San Leandro Computer Club

S·L·C·C

JOURNAL

July, 1991

Jim Hood

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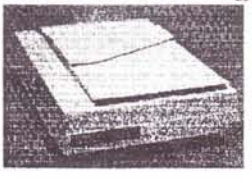

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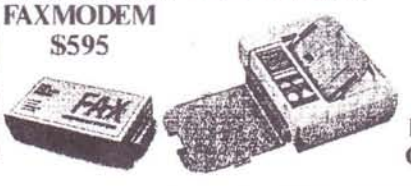

WOW

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The premiere plotter controller software from Germany is now available exclusively from Zephyr. You can now run the eight color sketch mate or any other plotter for design on paper or for cutting vinyl for only $995. GMAPlot runs with Calamus or Outline and many other programs and allows you to plot housing designs, run an engraver, or cut vinyl signs rapidly. If you are a graphic artist, T-Shirt designer or screen printer this is a must for you. Special pricing: Roland Sketch-Mate (8 1/2"x11") and GMAPlot $1595.

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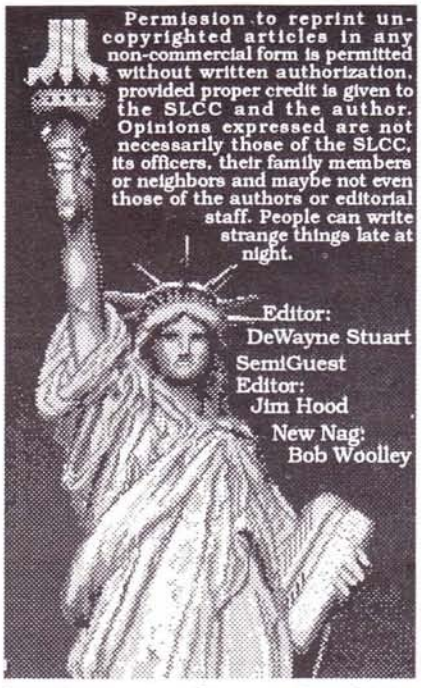

San Leandro Computer Club
P.O. Box 1506
San Lendro, CA 94577-0374

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.

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	Main Meeting 8:00 p.m. San Leandro Library 2	3	4	5	6
7	ST Meeting 8:00 p.m. San Leandro Library 8	9	10	11	12	13
14	15	16	ST Beginners' SIG 7:30 p.m. 17	Publishing SIG 7:30 p.m. 18	19	20
21	22	23	24	25	Journal Deadline 26	27
28	29	30	31			

News from ATARI

President's Message

Sales for the first quarter of 1991 were $63.4 million as compared to $85.5 million for 1990. Sales during the quarter were lower as a result of economic conditions in Europe as well as events in the Persian Gulf. During the quarter, the Company experienced technical problems in its manufacturing of certain new computers, which further limited sales.

In the first quarter of 1991, the Company's gross margins improved to 34% as compared to 30% in the first quarter of 1990. In addition, the Company repurchased approximately $2.5 million of its 5¼% subordinated debentures, which resulted in an extraordinary credit of $2.0 million (no tax effect due to utilization of loss carryforwards).

As a result, the Company experienced a Net Loss of $2.0 million for the first quarter of 1991, as compared to Net Income of $1.5 million for the first quarter of 1990.

Although sales are down, the Company is still on target in improving its overall operating efficiencies. After due consideration, as previously reported, Atari Corporation has closed its Taiwan assembly plant and relocated assembly operations, to increase efficiency and reduce costs. The plant in Taiwan, recently appraised in excess of $50 million, has been offered for sale and early consummation of ongoing negotiations is anticipated.

Sam Tramiel, *President*

	Quarter Ended	
	March 31, 1991	*March 31, 1990*
Net Sales:	$ 63,444	$ 85,547
Income (loss) before income taxes	(3,911)	1,377
Provision (credit) for income taxes	36	(171)
Income (loss) before extraordinary item	(3,947)	1,548
Extraordinary item	1,960	—
Net income (loss)	$ (1,987)	$ 1,548
Earnings Per Common and Equivalent Share:		
Income (loss) before extraordinary item	$ (0.07)	$ 0.03
Net income (loss)	$ (0.03)	$ 0.03
Number of shares used in the computation	57,747	57,987

ATARI CORP. TO SELL TAIWAN FACILITY FOR $60 MILLION

SUNNYVALE, CA (JUNE 6) PR NEWSWIRE - Atari Corp. (AMEX: ATC) announced today that it has signed a contract for the sale of its property in Taiwan. The facility will be sold for $60 million, and closing is scheduled for late June 1991. The sale is contingent upon certain conditions of closing being met. Atari further commented that assembly operations have been relocated in a move to increase efficiency and reduce costs.

Atari Corp. is one of the largest companies in the world manufacturing and marketing personal computers and video games for the home, office and educational marketplaces. Atari headquarters is located at 1196 Borregas Ave. Sunnyvale, 94089. Telephone: 408-745-2000; fax: 408-745-8800.

CONTACT:
August J. Liguori of Atari,
408-745-2069

Things Are Tough All Over

Jim Hood

Looking at the information on the previous page is not that encouraging, but those other guys also seem to be having trouble adapting to a world full of cheap clones.

Apple upped their sales by 85% last quarter, but their profit dropped to "only" $131.1 million because so many of their sales were the low priced Macs.

Gee, their profit was about double Atari's gross sales.

So Apple figures they need to eliminate 1500 jobs from their current work force of 15,000 and to cut CEO John Sculley's salary 15%. Sculley only made $2.2 million last year, if we don't count $14 million in stock deals.

Again for comparison, Atari claimed about 1260 worldwide employees in their '90 Annual Report. And CEO Sam Tramiel received $195,779. His 150,000 stock options had a weighted exercise price of $5.00.

Since the stock spent last year going even lower than the current price of $2.50 - $3.00, he hasn't exercised them.

Meanwhile, over at Big Blue, the stock market got depressed over the news that IBM expected 2nd quarter earnings to drop from $2.45 per share last year to 20¢ – 50¢ this year.

IBM says their profits are being hurt by the economy, competitors' pricing and product transitions.

Everex also had a bad quarter. They hope to get profits back up by lowering prices and regaining market share, I believe.

On the brighter side, the following item comes from the June *Huntsville Atari User Group* newsletter.

Atari Among Top 100

By Jim Gross

In *Electronic Business* magazine's list of the top 100 fastest growing electronics companies, Atari is No. 59. Apple is 60. Other points of reference: SCI–82, Intergraph–99, Sun–8, Seagate–15, Adaptec–29, Hewlett-Packard–92.

Looks Good

Jim Hood

I think most of us are aware that the Hewlett-Packard Desk Jet ink jet printers give essentially laser quality output and sell for about half laser price. Bob Woolley uses one to print his *Pounding on the 8-Bits* articles.

The Canon BJ-10e is another ink jet printer that seems to have about the same quality at an even lower price. It is also physically smaller. A lot of people are getting them with the soft carrying case to tote along with their notebook computers.

The Diablo Valley Atari Computer Enthusiasts recently started mastering their newsletter on a BJ-10e. The print quality combined with their new layout is looking good.

Check it out in our newsletter exchange library.

CLEANLINESS IS NEXT TO SPEEDINESS

Levin Soulé

More Cribbing from the Huntsville Atari User Group Newsletter

Ran a simple test to see how AdSpeedST would do against an MS-DOS machine. I checked the ST in both 8 and 16 MegHz clock speed and both a 286 and 386 DOS machine. There are several programs that I run on both an ST at 8 MegHz and a DOS machine at 9 MegHz. The results of this try are consistent with the general results I have had in the past. I used a compiled "for next" loop of 1 to 100,000.

ST at 8 MegHz = 6 sec
ST at 16 MegHz = 3 sec
286 at 9 MegHz = 9 sec
386 at 20 MegHz = 1.5 sec

The above has no real meaning other than it does give an idea of the relative speeds of the three machines I use. The screen dump I had in last month's newsletter had a SLIGHT printout problem. The speeds of the CPU, etc... looked like they were 282% speed increase, when in fact they were 202%. This was caused by both the way PageStream reduces image size and the copy machine used. I will try and avoid this in the future.

My old ST died again after running great for two weeks. Somewhere in that machine there is a bad connection that is proving impossible to find. I am typing this on a loaned 1040ST. Tried to print the back page of the newsletter and learned just how important 2.5 Megs of memory is when running any desk top publishing. The loss of 16 Meg speed doubles times, but 2.5 to 1 Meg of memory is unreal. It is like going from 2400 baud to 300 baud. It required 14 minutes to create the page instead of the 1 minute on my old ST. When the day comes that I have to buy a new ST, you can bet that it will have a full 4 Megs of memory.

Am back on my old 16 MegHz machine. Gary gave it a real going over and even made a new cable for the memory expansion board. He had it working great for hours and could not make it fail. But when I got it home it was back to its old tricks. No way was I going to take it back to Gary as he was even more tired of seeing it than I was of taking it to him. As far as I was concerned the machine was terminal and nothing I would do could hurt. After a bit of poking and pulling and reseating chips I had one of my rare flashes of intelligence. My years of work with sound paid off! I pulled the GLU (??) chip, one of the two square chips, and used a new pencil eraser to clean the normal looking contacts. Lo and behold, when I plugged the chip in, the machine came to life! Only time will tell if I really did blindly stumble into the problem. Patch panels for sound systems have to have their contacts cleaned and some of them POLISHED on a regular basis or you can have some of the strangest, and impossible to locate, problems there are. Tom Brooks has to do this on a more or less regular basis with his clone at work. This procedure is also taught in military soldering courses. It is the approved way of cleaning tarnished pads and the like before soldering. DON'T use a typewriter eraser as it will eat up the surface. Often times, contact corrosion is so slight that it can't be seen, but it can sure cause LOTS of problems.

ATY COMPUTER

PRODUCT HIGHLIGHT

COMPUTERS

TT030/2,4,6,8 - 50
Mega STE 2, 4 - 40
Stacy 1, 4
Mega ST 2, 4
1040 STE
SLM605, 804 Laser Printer
TT 14" Color Monitor
TT 19" Mono Monitor
TT Memory Board
Stereo 14" Color Monitor

ADD-ONS

AdSpeed 16mhz Accelerator
AT Speed - 286 IBM Emulator
Autoswitch Overscan
High Density Floppy Module
ISAC Hi-Rez Color Video Board
JRI Memory/4096 Color Board
SIMM Chip
Synchro Express
Rainbow TOS 1.4
TOS Switcher

HARDWARE

BEST Trackball
D.E.K.A.
Golden Image Mouse
Hand Scanner w/Touch Up
ICD Host Adapter w/Interal Clock
Maxtor 80 MB One Inch Height HD
Maxtor 213 MD Half Height HD
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SyQuest 44MB Removable w/Cartridge

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OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC DISK- June 1991

CONTENTS

5 Games

GOLFSOL1.COM- solitaire & DOC.
HIDE.BAS- logic game.
BONK.BAS- 1 player -action.
CHECKERS.OBJ- tournament game, self-documenting.
GOLDMINE- strategic text Adv. Has five files. Run TITLE.GM to start play. self DOC.

1 Utility

G.BAS & G.OBJ & G.DOC- printing device and screen dump - for Epson/Gemini printers.

2 DEMOs

TRUCHET.BAS- binary in graphics with tiles and with printout using G: (another DEMO). See TRUCHET.DOC. & G.DOC.
TRUCHET2- sequel to above.

4 AMP files

BRANDEN4; NACHTMUS; EASY; RITZ- For Jukebox on May disk.

2 Disk Specials

MYDOS, and
FULmenu (MYDOS).

PROGRAM COMMENTS

GOLFSOL1.COM- solitaire, written in ACTION by Dan Elek. It has a good DOC file, formatted for printout in 80 cols. I understand that an MS-DOS version is sold with "WINDOWS".

HIDE.BAS (Hide and Seek), is from ANALOG Issue #35 (Oct. 1985) by Greg Peck. It's a non-violent game for 1 player. The goal is to find, within the 30x10 pattern at the top of the screen, the 4x4 pattern displayed on the lower half of the screen. Once the pattern is found, another pattern is drawn, and you go on. Points are earned based on how fast you find the patterns and how many you find before you run out of time. Use a Joystick to select 1 of 6 levels and to play. The small pattern may be rotated on some levels; to realign for a match, use trigger and stick to rotate back.

BONK.BAS from the same Issue of ANALOG, is a fast-moving arcade game by James Hague. It cannot be played from the BASIC file on this disk- see instructions below to create an Auto Loading file on a separate disk.

It is a 1 player game, with J/S. The object is to collect all of the diamonds before time runs out; while avoiding or circumventing the 3 green whirlers. SELECT for level (1 to 9) START to play. Avoid blue walls- green ones will disappear if you hit them. The small boxes marked [F] are freeze boxes - hitting them freezes the whirlers temporarily. Diamonds are worth 70 points. Hitting a box is worth 100. Ten points are added for each second left when you finish a board. You get an extra life when you finish three boards.

To create the BONK Auto loading file you should run BONK.BAS. You'll have a choice of making a Cassette or Disk. After you choose, the program will begin entering Data lines. When it finishes (with line 1780) it will prompt you to insert a disk with DOS. Put a disk with DOS into drive #1 and press RETURN. It will then create a 29-sector AUTORUN file on that disk. To play the game, just boot the new disk, preferably without BASIC.

CHECKERS.OBJ- a M/L game by Dave Butler, is from ANTIC (4,5/1990). It is self documenting, and has lots of options and modes of play. Either 1 or two play;- with keyboard or J/S. A sample game is included as GAME1. To load it type [CONTROL][L] enter GAME1 and press [RETURN]; then press [B] to go to the beginning, and [M] to play. Use [OPTION] to change the mode from Level to Setup or Two-Player. In the default Level mode, press [SELECT] to change the difficulty,- there are ten levels. The ANTIC article recommends copying Checkers to another disk and renaming it AUTORUN.SYS. I find that it runs from the Menu on my 130XE.

GOLDMINE (and the Princess)- text adventure by William Austin from the same Issue of Antic. It is self explanatory. To play the game, run the file TITLE.GM.

G.BAS (G.OBJ & G.DOC) by Charles F. Johnson; from ANALOG #35 (10/85); is a printing Device and screen dump UTility. G.DOC explains it in full.

TRUCHET.BAS by Frank Kweder was published in ANALOG #79 (12/89) - the last Issue. TRUCHET2 is a sequel;- from Current Notes for 4/91. They're DEMOs and a lot more! Read the file TRUCHET.DOC for a full explanation.

The AMP files (4)- are musical selections for the Jukebox player which is on our May disk.

MENU- also featured is MYDOS and a modified FULMENU with [T]ext function to read DOCs.

Pounding on the 8-Bits

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

JULY, 1991 by Bob Woolley

We expect to get a lot of mail for the cartoon on page 5 of the May issue, but to save all your readers out there a stamp, I'll explain it a little. Our own Jim Hood is actually a graphics artist in disguise and does stuff like that for money when he isn't busy on important stuff like the Journal. I had a presentation to give to a potential customer about computer maintenance and I wanted something different than a bunch of dull charts and bullet highlites. So, I went to Jim for a little inspiration (and perspiration) and he came up with the cartoon you see in the May Journal, except the finished slide has it in color! He also did some dull old charts and graphs, but nobody really cared much about them after I loaded in the "Iron CEs and Wooden Machines" slide. People in a presentation only remember the first two or three things you throw at them, and a slide like that (it doesn't show the complete graphic) will really stick with them..... Jim is just another computer Wizard doin' his thing with his Atari.

So, what about 8-bit stuff? Ahhhhh... ICD is closing out all their 8-bit products. They have really cut the prices - like $20 for a US Doubler or Rambo. Time to stock up, folks! If you have any 1050s that are still just as Atari built them, consider getting the USDoubler for them. The Doubler is a chip change that makes your 1050 into a true double density drive as well as adding the capability to do higher speed data transfers over the SIO (about twicw as fast as a stock 1050). I have 3 or 4 USD 1050s and never have any complaints. The XF551 will give you double sidded storage, but the density switching and reliability of the 551 are a problem on everything you try. I do use a 551 with a 720K 3.5 in it, but only on my main system. At work, in the Attic and for my daughter, it is strictly USD 1050s. You can use DOS 2.0 in DD, MYDOS or SpartaDOS (be careful, there) on the 1050s and get 184K of storage on each side of each disk. Programs like PaperClip and SynFile/SynCalc also will use the DD feature on the drive. For $20, it is a great deal!

Those of you with 64K XLs can also cash in on the ICD sale by picking up a RAMBO 256K memory upgrade. 256K memory chips run about $10 a set now, bringing your total investment in a 256K XL to $30 or so. For that, you get the ability to run larger files on many software packages, ramdisks and like that. Just having a ramdisk is almost as good as another disk drive - copy from diskette to ramdisk and back to diskette for no swap disk copies. This is another upgrade that works out very well for the user - no hassle and lots of utility. You really owe it to yourself to expand your memory if you use an 8-bit. It is also supported by many commercial programs as well as the the major DOS implementations.

Anybody still using an 8-bit by now is hopelessly trapped - don't miss out on the last of the ICD stuff. You'll love it! Don't sweat installation on any of these upgrades. If you really are worried, give me a call and I'll "hang the hardware" for you. It's a piece of cake.

And, don't forget to get a BasicXL cartridge if you don't already have one. And MAC65, and a BasicXE, and a ..... MIOs are not recommended, however, unless they get real cheap and you know "fer sure" that your computer will work on it. ICD is intending to sell the rights to all the 8-bit line once the hardware is gone, so some of this stuff may not be sold again. Then again, if I can get my checkbook on some of it, it may go PD! Wouldn't it be nice to have the source for BasicXL? And hang it in one of those 65816s? As if I don't have enough to do.

One more thing to do around here is play with a 1450XLD that I picked up. The one with the drives mounted on top of the case! It seems to use an 8039 micro on the PBI buss to run the drives (yeech). I'll have to "do" the code in the EPROMs and see what gives here. More projects.... - nice case, though. I could get a couple of 3.5s in there, couldn't I? Anybody got any pieces for these guys? Front bezels? Sheet metal? Anything?

Got an 815, too! Another "project". Two DD drives in a single case. Got printed circuit patterns in there for DS operation. Mine has no controller chip, so I will have to do a lot of 'scoping to get this puppy humming.

Did you see the nice little 9 inch monitor we had in our raffle at the last meeting? They are just right for text stuff on an 8-bit because they don't take up much room and come with audio as well as video inputs. I will have a couple more of them at the July meeting for sale at $15 each (for a nice one - $10 for an ugly one). I will also bring some 12 inch models that will accept white CRTs if you don't like green ($10 additional for a new CRT). Anybody using a TV for a text monitor should bring some cash and live a little. I will include a monitor cable for those who need it.

Anyone still using 300 baud should bring an additional $15 and go home with a 1200 baud Avatex modem also! These are not the Hayes compatible units, but they work just fine on BobTerm and will really brighten up your telecommunication activity. I will even trade you for your old 1030 or XM301, but you do need some sort of interface to run the Avatex that you did not require for the Atari modems (an 850, P:R connection or AID R-Verter).

Any of you Remote members out there that are interested, write to the Club and we'll take care of you, also!

A Lot of Text

Jim Hood

I was inspired to run the HAUG article on page six because of its similarity to my recent computing experiences.

As I mentioned in last month's *Journal*, I had DeWayne Stuart's TT and Bob Woolley's Viking monitor here for awhile after Woolley got the two of them running together. So I ran a few simple little timing tests to see how the TT compared with the club's MEGA2, which I was using.

I am never sure of the significance of a lot of the speed tests that I read about here and there. So I can double my computer's ability to perform Whetstones per Microgrademe or whatever. How does that translate into redraw times in PageStream, or rotation times in TouchUp?

Because my own performance is so woefully inadequate (just ask our printer who is at this very moment waiting for me to finish the *Journal*), I didn't get much done on these comparisons, but I will show you some of what I did.

Mainly to get this page filled up.

From the "scientific method" viewpoint, some fudge factors should be applied to my results, since the ST and MEGA results were obtained using a little bitty 640x400 SM124 monitor while the TT results were obtained off a system running a big old 1280x800 (or whatever) Viking monitor. And, of course, I used the hard drive in the TT with the TT & my hard drive with the MEGA and ST.

And if you haven't tried a big screen monitor for working with Touch-Up or PageStream, don't — unless your checkbook is in good condition, because that enlarged view is sure nice.

Joe Castro says a downside to that on a regular speed MEGA is that redraw times can be *really* tiresome.

Once I started getting seduced by the TT and Viking combination, I realized I had to do something to curb my passion or I'd be over my ears in hock again. (Right now I've worked the hock level down to about the bottom of my double chin.)

As happens with me and computers and hard drives, I was able to get DeWayne's C and D drives on the TT corrupted worse than a Reagan Republican. To the point that Chris at Berkeley MicroSystems was talking hand rebuilding the FAT for those partitions.

It was so bad that I had to call DeWayne and confess what had happened and see if it would be all right to zero out C and D and start anew.

He was thrilled.

So anyway, by this time I owe Chris a favor for his help, so I figure I'll have him install a JRI SIMM memory upgrade in my very old 1 Meg 520ST. This kind of repays him I figure, and at the same time acts as a temporary TT Lust Reducer by getting my 520 up to 4 Megs.

I had been running the club MEGA with G+Plus and TurboST, which of course is still on my hard drive when I use my 520ST.

The 520 also was speeded up a bit with JRI's 16MHz upgrade, but I had been hearing such good stuff about the AdSpeed board that I decided what the heck, I'll just stop in at ATY, on my way to BMS, and pick one up and let Chris go whole hog once the machine got opened.

Mostly I had been using the 520 with Deluxe Paint since it already had JRI's 4096 color mod. This would just pull out of its socket and go on John Russell's memory board, which uses the same socket.

I mentioned to Chris that I had opened the 520 so many times it might not take another operation. I don't think he was too concerned; even after he mentioned being suprised to find the bottom RF shielding soldered to the motherboard.

"Oh yeah," says I, "I did that after I put in the Z-Time clock and couldn't quite get the top RF shield closed without causing the computer to fritz out. Which is also why I cut the section

of the RF shield over the clock chip and rebent it out. But since the computer would still fritz out by the time the case got reattached, I figured something was getting touchy, so once I got it working, I soldered the shields, to help keep them from maybe twisting and shorting something, like maybe Russell's Two Monitor switch, which isn't working quite right either, now that I think of it, because one of the monitor plugs causes the monitor to roll." Chris still didn't *act* too concerned.

So a few days later he says things are pretty much done, except whenever he puts the case back on, the computer quits working. "Right," I say.

I figured maybe Weird Stuff was still blowing out 520ST's and color monitors, so I suggested we toss mine, buy one from Weird Stuff and sell off the color monitor.

Chris thinks electronic problems are solvable by the use of intelligence and logic and says he'll just cut a few traces and see what he learns.

Eventually Chris reseats the little square chippies and as the HAUG article says "Lo and behold..." things work. So he takes the chips out of the sockets and finds a couple of bent contacts. After a lot of careful rebending and polishing he puts them back in and things seem fine.

Somewhere along the line he also broke a capacitor on the AdSpeed which he had to replace. He had to scope it out to make sure it was tweaked just right so that things would run OK at 8 MHz.

By now I'm thinking maybe this wasn't such a great way to repay Chris for his redoing DeWayne's hard drive, but I've got one potent 520ST.

What was I writing about?

Oh! Yeah! The speed of the TT vs the ST and MEGA.

The MEGA times are with TurboST running. I think G+Plus was off. (I think??!! Golly Mr. Science we're glad you pay attention to these things!)

The 520ST times are after installing the AdSpeed and 4 Megs of RAM. It was running Quick ST II, which is bundled with the AdSpeed board. G+Plus was probably still off.

Running the tests provided with QuickST II, I found it and TurboST gave similar results. One would be a bit better here, the other there.

Oh! Another diversion! Well, I've still got a lot of pages to fill.

I wasn't really impressed with the AdSpeed board the first few times I ran the computer. Then Chris suggested that I might have better results if I ran the 16MHz program that comes with the board, since he had installed it to boot at 8 MHz.

Once I put the 16MHz program in my Auto folder I was *much* more impressed with AdSpeed's speed.

Now back to our main program.

DeWayne says he has TT RAM is his TT, so if a program knows to look for it, it is there to help.

The TT didn't blow me away running PageStream. While screen updates were faster I didn't sit there and say "Wow! Look at that!" It was visibly faster, but not enough for me to try and count seconds with my wrist watch and feel that my margin of error wouldn't make a significant difference.

LDW Power was significantly faster in scrolling and so forth, but again I figured my plus or minus .5 second accuracy didn't make it worth while trying to time things.

What *did* Wow me with LDW Power was the amount of visible spreadsheet on the Viking monitor. Especially with the small font option selected. You'll only need to scroll half as often anyway.

Now TouchUp is a different story. I think whoever programmed it must have done it on the very first pre-pre-production TT. Or something with a math coprocessor and a ton of RAM; or something.

I've groused around in the past about how slow TouchUp can be in doing some things, like 90° rotations.

Since it uses virtual memory for handling big pictures in small memory machines some of its slowness is understandable.

It is really impressive on

Execution Times

Task	Time (Seconds)			
	MEGA2	520ST (4Meg) 8MHz	520ST (4Meg) 16MHz	TT
Load TouchUp	13	14	14	6
Load 726K IMG picture into TouchUp	194	197	167	32
Then Rotate Above picture 90°	Don't Ask	120	61	22
Load MVG	-----	-----	2	-----
Load 726K IMG picture into MVG	-----	-----	15	-----
Then Rotate Above picture 90°	-----	-----	28	-----

the TT. Even the loading times are super impressive. Until you do the same thing in MVG. As you can see in the acompanying chart, the same picture that took over three minutes to load on the MEGA was loaded in only 32 seconds on the TT, but MVG loaded it in 15 seconds on the 16MHz ST.

I didn't try MVG on the TT because I wasn't using it while the TT was here.

If DeWayne wants me to exercise it for him in the future, I will try it with MVG.

And look at those rotation times! With only 2 Megs of RAM, and other things loaded into memory (like UIS 3) TouchUp had to go to virtual memory to rotate pictures much smaller than the 726K file I used for these tests, so its rotating speed was too slow to finish the rotation. Too slow to even *consider* finishing.

By getting my memory up to 4 Megs on the 520ST, I could do the rotation in a bearable 2 minutes, which the AdSpeed board then cut in half. MVG cut that in half again and the TT lopped off another 20%.

So what does that mean? Did I throw away TouchUp and move exclusively to MVG?

Well, no.

For one thing, I haven't purchased the module for MVG that lets it use the

Migraph hand scanner. And where would I be if I couldn't hand scan?

For another thing, the two programs have different aims, ambitions and approaches.

TouchUp has a bigger variety of drawing tools. And, besides, I'm finally getting used to its interface.

Let's see... I've finally gotten to the last page, so on to a new subject.

A brief comparison of MVG and TouchUp

MVG blows TouchUp away in loading and rotating. Migraph should buy that code from Dr. Bob.

TouchUp allows some drawing functions on pictures that are larger than screen size while in full view zoom. MVG doesn't.

TouchUp, Version 1.6, will take a black and white, dithered image and calculate a gray scale image for saving in IMG "color" format or IFF or TIFF gray scale formats. MVG won't.

MVG lets you see your clipped image as you move it around the screen and if it is in transparent mode you can also see the underlying image. Very handy for doing composite pictures. In TouchUp you only see the outline of the clip box when moving it. Not handy for doing composite pics.

TouchUp allows you to clip areas in full view mode. MVG doesn't. MVG's full view mode is just for previewing. All work is done at normal or magnified sizes. Full view previewing of a large image on the 640x400 monochrome monitor can be distressing with either program.

Since you can only clip objects in nornal or magnified modes with MVG, its "see what you've got" advantage is diminished because both programs have a lasso mode (MVG calls it Scalpel mode) which allows irregular shapes to be cut and viewed as they are moved about.

Both programs have lots of ways to combine clips with the main picture. Each has some features not found in the other and therefore complements the other.

TouchUp allows you to draw irregular, filled shapes. MVG only allows regular shapes, like boxes and discs, to be filled when drawn.

So, if you like these sorts of programs, get them both. They go well together.

I have encountered some pecularities in both programs, but nothing disastrous. Like I noticed TIFF gray scale files saved using Universal Item Selector 3 were showing a size of 0. But once out of the program, the files showed a positive size.

Dr. Bob encourages use of UIS 3 and if you use it, MVG even renames it MVG File Selctor (sic).

MVG will save IMG files in either compressed or uncompressed mode. The instruction manual says all well behaved programs should be able to load the uncompressed versions if they can load IMG files at all. Guess what program wouldn't load the uncompressed files for me. Right! MVG!

Meanwhile TouchUp allows two ways of saving gray scale IMG and IFF files. One way doubles up the number of gray scale pixels.

I haven't been able to load these double pixel files into HyperPaint or Deluxe Paint.

I think TouchUp 1.6 was supposed to arrive about the same time as PageStream 2.X, because it gives PageStream as an example of a program which will take advantage of the TIFF format. My PageStream doesn't have a TIFF loader though.

But then neither TouchUp or MVG loads gray scale TIFF files, either.

I was going to show a comparison between gray scale and black and white dithered pictures, to show the advantages of gray scale in resizing, but darned if I haven't run out of room!

Bye!

More of Moran's *magniloquent* Minutes

* * * *Jim Moran* * * *

General Meeting
06/04/91

The meeting was called to order at 8:10 PM by President Keith Sammons. All Officers were present.

Keith passed out copies of the new magazine *ATARI USER*. This magazine is a freebie with the club being asked to pay the postage which is $6 for 50 copies.

He then introduced a letter from GOLDLEAF PUBLISHING with an FMS GDOS update. They also advised that they are now distributors for HISOFT software from Europe.

D.O.M. Bob Scholar reviewed this month's 8 Bit floppy. There is the usual good mixture of software with the highlight being GOLF SOLITAIRE a new card game.

Bob Woolley told of ICD selling out it's 8 Bit line at fairly good prices.

Keith Sammons said that every Saturday morning Foothill College has a flea market that usually has a lot of 8 Bit stuff for sale reasonable.

The evening's excitement was of course the annual election of Officers. Ballots were passed out and while being counted the evening's raffle was held. (Maybe the new officers can find someone honest to run the raffle next year.)

RESULTS

President	Bob Woolley
V. President	Jim Hood
Treasurer	Glenn Fowler
Secretary	**Jim Moran**

As you can see the White Knight must have died, he sure didn't show up and save the club from the worst (only three of them of course) group of officers ever heard of.

This guy Woolley is so bad, I have it on good authority that he was passing out expensive gifts to get people to vote for him. (I only took the boxes of computer paper to fool him into thinking I would vote for him.) When he found out I supported his opposition, he rammed my unmotorized vehicle with his unmotorized vehicle causing great damage both to my vehicle and my tender disposition. The Supreme Court in Sunnyvale will hear this case soon and then maybe we can have an honest election.

Submitted by *Honest Jim*, the only good Officer.

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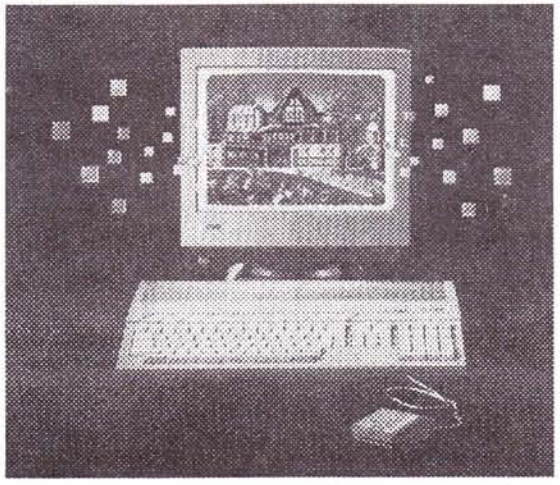

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June, 1991

by Bob Woolley

Welcome to the San Leandro Computer Club! Many of you long time readers may not realize that there is now a new Club, replacing the former organization known as the SLCC. How is that? It happens every June at election time - where new officers take over from the old. How MUCH change will be dependent on the amount of involvement of the membership in general. In those instances where everthing is done by the officers, the whole Club gets replaced! My point is that the Club should not consist of the efforts of a few people. Each and every member should contribute a little to the fabric of our Club. You spend two hours every month at the meeting? Spend two more hours making the Club work! The problem may be: how do you contribute just two hours? What tasks do we have that really only take two hours per month? We gotta work on that.

What else do we need to work on? How about a TT? How about merging the ST SIG and the Main Meeting again? How about just ONE BBS? How about joining a participatory magazine like AIM and not doing a Journal? I'd like EVERYONE to think about these issues and anything else that concerns them and come to the July Meeting prepared to discuss them. If you can't make the meeting, call or write!

Participate.

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General Meeting
July 2, 1991
First Class Meeting