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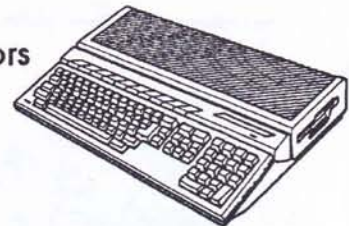
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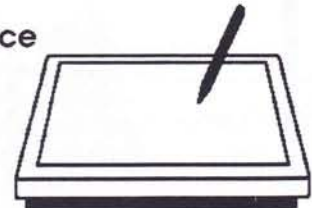
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San Leandro Computer Club

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	Main Meeting 8:00 p.m. San Leandro Library	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	Publishing SIG 7:30 p.m.	Journal Deadline	23
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NO ST SIG — NO BEGINNERS' SIG THIS MONTH

Genlocking Your Atari 8-bit

By: Michael St. Pierre 10/9/91

While at work one day, I found myself in one of those silly arguments about computers - you know... whose is better. Well anyway, I must admit that there are limitations with our somewhat dated 8-bits, but as a hobbyist I enjoy pushing the limits of the hardware. That's right, I said hobbyist, because it really is allowable to have FUN with your computer (just like any hobby) and not find yourself caught up in the mega-hertz race like all those other guys. Don't get me wrong, when I need the power of these new breed of machines, I don't have any qualms about using them (eg. this month's schematic was done with SCHEMA on a 386 IBM Clone). As hobbies go, the Atari 8-bit is probably the most fun-for-the-buck of all I've tried.

In the spirit of having fun, wouldn't it be great to play Star Raiders while watching Star Trek, TNG on TV? Just think, you could help blast a Romulan Bird of Prey out of existence! Now I'm not suggesting that you wheel an extra monitor into your living room. What I really mean is to combine the image from your computer with the image of your television set. ** What did he say? ** That's right, something you thought only those real computers could do is now possible on your 8-bit - genlocking your computer to an outside video source. So as not to mislead you, this genlock will not overlay in color, but it is capable of 16 shades of luminance, extending from black through gray and up to bright white. The video source itself will still be in color, only the overlay is black and white. This month I'll present the first part of two - how this is possible and how you can make it happen too.

CIRCUIT DESCRIPTION:

The circuit, GTIA-GENLOCK, works by extracting the SYNC signals from an outside color composite video source, comparing this to the computer's video SYNC, synchronizing these to each other, and then switching very rapidly between the two video signals to be sent to a color composite monitor. To do all this does require a few more steps, but basically this gives a good overview of what we are trying to achieve. To keep things simple, all connections to the Atari are made to the GTIA chip (Atari Part# CO14805).

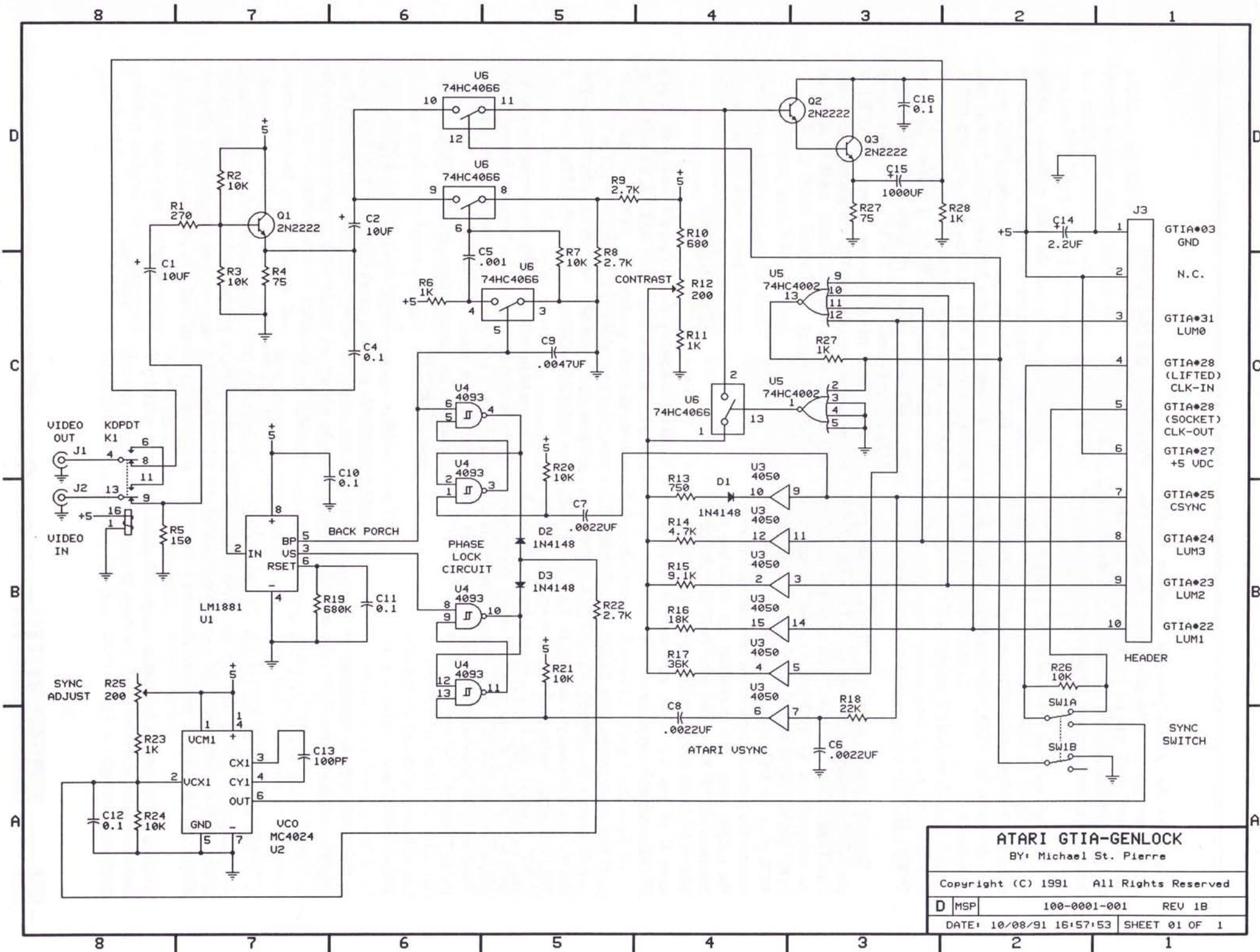
It is not very practical to alter the outside video SYNC signals, so to do our synchronizing it will require

changing the normal clock speed of the computer. Since the Atari clock is crystal controlled, a variable clock source in the form of a voltage controlled oscillator (VCO) was implemented. This was set to run slightly faster than the normal system clock (3.579MHZ), being controlled (slowed down) by a phase locking circuit made from two NAND flip-flops (4093). The flip-flops act as phase comparators, comparing the VSYNC and HSYNC signals from both video sources and generating a low-going pulse of variable width corresponding to how in-phase the signals are to each other. This low-going signal, when applied to the VCO, slows down the computer's clock speed to approximately 2MHZ. If the pulse width is very short, as will be the case when everything's in sync, the VCO will tend to run close to the proper speed of 3.579MHZ. I say close because there will be some slight fluctuation, which is unavoidable in this circuit and will affect the video coming out of the Atari's normal ports, but won't affect the overlayed video itself. This is correctable for normal computer use by flipping the SYNC switch to the non-overlay position. This will also give you an extra monochrome composite output, taking the place of the outside video source.

The video switching is controlled both by a 74HC4066 (high speed CMOS quad analog switch) and a 74HC4002 (high speed CMOS dual 4-in NOR gate). The 1st half of the NOR gate senses the GTIA LUM0 - LUM3 digital luminance outputs, and the 2nd half uninverts the result. The inverted output controls the outside video switch and the non-inverted output controls the overlay switch. This gives the Atari's video priority over the outside video source. The LUM outputs from GTIA are then converted to analog video by the D-A converter (4050 buffer with resistor summing network). This video signal is biased to have a 2.5vdc black level, controllable by the CONTRAST trim pot, and then sent on to the analog switch.

The remaining two analog switches are used to bias the incoming video's black level to 2.5vdc by sensing the back porch signal coming out of the LM1881 sync separator chip. This gives us a known point of reference for matching to our Atari's video black level. With proper adjustment of the contrast control, it is possible to have a BLACK overlayed graphic or character.

The combined video signal is then restored to an AC coupled 1 volt NTSC signal by the darlington output stage. The outside video input is similarly buffered to prevent loading of the source by our bias network. The DPDT Relay is used to bypass or loop-thru the outside



video when the Atari's power is shutdown, thereby allowing the genlock to be left inline at all times. The genlock circuit itself may be left permanently connected to your Atari, being fully buffered by the 4050 chip, and having the normal crystal clock selectable by switch S1.

One final note; the SYNC ADJUST trim pot is used for centering of the overlayed image on your monitor screen. It is a fine adjustment and is provided to allow for deviation in VCO chips and the surrounding components.

OPERATION:

Basically you'll need two things beside your genlocked computer, a monitor (or a TV with a LINE input) and a video source you wish to overlay something on (camcorder or VCR). Hook the video source output to the genlock input with a shielded video cable having RCA plugs on both ends. Next, using a similar cable, connect the genlock output to the monitor input. Now for the simple part; turn everything on including your computer and if everything goes well, you should see your computer's image overlaying the provided video input. If all you see is the computers screen, flip the SYNC switch to it's opposite position.

If you are in Basic, do a POKE 709,2:POKE 710,0 and then adjust the genlock's CONTRAST control until the overlayed lettering just turns black. Next, do a POKE 710,14 to get the background on screen and then turn the SYNC ADJUST pot for a centered image. That's all there is to it. Now it's up to you to create the graphics and/or text you wish to overlay, perhaps using one of the video titlers or screenmaker programs out there in the Public Domain.

NEXT MONTH:

PC board pattern, component placement, and parts list with sources for some of the more unusual items.

* * * * *

-- If you were not at the October meeting, Michael demonstrated his genlock circuit for us. It works just fine as described --- unless certain old fossils in the front row happen to be in the video picture.... (heehee)

Once the PC artwork is available, maybe I'll make up couple of these as raffle prizes for those not up to a bunch of soldering.

Pounding on the 8-bits

by Bob Woolley

I have been looking into the voice synthesizer on the 1450s with mixed success. The 1450XLD has an unidentified chip for it's voice, while the 1450XL (much more common) has the familiar SC-01 Votrax unit. Luckily, while I was looking thru my old BYTE magazines on another project, I ran accross a great Circuit Cellar article on the SC-01. I must say that these old BYTEs are a treasure of techie stuff - including a LOT of Atari specific text. The ST even made the front cover way back when. Anyway, I have a good bit of information now on the 1450XL and almost zilch on the 1450XLD. Anyone out there know anything useful on the 1450XLD voice?

NEXT MEETING

At the November meeting we will have a demo of a rather unusual 8-bit item called RELAX, a bio-feedback monitor that was produced by SYNAPSE for a short time. This particular unit is for sale and will be available after the meeting for \$40. We will also take a look at the new CHROMA-CAD program for the 8-bits.

Be sure to bring big bucks to the meeting because we will (probably) have one of the big Atari demonstration displays to be sold at auction. These were the units that Atari used at places like WCCF in their booth. Not available in any store!! (these are kind of big, so bring your pickup)

If that weren't enough, we will also have (probably) a socko raffle prize this month (the brown bag surprise....). If you missed the 600XL last month and couldn't care less, be advised; no matter what flavor of hardware you run, you'll like this one!

Many thanks to Michael St.Pierre for his outstanding GENLOCK demo and article. Also to Robbie Bridges, a relative novice, for his piece on the WOF conversion. See, you don't have to be an old hand at this stuff to contribute! The Journal is what we ALL make it!

Yore Prez

REW

OUR 8-BIT DISKS

by Bob Scholer SLCC 8-bit Software Chairman

SLCC DISK- October 1991

This DOM has 3 Games; 1 DEMO; & 4 UTILities. All have documentation or are self explanatory.

CONTENTS

Games

- ADVENTUR- from Bob Woolley- it's THE original version.
- AMAZE- fast maze chase in ACTION, It's self explanatory.
- INVASION- a fast shoot-em-up with unusual 3-D graphics.

DEMO

- COMODKIL- an old program with an out-of-date message. I've included it because of the clever graphics.

UTILities

- ANTIC WRITER- word processor- the owner's manual is in DOCs.
- NUMENU- (& DOC) from England.
- SUR21- (& DOC) sector editor.
- MORTGAGE- calculates loan data (payments, rates, etc.).

PROGRAM COMMENTS

ADVENTUR is THE ORIGINAL Text Adventure game. It is the featured, and longest program on this DOM! It is from Bob Woolley's collection (he loves to collect things related to computers). The Title Screen credits Robert A. Howell;- 1982. There have been many imitations of this game- we have one with the same name on our December, 1990 DOM; but this is the authentic original. It's instructions are excellent! It's in BASIC.

AMAZE.EXE (or AMAZING) by David Plotkin is a super fast maze chase for one player with J/S. It was written in ACTION! but you won't need the cartridge. AMAZE.ACT is the run time package- don't try to load it! It's nearly self explanatory. Your only defense is the mines you release when you press the trigger. You can have up to four on the board at once. These vaporize enemies on contact, but only temporarily. Look up the 5/85 issue of ANTIC. It loads from the menu or DOS.

INVASION.OBJ (Norman Lin) is from ANTIC (4,5/90). Starfield Invasion is the title. For 1 player with J/S. It features (near) 3-D graphics in the starfield background. The DLI technique (Display List Interrupt) is used to produce this effect. For a technical discussion, see the article in the magazine. The game is self explanatory. Load from DOS, without BASIC; or from another disk after renaming it AUTORUN.SYS.

COMODKIL.BAS is a DEMO battle between an Atari logo and a Commodore symbol. SLCC Vol.3; #4 has a similar program called APPLKILL.BAS. It's silly, but I included it because the action is amusing and the graphics are clever. It's from OHAUG (the Ol' Hackers Atari User Group) of Oceanside, (Long Island) N.Y.

ANTIC WRITER is the featured UTILITY of this DOM. It includes 6 files, as follows:-

1. ANTICWTR.EXE is the original, from the July 1987 issue. It had some bugs when used on an XL or XE machine.
2. AWRITFIX.BAS (1/1988) fixes them.
3. ANTWTR.ARS is the fixed version. It works with my 130XE and my 800! Copy it to another (working) disk, with DOS, & rename it AUTORUN.SYS. I included the original version in case it doesn't work on somebody's 800!
4. PRMAKE.BAS - from the 9/87 issue, creates a SYSTEM.PRT file (printer driver) for Epson compatibles. It is fully explained in:-

5 & 6. ANT1.TXT & ANT2.TXT; the two manuals. The originals (7/87) were confusing, and not as complete as they should be. I did some extensive editing.

The program works well and I will use it, where advantageous. I wrote this DOC with it!

NUMENU is a Menu program in M/L from England, by David Castell. The DOC file is very good;- it includes loading instructions. It's also from OHAUG.

MORTGAGE.BAS by Amy H. Krohn, is from ANALOG #28 (March 1985). I was reminded of it by a reference in the last issue of CURRENT NOTES (by Ben Poehland). It's easy to use, and it can help you evaluate loan factors;- follow the instructions.

Lastly,- note that this disk uses MYDOS, including an updated (and renamed) version of our own menu program for MYDOS.

P.S. If you used TOPSHELF from last month's DOM, you may have had problems with the Disk Save feature. ANTIC (9/88) has a mod. (p. 5) to correct this. I'll put it on a future DOM.

FORTUNE.BAS == > KIDSGAME.BAS

by Robbie Bridges

I got the Vol. VIII #10 DOM and enjoyed playing the wheel of fortune game (FORTUNE.BAS) with my daughters, Nicole (age 7) and Annie (age 5). During one game, we had guessed most of the letters in the puzzle when Annie said; "but, Daddy, I can't read!" I then realized that it was time to make up some easier problems for the younger set. There is the DGEN.BAS file on the disk for this purpose, but the new records are still mixed in with the original 500 puzzles. If you want only new puzzles, you must replace all 500!

I asked around the Club and Bob Woolley explained that I would have to delete the 500 existing DATA statements (where each puzzle is stored) and then add my new ones. At the time, I did not have a BasicXL cartridge, so I had to attempt to delete the old lines manually and add 10 new statements in each of the 5 categories: Titles, Names, Places, Things, and Phrases.

In order to delete all these lines without typing 10000 [return], 10001 [return], 500 times, I started by copying FORTUNE.BAS onto another disk and UNLOCKED it from DOS. After loading the program in Basic, I added the 10 new statements into each category:

```
10000 DATA K0, BAMBI
10001 DATA K0, CINDERELLA
.
.
10100 DATA K1, SAN JOSE < oops! can't skip >
.
.
10200 DATA K2, BICYCLE < ditto >
.
.
10409 DATA K5, AWESOME
```

I then LISTed each group to the disk, naming them F1, F2, F3, F4, F5 and F6:

```
LIST "D1:F1.LST",1,10010
LIST "D1:F2.LST",10100,10109
LIST "D1:F3.LST",10200,10209
LIST "D1:F4.LST",10300,10309
LIST "D1:F5.LST",10400,10409
LIST "D1:F6.LST",10500,29920
```

Once it was all listed, I typed NEW [return] and:

```
ENTER "D1:F1.LST"
and:
ENTER "D1:F2.LST"
.
.
.
ENTER "D1:F6.LST"
```

To finish, I changed line 29900 to:

```
29900 DA=50 : REM # of DATA statements
```

Now, I could save the altered game (SAVE "D1:KIDSGAME.BAS" [return])

Except, the same puzzle kept being drawn! Bob explained that I should have entered the new DATA statements consecutively from line 10000 thru 10049....

By this time I had acquired a BasicXL cartridge (thanks to Dave Morel) so I was able to DELETE the DATA statements that I didn't want by simply typing DEL 10050,10499 instead of all that LIST and ENTER routine.

The program runs fine and my kids can figure out the answers now. If I could only keep them from getting upset when they spin and lose a turn or go bankrupt!!

*** This is real Personal Computing in action! The original author wrote a great little program and distributed it at no charge to anyone interested. One of his "customers" had a slightly different requirement and got some assistance from his local User Group. Since the program was written in Basic, we were able to make the necessary changes and provide Nicole and Annie just what they needed. Can you imagine doing this to Lotus 1-2-3? Do you think we could get the source code for Falcon F-16? ***

REW

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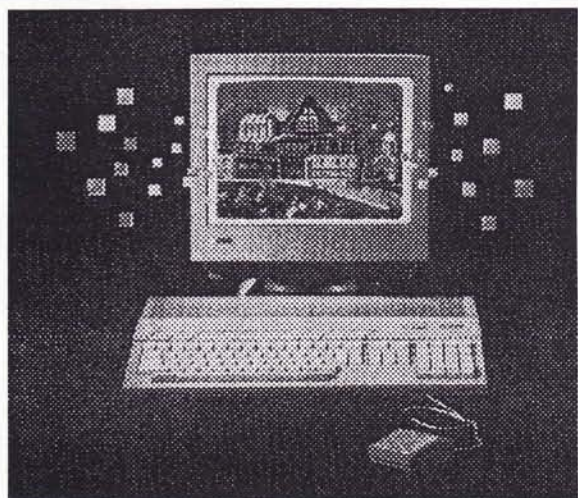
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Jim Hood

Extolling the *ACE of Syracuse Newsletter*

The *ACE of Syracuse Newsletter* for September/October 1991 has several interesting, original articles.

Check it out from Einar's Print Library. Maybe you'll be inspired to write something for the *Journal* so that it can also contain something new and interesting. [Ho! Ho! Fat chance!]

In it, Vernon W. Smith has a long review of my favorite DTP program. He also concludes a three part review of Wordflair II and has an article about Calamus and the help that CalAssistant renders when working with it.

I keep hoping that one of our Calamus users will write a review for the *Journal*, but so far I haven't seen anything.

All three of our store advertisers use Calamus when preparing their ads. Maybe one of them will do a review explaining its advantages. Who knows, it might generate a sale or two.

Along that line, our STe SIG leader, Don Safer, keeps nagging us at meetings to go out and upgrade to STe's, but he has yet to write an article explaining the advantages and virtues of the e.

In the aforementioned *ACE of Syracuse Newsletter*, Lee

Dumas compares the ST and STe, so maybe Don will at least copy that article for us.

Another reason to check out the newsletter from Einar would be to compare the output of several different program/printer combinations. The bottom of each page tells what program created the page and what printer printed it.

You don't get service like that from me.

COMDEX COMMENTS

I asked both Vince, from Winners Circle, and Bill, from MicroWorld, what they thought of this year's COMDEX show.

I don't think either found it particularly exciting. They had already seen or heard of Atari's main news items, such as the ST Book and STylus Pad portable computers and the FCC Class B approval for the TT, so they were looking to other exhibitors for new products.

The other exhibitors evidently were touting pretty much the same things as Atari, notebook and stylus computers. Or accelerators for 386 and 486 computers to make them work at reasonable speeds under Windows 3.

Atari also showed some new computers in their own IBM clone line. I assume current domestic market conditions

will keep them from being sold in the U.S.

SEYBOLD SIGHTS

I made a brief tour of the Seybold show exhibit floor with my token Macintosh friend. We were mostly looking at color printers, scanners and such.

Both Atari and Goldleaf had nice exhibits at the show. Both were downplaying the Atari name and stressing system abilities.

SLCC members Bob Brodie, Mike Fulton and Bill Rehbock were all helping man the Professional Systems Group exhibit that Atari had set up. September's guest speaker, Don Mandell was also there.

Following their practice of the last few years, Atari had developers showing their products.

I immediately glomped onto Deron Kazmaier, my favorite DTP programmer, who was there demoing my favorite DTP program.

Among other things, I asked him if he was aware that Version 2.1 bombed when a viewing box was zoomed past the left of the screen. He said "you mean like this" as he zoomed a box off screen. No bombs appeared. He had been aware of it.

I didn't survey all of the ex-

hibitors at the Atari booth, but Avant Vektor was creating vector outlines of color raster files on the TT. That looked impressive.

Calamus SL was also being demoed. They were doing color dye sublimation printing with a Mitsubishi printer.

Which brings up a question my Mac friend and I had regarding many of the exhibits at the show.

Why Don't They Exhibit Their Best Work?

You know, and I know that Calamus produces great looking text. You know and I know that dye sublimation printers can have near photographic output. So why did the Calamus SL prints have such blocky text?

Why did Hewlett Packard demo their DeskWriter C with a "Ladybug" picture and text when, again, the text was blocky screen resolution stuff and the ladybug lacked vibrant, attention grabbing colors?

Why did one of the color printer exhibitors have a single print taped to their printer? Was the printer broken?

Why did another dye sublimation printer seem to have either poor registration or very mismatched resolutions between printer and image? Kinda like the Linoed print of the Touch-Up/TIFF conversion I did on page eight of the September *Journal*.

I felt the best looking color printer output that I saw at Seybold came from a

COLOR POSTSCRIPT PRINTING The Secret Revealed

Naturally, while I had him cornered at Seybold, I asked Deron Kazmaier how to output those color PostScript files that had been eluding me.

He said I should read the manual.

He then opened the **Configure Printer** dialog box from the **Global** drop down menu and typed the word "COLOR" in the **Special** text field. Danged if that isn't all there is to it.

However, when I returned home, I scoured my *PageStream User Manual* and still haven't found that information. I think it got left out.

Then again, Cindy says I can never find anything anyway.

RasterOps dye sublimation printer. This impression resulted in large part from the page that RasterOps was printing. It contained smooth scalable text as well as vibrant colors in the scanned images. And their printer had one of the lowest prices that we found for a dye sublimation printer. Only \$11,000. Bob Woolley will probably take two.

Another question at these shows is:

What Are They Selling Here?

Attendees are confronted with oodles of exhibits. If something doesn't catch their attention they may stroll on by.

Giveaways usually bring people in. I remember the West Coast Computer Faire of '85, Sonny, when we clogged the aisles giving out pith helmets, T-shirts and other goodies during Atari's showing of their soon to be released ST. On the

other hand, we didn't make Atari the number one seller did we?

Bags seemed popular at Seybold. The National Computer Graphics Association had us lined up for canvas shopping bags.

An attractive exhibit area is important. Unless you're selling clone parts to do it yourself. Then a cluttered thrift store look seems to work well.

Atari and Goldleaf both had attractive exhibits, but I'm not sure strollers would be aware of what was being sold. It seemed you pretty much had to come up to the demonstrators and say "Whatcha got here?" to find out there was this great DTP, or graphics or whatever program being shown.

The separate Goldleaf exhibit area featured their turn-key systems.

Goldleaf has started signing up dealers to help market these high end systems. Both

Winners Circle and San Jose Computer have signed on and were helping at the Goldleaf booth. Mark from San Jose Computer was obviously enthusiastic talking with us, but I'm not sure he was getting across what Goldleaf was selling.

I picked up a price list folder from Lauren Sellers.

Besides their Goldleaf-ComputerBild prepress system, they have assembled three other packages for publishing, graphic design and presentation graphics.

It wasn't until after I returned home that I realized they offered the presentation graphics package. This caught my eye, since it is where I try

to earn my living. As any such system should, it includes a film recorder.

They chose the new Polaroid CI-5000 recorder. This 4000 pixel/line unit appears to be an upgrade of Polaroid's highly rated 2000 pixel/line CI-3000 recorder which was *PC Magazine's* Editors' Choice in their May 1991 review of four desk top film recorders.

A cautionary note. *PC Magazine* gave the Matrix ProColor their Editors' Choice in 1989 but after a name change and a few internal "improvements" the Agfa ProColor was judged to have "by far the worst output" of those recorders evaluated in 1991.

Try before you buy?

So What Is A Film Recorder Anyway?

Film recorders are devices used to make slides from computer images.

Analog film recorders use the computer video signal and are thus limited to the computer's video resolution.

Digital film recorders, such as the Polaroid CI-5000, rasterize the computer's vector data and can have higher resolution than the monitor screen. Like GDOS allows with printers.

Almost all film recorders expose slide film to a high resolution black and white CRT, making successive exposures through red, green and blue filters.

Most 35mm film recorders have a 4000 line maximum addressable resolution. This is a misleading measurement.

Just as many 24 pin dot matrix printers have a 360 dpi mode but printing needles designed for complete coverage at 180 dpi, most film recorders have a CRT dot image size too large to be resolved when exposed at 4000 pixels per line. Especially by the time the image makes its way through the recorder optics and into the film emulsion.

For instance *PC Magazine* said the 2000 line Polaroid CI-3000 slides "look almost as good as the 4,000-line slides produced by competitors".

Atari ST Ham Radio Software

Ham Radio and the Atari ST are a natural combination. But finding software has been very difficult — until now. I have developed several ham radio applications and collected many more from around the world.

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Note: The programs in this collection are all free programs available from various user groups. The \$20 charge is for the disks, postage, and service of collecting, organizing, and copying the software.

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Someone ought to tell Hewlett Packard about Atari!

by Ken Wickert
ACE of Syracuse Newsletter (what else?)

My quest for print quality has led me through a maze of printers, both Laser and Ink Jet, but what to buy?

I was fortunate to find several members of our club who owned some of the printers I was interested in and I was able to do a little "hands on" work with them using an Atari computer and some popular software.

(How an Atari owner gets along without a User Group is still a mystery to me.)

I decided I wanted a Hewlett Packard Desk Jet. Mostly so due to it's excellent print quality, price, and cost of maintenance.

We have several local HP dealers so I called to inquire about the Desk Jet.

I found that the Desk Jet 500 was the most current model and the only one available.

I asked if it were compatible with the older models of the Desk Jet and with my Atari 1040STe, as it seems most older Desk Jets and the Desk Jet PLUS work well with the Atari ST computers of my friends.

This question stunned everyone.

I got responses like, "Atari makes computers?" and, "Atari is out of business," to, "Well, at least it will work with your MS DOS machine when you upgrade."

One local dealer gave me a "PRESALES" Hewlett Packard number (800/752-0900) and advised me to call it. This seemed like the best offer so far, so I sat back and dialed the number.

I was greeted by a friendly voice and asked my question about the Atari ST line of computers being compatible with the new Desk Jet 500.

The young lady started searching through her reference material and asked if it were an MS DOS compatible

machine because she found no listing of an Atari.

I replied, "No," and she quickly transferred me to a technical line where I was again greeted by a friendly voice.

Once again I went through my questions, believing I had finally found the person I wanted to talk to.

I was mistaken. He told me he knew Atari made a very good line of computers but that he had no manufacturer support literature and could find no information about Atari in his references.

I mentioned that I knew several Atari club members who had earlier Desk Jet models and that they seemed to work fine.

When I said I wanted to know at least if there were a big difference between the older models and the new one, I was told there were and that it was almost a complete redesign.

I went on to ask about the Epson Emulation Cartridge and if that would make it compatible. He said it would to a point but only to as good a quality as an Epson anyway.

I paused for a moment to think about all I had learned and he offered me this advice.

He said, "You know you can buy an awfully nice Epson printer for a lot less than a Desk Jet".

I said, "Thanks for all your help and advice," and hung up the phone to sit in disbelief for a time.

Just because I have an Atari, Hewlett Packard doesn't even want my money!

I already happen to have quite a nice Epson dot matrix printer and it's less than a year old. My Panasonic dot matrix prin-

ter is no slouch either. But I want more.

One local Hewlett Packard dealer told me he could offer a thirty day "compatibility" guarantee. If what I bought didn't work as expected I could get my money back with no questions asked.

This seemed more than fair and I told the sales person my whole story. He, too, knew nothing of Atari, but was willing to take the printer back if it didn't work.

Well, I fooled them all!

My new printer works as I expected from the experiences of my Atari friends, and with an Atari STe computer.

I can hardly imagine what Hewlett Packard could do with their sales if they choose to *advertise* in an Atari specific magazine such as *Current Notes*, *Atari User* or *ST Informer* to entice us Atarians to buy their product.

They got a good chunk of my money even when they told me they didn't want it.

Perhaps there are many computer manufacturing companies running American based Hewlett Packard at their limit to meet present orders.

Still I don't feel guilty about snatching away my Desk Jet 500 from some MS DOS user. I work just as hard for my money as he/she does.

HP offers a phone number for printer operation and set up but, after you buy the machine, it's not an "800" number. You pay for the call.

Fortunately, I didn't need to call HP for any printer operation or setup help.

As an Atari computer owner, the company has nothing to help me with anyway.



San Leandro Computer Club — Membership Application

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(Optional)

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Moran's Most Meticulous Minutes

GENERAL MEETING MINUTES

Jim Moran

October 1, 1991

President Bob Woolley called the meeting to order at 8:05 PM (still late) with all Officers in attendance. (Hood was hung over but the rest were in pretty good shape).

Raffle prizes were reviewed and new members and visitors were introduced.

The SEYBOLD conference, going on in San Jose, was discussed and commented on by Jim Hood and others. Information was received on the Chicago Atari Computer Show to be held in November. A flyer was received on MIGRAPH'S new hand scanner software.

GOOD DEALS

It has finally been arranged to secure copies of ATARI INTERFACE MAGAZINE for interested members. The cost will be \$6 a year payable in advance. This has to be handled through the club on a monthly basis as 50 cents and a label must be sent each month. The magazines will be sent to your homes by regular bulk mail direct from the publisher. See Jim Moran with money in hand.

ATARI is offering subscriptions to ATARI EXPLORER at a reduced cost to User Group members. \$9.95 per year of 6 issues.

To subscribe at this price send your name, address, pay-

ment and the statement "I certify that I am currently a member of the San Leandro Computer Club" (or other club if you're ashamed to be associated with us) to :

Atari Explorer Discount Offer
P.O. Box 6488
Duluth, MN 55806

or call 1(218)723-9202 with your VISA or MasterCard number at the ready.

The club's large Kiosk (demonstration Tower) will be auctioned off at the November meeting. This 400 pound pile of memorabilia (white elephant) will make a great conversation piece in your front room, so come with a substantial supply of cash. Bids will be accepted in increments of \$1000 dollars, or less, only.



An underhanded attempt to give the kiosk to the President by ole Crooked Raffle Hood was squelched by somebody.

GUEST SPEAKER

The night's guest speaker, Michael St. Pierre, brought his ULTIMATE 8 BIT ATARI Computer for all to see. Michael

discussed at length his modifications which include such things as a hard drive, parallel and serial printer outputs, a sector editor, IBM detachable keyboard, 5 1/4" and 3 1/2" floppy drives, a Newell 1 Meg. upgrade, a genlock and macro abilities for the function keys on the IBM keyboard. All these modifications and some I probably missed took Michael about three months to complete.

8 BIT FLOPPY

The 8 Bit floppy which this month features a half dozen games, 3 demo's from ANTIC magazine and 3 utility programs was, as usual, presented by Bob Scholar. The only thing different this month was the 1450 XLD computer that he used to demonstrate the disk.

The 1450 XLD was ATARI's version of the ultimate 8 Bit computer. This particular one was salvaged (borrowed - purloined - confiscated) or otherwise obtained by ole Bobbie Brodie and has been residing at sticky fingered Woolley's house while he figures out which parts need to be re-smoked.

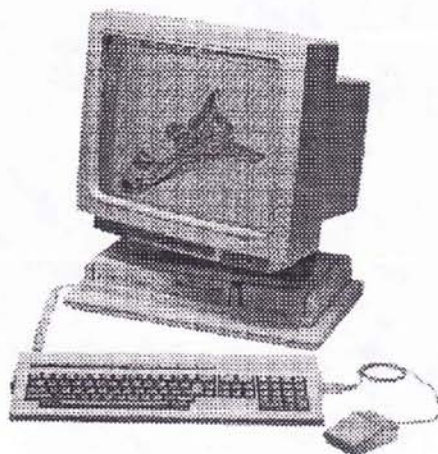
With the completion of the usual raffle, which netted the same crooked results, there was nuttin left to say so the meeting was adjourned at 9:50 PM.

*accurately transcribed by
Jim Moran - Secretary*

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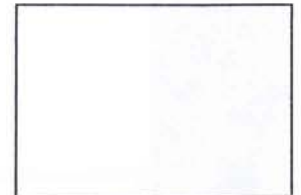
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