florescent lights, rock your head up and down a little. See the flicker on the display? Cheater, cheater, pumpkin eater .....! Some 800x480 displays are even interlaced. Ugh. Well, anyway. Two kinds of signals, Analog and Digital. Two kinds of digital signals, TTL and ECL. Three horizontal scanning frequencies, 15,000, 31,000 and 70,000. Non - interlace and Interlace. OK??

So, this is about the TT030, right? What does it use? On color, it is something like 800x480, Analog at 31,000. For the TT monochrome mode, it is 1280x960, ECL at 70,000. To show the mono mode you need, then, a 1280x960, ECL interface monitor that has a 70,000 hz scanning frequency. Our current Club monitor runs with a special card in our

Mega4. It should work ..... If you have one of these big mono monitors, how can you tell?

First, scope the yoke pins. If the horizontal rate is about 14 usec, then it is a 70,000hz monitor. We passed that test. (if you need an egg to find the yoke, this procedure isn't for you ....) Next, scope the interface cable. You will notice that only the data is ECL, the sync pulses are still TTL. ECL signals are below ground (-), while TTL is above ground (+). Our monitor passed that test also. Other things like sync polarity can usually be set by jumpers somewhere in your monitor (follow the signals thru the circuit until you reach a jumper and inverter).

Everything looked OK, so it was time to make a cable. The MoniTerm end is a 9 pin female, the TT is 15 pin, high density male. Looks kind of like the VGA cables on an IBM. *** IT ISN'T! *** The ECL interface? It runs off of something like -8.5 volts. Know where they get - 8.5 volts in your adaptor card? From the monitor! Power is sent out the cable .... Not too nice if you aren't expecting it. Like, you may let all the smoke out of your TT if you drive -8.5 volts into the video output jack. Be careful! Pin 9 on an IBM is used as a key pin - it isn't even there on most cables. On the TT, pin 9 is grounded to pin 10 in order to switch the video into mono mode. I used a VGA cable, but cut off the 15 pin plug and wired in a new one. Wired like this:

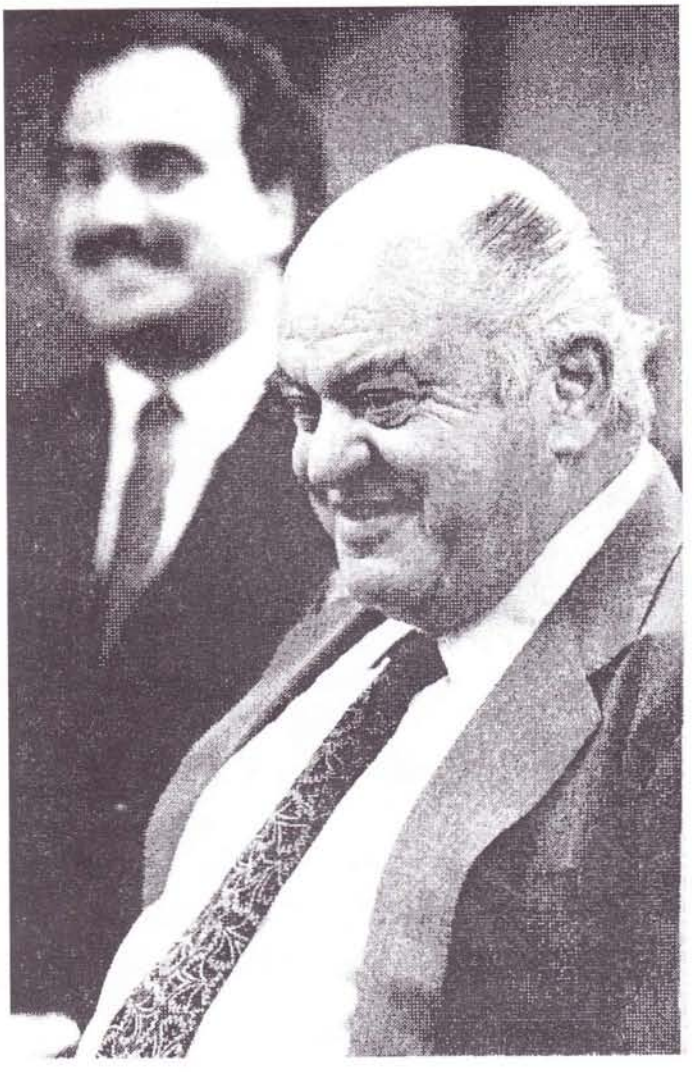
MoniTerm pin	TT030 pin
1	4
7	5
-	9 <-|
-	10 <-|
3	13
4	14
6	15

So, you hook it up. Turn it on. Hey, it works .... Sort of.

The video starts in a different clock cycle on a TT, which folds over the beginning of your display. Also, the vertical and horizontal aspect are off - a circle is egg - shaped. Time to pull off the back and get out the screwdriver.

On my Moniterms, the video delay adjustment is the topmost 22 turn pot on the component side of the board (the sweep board, not the video board on the CRT socket). The LS221 IC is less than an inch away. Turn the pot to cure the foldover. The vertical linearity and height adjustments are marked on the foil side of the board, as are the width controls. Fool with them until the circle looks round again, if you like. That's it. Now, you got a TT with super hi-res mono!

What does this have to do with an 8-bit? I dunno. I got talked into this by Mr. Hood. Next month, I'll get back to the 160 column, uhhhh, er, 80 column card. (I got another MoniTerm sitting around here..... [heehee])



OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

Last month's article concluded the survey of 1990 disks. This month's will concentrete on the May disk.

SLCC DISK- May 1991

CONTENTS

This disk features music- with the A.M.P (Antic Music Processor) system. It has a JUKEBOX player and 3 Utility programs. These convert AMS files to AMP format; transpose the keys in the files; and shift the pitch an octave. There are also 8 pieces of AMP music. All these programs are on side "B".

This DOM also includes 4 games and 3 UTILity programs. There are 8 DOCs- all *locked- just to make them more obvious. Disk programs are:-

Music files (all on side "B"):-
- JUKEBOX.EXE- autoplays AMP files
  - CONVERT.BAS- converts AMS to AMP
  - TRANSPOZ.BAS- transposes by keys
  - SHIFTER.BAS- shifts by an octave
- 8 AMP Selections- see list below
- DOCs- *JUKEBOX.DOC & *TRANSPOZ.DOC

- V5QDEMO.EXE- like TETRIS (side "B")
  - V5Q.DAT & SCORES.V5Q- aux. files
- *V5QDEMO.DOC- DOC file for above
- UTIL.EXE- Atari (-) IBM compatibles
  - *DSKUTIL.DOC- for above Utility
- REFORMAT.CTB- text reformat Utility
  - RUNTIME.COM- runs above Utility.
  - *REFORMAT.DOC- for above also
- FILCOMP.BAS- file version detective (see details below)
- GEMINI.BAS- logic game (& *DOC)
- COLLDECK.BAS- solitaire (& *DOC)
- HIROLLER.BAS- logic game with dice (see below for rules)

PROGRAM COMMENTS

JUKEBOX.EXE- by Steven Lashower, is from START (2,3/1991). When it runs it looks for "*.AMP" files, and plays all of them. You can rename your AMP files, or convert AMS files with the CONVERT.BAS program. To skip songs or change disks, etc.- see instructions in *JUKEBOX.DOC.

AMP appeared first in ANTIC (12/88) with CONVERT.BAS. SLCC's library has many AMS files. There are also many on ANTIC disks.

At least 45 AMP songs have appeared on ANTIC disks as follows:

December 1988 - 3 songs
January 1989 - 12 (10 were carols)
June 1989 - 12 (contest winners)
July 1989 - 5
August 1989 - 4
2,3/1990 - 3
4,5/1990 - 1
6,7/1990 - 4

The AMP selections on this D.O.M. are JEDI, ELEANOR, TRACES & BOLERO from the 6,7/1990 disk; CASCADES from June 1989; and three from 1/1989 (two are Christmas Carols).

There are 2 other music programs:- TRANSPOZ.BAS & SHIFTER.BAS. Both are from ANTIC (6,7/1990),- by Joe Cabuk, *TRANSPOZ.DOC explains both.

V5QDEMO.EXE- is based on the TETRIS concept,- with a new twist! It is a Shareware program with 2 auxiliaries, and good *DOCs- by J.R.Glenn.

UTIL.EXE- reads and writes double density Atari disks on IBM compatible computers. DOCs are in *DSKUTIL.DOC. Charles Marslett is the programmer.

REFORMAT.CTB- by Thomas J. Andrews- reformats text from downloads, etc. It's compiled TurboBasic. The *Doc is excellent.

FILCOMP.BAS- (or Version Detective) by Jeffrey Summers, M.D. (from ANTIC 12/1988) is intended for Sysops; disk Librarians; and programmers. Unlike similar programs I've seen; this one works with any type of file. It will compare files written in any language with no limit on file length. Run it and follow the prompts. It's very fast;- use it to detect whether files are different or identical.

GEMINI.BAS- by Frank Kweder is from the Feb./March issue of START. It is a fine logic game with good *DOCs.

COLLDECK.BAS- (Collapsing Deck) by Allen Miller, from ANTIC 6,7/90, is a solitaire game with good *DOCs.

HIROLLER.BAS- Frank Walters; from ANTIC 6,7/90. For 1-8 players. With 4 or less; players should each play two or more places. Instructions in the program are excellent!

First player to bank exactly 3,000 points wins! 'Aces' =100; fives =50; any triple =1,000. Dice pass after a non-point roll. Minimum for new bank account is 500 points. If you go over 3,000 you lose the last points rolled and your turn. Computer shows first player; prompts moves; and records games won by each player (when Replay option is chosen).

MENU- our workhorse utility (MENU+) has been revised again. I renamed it FULmenu (File & Utility Loader MENU).

General Meeting Minutes
May 7, 1991

The meeting was called to order at 8:10 pm by President Sammons. (The reason for the late start was the inability of our esteemed Treasurer to remember which local bar the President was trying to drink dry.) The rest of the Officers were in attendance as usual.

The first order of business was to take additional nominations for 1991/1992 Officers Election. Bob Brodie (the thin man in disguise) was nominated for President and Keith Sammons was nominated for Vice President. I tried to ignore it, but Peter Corona was nominated to run against me for secretary. Face it guys, he can animate, but he can't spell. You would be crazy not to vote for me. The following have so far been nominated for next month's election.

President -
Bob Brodie
Bob Woolley

V. Pres. -
Jim Hood
Keith Sammons

Treasurer -
Glen Fowler

Secretary -
Jim Moran
Peter Corona

Luckily there will be time for further nominations prior to the elections. As can be plainly seen there is little choice for President or Vice President. One can only hope a Knight in shinning armor will save us from this unqualified bunch of rascals running for these two offices.

Magniloquent Minutes
Moran's

While on the subject of incompetent rascals I would be remiss if I didn't take time to throw at least one barb at my inept replacement, Joe Castro, for the lousy job he did on the minutes of the April meeting. Thanks for nothing Joe.

President Sammons and Treasurer Jim Hood reviewed the donated software for the raffle.

D.O.M. Bob Scholar, with a little (very little) help from Bob Woolley, demonstrated this month's 8 Bit floppy. The floppy has several games and utility programs and features Jukebox, which as the name implies works as a jukebox. Several sound utilities complete the disk.

Mike Fulton announced he had a Megafile 60 for sale for $450. This drive is only 2 months old but Mike no longer needs it as his new 20 Megabyte Macintosh came equiped with a 300 meg drive.

Joe Castro finally parted with a couple of bucks and went to WINNERS CIRCLE and purchased some software. He was given a 35% discount because of the coupon in the JOURNAL. Joe said this 35% savings is from the price the software is normally sold for at WINNERS CIRCLE not some fictitious list price and he felt some members were unaware of what a good deal it really was. Thanks Joe.

After a short break and a very dull raffle the meeting was declared legally dead. (What really happened was Keith kept falling out of his chair and nobody had the heart to bother him for a formal adjournment.)

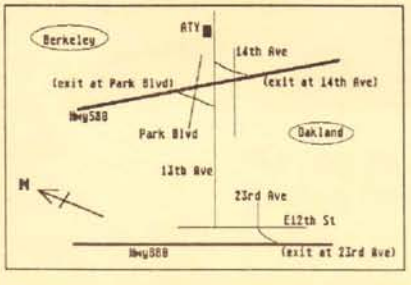
Viciously Submitted
Jim Moran - Secretary

ATY Computer (415) 482-3775

3727 13th Ave., Oakland CA 94610

Coming from S.F. or Napa: go east on Hwy580, exit at Park Blvd., go to 2nd light, left turn on 13th Ave.
Coming from Hayward: go west on Hwy580, exit at 14th Ave., go to 2nd light, right turn on 13th Ave.

Also in stock are:
520STFM
1040STFM
1040STE
Mega2ST
Mega4ST
Portfolio
Stacy1
Stacy4
Laser printer
monitors
Disk drives
Hard drives
44M Removable
IBM emulators
Spectre GCR
Modems
Host Adaptors
Best Trackball
SIMM's
4096 color board
Sound digitizer
Video digitizer
Hand Scanner
D.E.K.A.
Mice
Switch boxes
Hundreds of
software titles



What's Up ?

ISAC Hi Res Color Video Board $599

This allows Mega owners to use 1024 X 768 hi-res large screen color monitors. Great for programs such as Pagestream, Calamus, CAD, spreadsheet or hi-res paint programs. It gives you higher resolution in color than that of the TT's.

SupraModem 2400 Plus $209

This modem includes MNP 2-5 & CCITT V. 42 for hardware error correction & data compression protocols. Up to 9600 bps throughput when using V. 42. And it is half the price of a 9600 bps modem.

Autoswitch Overscan $119

Overscan uses the black border around the screen to increase the size and resolution of your monitor up to 50%. Will work with most software and will automatically switch back to normal mode if not compatible. A hardware modification from Germany.

TT030's & Mega STE's.....$call

The Atari super-stars TT030's & Mega STE computers are in stock. And they are only available at your authorized Atari dealers. Quantity is limited so hurry to reserve yours.

AdSpeed 16 mhz Accelerator $269

This accelerator board from ICD really works and is 100% compatible with all software. Many programs we tested ran two times faster. Installation available while you wait.

High Density Floppy Module $89

This by far is the most inexpensive path to HD floppy capability for your ST. Works with 1.44 or 1.2M drives. Easy to install.

JRI Memory Board.....$109

This is a memory and color upgrade board. It upgrades memory to 1, 2, 2.5, and 4 meg using SIMM's. And it extends the color palette to 4096 colors with an optional Atari video shifter chip. It fits all ST's. Installation is available while you wait.

AT- Speed.....$299

Excellent IBM 296 AT emulator, it supports EGA and VGA monochrome too. Installation is available while you wait.

That's all for now. Have a lot of fun computing.

Hours: M-F 3:30-7p.m., Sat 12-6p.m.

Authorized ATARI COMPUTER Dealer and Service Center

FROM THE PREZ:

Having once again discovered the full value of the "last minute", I shall offer-up my final column as president.

I remember three and one-half years ago, as owner of a hacked-up Atari 400, coming across a SLCC Journal and attempting to contact the chairman of the 8-bit Beginners SIG, which according to the activity calendar on the inside back cover was to meet the following evening. I discovered that the telephone number was long ago disconnected and there was no new number. After trying a few of the other numbers which were also invalid, I finally did manage to make contact with one of the club officers who informed me that he would not provide me with the correct phone number for the SIG leader as I was not a member and that I would have to first attend the next General Meeting to join, and only then, could I attend the Beginners SIG even though this would cause a five week delay in attending my first Beginners SIG.

I offered to pay my $20.00 dues and join the club at the SIG the next night, but was told that I must wait the five weeks "to make sure that I really did join".

After this initial experience along with a few others during my first year as a member; and, also discovering many fine people in the organization who were very helpful to me, I decided to run for office.

I hope that I have had some affect on the club in attempting to provide interesting speakers and activities and to acquire additional hardware while maintaining or increasing the treasury; but, the most important to me, to have more participation BY and benefit FOR the members.

At least all of the telephone numbers in the Journal are valid!

See you at the meeting (Election night).

Thnx,
KK

San Leandro Computer Club
P.O. Box 1506
San Leandro, California
94577-0374
First Class Club

211 11/30/91

General Meeting
June 4, 1991
First Class Meeting