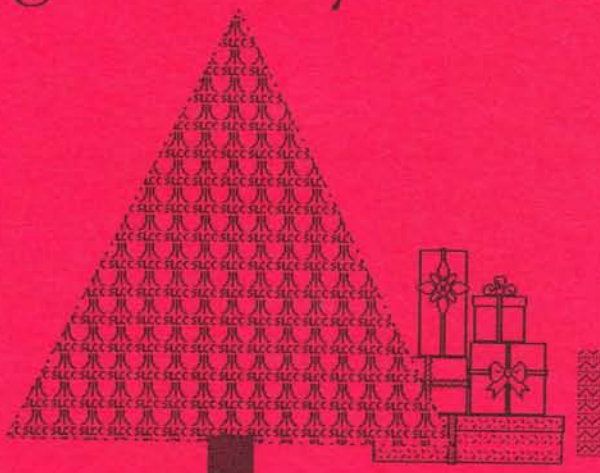


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JOURNAL
December, 1991



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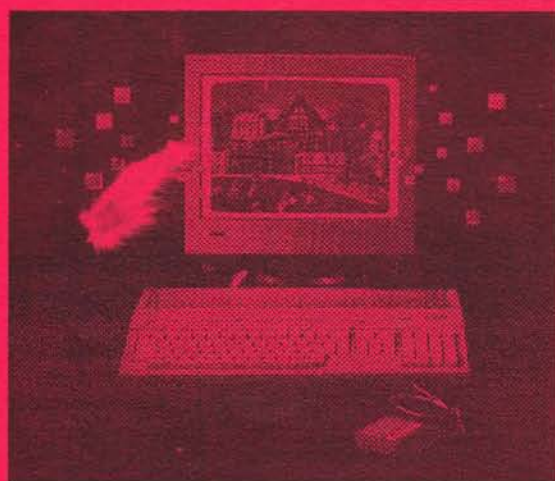
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Approved Editor: Jim Hood
Associate Editor: Ray Thomas
8-Bit Editor: Bob Woolley

San Leandro Computer Club

P.O. Box 1506

San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. A membership application appears elsewhere in this issue.

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CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	Main Meeting 8:00 p.m. San Leandro Library	4	5	6	7
8	ST Meeting 8:00 p.m. San Leandro Library	10	11	12	13	14
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AN OPEN LETTER TO SOFT-LOGIK

By Ray Thomas, DTP Sig Leader

It's a shame that one of the earliest users of Soft-Logik products must use this method to reach you, but it seems to be necessary, since I haven't been able to get through on your help line at any time since version 1.4 of Pagestream came out.

Do you have it blocked because there are too many complaint calls and you just don't want to handle them? I could understand this when all you had was several flawed beta versions on the market, with a manual so fragmented that it was difficult to figure out what section was telling you the right thing to do.

But since the release of 2.1 with its fantastic manual and the explosion of font and graphics format availability, it would seem that you would make an effort to be more available to your users.

I've been associating with many computer people in the last few years, and I find that, while most are geniuses when it comes to interacting with chips, most aren't very good with people. Maybe this is your problem.

I would not presume to advise you on computers. You're so far ahead of me there, I could never catch up, even if I were willing. I'm a "software operator." I know nothing about programming, and I'm not interested in learning. No more than a sign painter would be interested in learning how to make a lettering brush.

But I *can* advise you on how to deal with people—I've been doing that for more than thirty years as a sales leader, publisher and writer of syndicated columns.

You might not think it's necessary to do things to make your users happy, outside of producing a superior product. But you must, if your business is to continue to grow.

I read somewhere that you haven't sold as many copies of Pagestream as you wished. Probably the best reason for that is that you aren't getting full value from "word-of-mouth" advertising. People are talking about you and your product, all right, but it isn't all positive, since there are still some problems—some of them major—that *must* be addressed concerning your mostly excellent program and you won't answer the phone. At least, it seems that way from my viewpoint.

You see, I'm not a "computer person." I look upon my computer the same way a sign painter looks upon his

brushes—as a tool. Nothing more. If the tool does a good job, fine. If not, replace it with one that will.

I don't own a modem. Consequently, I can't "log on" to one of the Soft-Logik forums. Therefore, I have only two, maybe three methods of communicating with you: the phone, by correspondence, and now this column.

You *must* expend more time and effort to communicate with your users. If your help line is overloaded, you must put on more lines and hire more people to operate them. There is *nothing* more important to the future growth of your business than an ongoing dialog between you and your users. Those users' opinions can make or break your business in the long run. If they feel "abandoned," they're going to talk about it, to your detriment.

It just isn't enough to produce a good product. No product is ever perfect, right away. You must get feedback from users to know where the problems are so you can fix them.

Users will not continue to be users if they feel they are being ignored—and that's the way I feel. I've been trying to get you on the phone for months (this time) and the only number that is not perennially busy is the "sales" line, which I believe to be an answering service, not even in your office.

During my trials and frustrations with version 1X, I even blew my cork one time in frustration and wrote you a letter that told you, in effect, to "...put your program where the sun didn't shine and send my money back."

Your only response was to send me the latest copy of your newsletter, offering to sell me the latest upgrade.

I couldn't believe it. Buy something else from you when I was so frustrated, trying to get what I had already bought to work—with no help at all from you? When the only answer I got to my "desperation letter" was a new solicitation? When you did not have the common courtesy to even favor me with a personal reply to my specific questions? Not even written by the janitor?

I did, in fact, buy something more from you later. I bought version 2.1, against my better judgement, since everything I had been doing for years was with your program, and I didn't want to have

to convert everything to the use of another program, such as Calamus.

I'm one of the "pioneers" in desktop publishing. My first experience with it was with Pagemaker 1.0 on a 512K Macintosh. I can help a lot in locating bugs and anomalies in the program's operation. That's all I want to do when I call. I want to alert you to problems and make suggestions as to how to improve the program. At the same time, I'd like a little reassurance from you that things are being done to alleviate some of the problems, as well as information on a timetable for the issuance of an interim upgrade to accomplish the corrections.

Part of my business is typesetting. When I make a typo, it is to my interest, not only to be available to my customers so they can inform me about it, but also to make the correction and get it into their hands as soon as possible. That's as important to my business as it is to yours. I'm sure you can see the similarity there.

All we want is for you to "talk to us" and help us when we're in trouble. Is that so much to ask?

I'll get off my "soapbox" now, and get to the real purpose of this letter, the enumeration of some of the problems I've wanted to ask you about and some suggestions to improve the program:

- **Redraws:** Screen redraws take up way too much time, and it has to redraw the entire screen every time you sneeze. I know there are reasons for this. But there are things I think you can do, such as to allow the screen to redraw only that portion affected by the action, instead of having to redraw the entire screen.

Some actions cause redraws that take up to an entire minute or even more. One such is to shorten a column, whether or not there is a lot of text in it. This doesn't sound like much time, but if you multiply that minute over an entire day's work, it causes a considerable slow-down and reduction in output—which I can't afford.

How about a "diagonal move box?" One thing that would improve the slow redraw problem is to create a "diagonal move box" to allow you to move from the top left corner to the bottom right (or in any other direction) in one operation, eliminating one screen redraw. There's room for it, right below the toolbox.

I know it can be done. There is such a box in "Touchup," and I've often wondered why DTP programs don't use it.

Slow screen update: When you type copy directly into Pagestream, as I do a lot, the screen takes forever to show what you've typed. This is not a problem until you come to a point where you know you've made a typo and you have to wait 30 seconds for the screen update to catch up with you so you can correct it now and not have to depend on your "sharp eye" to catch it later, during editing. There must be a way to make this go faster. It was better in Publishing Partner.

Another problem related to this one is that, when you're going right along, typing in copy, the program gets to a point where it "loses" letters, parts of words, and even entire words, leaving you with unintelligible "garbage" on the screen. Why is this? And can it be corrected? Will it?

Yet another problem related to this is adding copy to existing paragraphs. If you thought the screen update on regular typing was slow, this is "agonizingly" slow, especially when typing at the beginning of a paragraph. I can work around this by typing my additional copy at the end of a paragraph, then cutting it through the buffer to the proper place. But why should I have to do this?

Built-in time wasters: There is a tendency in 2.1 toward built-in time wasters such as unstoppable redrawing. In 1.8, when you kept on typing until the program automatically scrolled to the last slot at the bottom of the page, the screen would redraw itself every time it put in each letter you typed after it scrolled to the bottom, forcing you to sit patiently and wait for it to finish. The only way to stop it was to reboot, until it finished what you had typed.

I haven't seen this problem yet in 2.1, but it has a new one: when you use the mouse to scroll from the bottom to the top, and do it too fast, so that the arrow comes off the white section, the program starts redrawing the screen repeatedly. This is completely unstoppable. The only cure is a reboot, with the loss of everything you've done since the last save.

Another time waster occurs when you're in, say, line or box mode and try to scroll the screen vertically. When you click on the white section to the right of the screen, it doesn't activate the scrolling, but activates the line tool, forcing you to delete what it draws. The same thing can happen in any mode, including text mode, where it just selects the lines

your arrow touched. It doesn't happen all the time, but often enough to be an irritating time waster. (It just happened with the horizontal scroll box while I was editing this.)

Another is both a time, as well as a money waster. That is the tendency in this program (both 1.8 and 2.1) to reverse the levels of various elements on a page when moving through the buffer, both in copy/move and duplication actions. This doesn't show up on screen, and I only notice it after printing it out. That forces me to print it again after going into the file and changing the levels to their proper places. I don't have a laser printer yet, and I do my printing at a service bureau, using an IBM compatible computer and Postscript files, printed to disc. I haven't the time to go home, change it, and go right back. So this usually causes at least one day's delay in sending the order out to the customer.

It costs me \$8.00 per hour to rent the IBM, plus 35¢ for every page printed. Most of my files require at least three pages, at an average cost of 75¢ (including computer rental, but not including my time to go down and do the printing) per page. Again, this doesn't happen every time. If it did, I could routinely change the levels after putting the file through the buffer in any way.

Another thing that often happens when putting something through the buffers is the changing of the location of the "control" factor in a text runaround. Since I often have as many as 24 small ads on a page, several with text runaround, and a very minute movement causes text overflow, this can cost me a lot of time to adjust things.

Yet another time waster is the necessity to force a screen redraw after performing certain actions. A good example is moving or resizing the control element in a text runaround. When you've moved the control, you must force a screen redraw in order to view the result. There are other actions requiring forced redraws, as well. This does happen every time, so it's not a big problem, but it is irritating.

More time wasters: The tendency of the program to "lose" the fonts, forcing you to go into the font manager, update the font file and tell it to default. This sometimes takes two minutes or more. (I have a meg and a half in fonts.)

When you hit the "down arrow" to go to the end of the line when the columns are linked, the cursor goes to the next column, forcing two redraws to get

back to where you wish to be.

Some other problems: When you have linked columns and the text flows into the next column, it doesn't come in with the font specifications you were using. Rather, it comes in at the default setting or at the setting you used in your last "out of column" entry.

Use of the "en" or "em" dash requires placing two spaces after it, or the dash extends into the next letter. I hope this can be changed quickly. This problem also causes the dash to extend into the space outside the column when it comes at the end of the line.

There are other problems, and probably some I haven't experienced yet. But all these problems can be fixed if we could just get you on the phone once in a while. Please do something about that. Your users will appreciate it and buy more of what you've got to sell. I know I would. You've got some fonts I want, and I'd like to be able to design some of my own with your fonts program. But I won't do so until I feel less "alone" out here.

I apologize for the nasty letter I wrote you last year, but I had tried everything else I knew to do at the time. I hope this approach works a little better.

CENTERING OBJECTS ON EACH OTHER

In my last article, one of the things I suggested was that you could center objects on each other without locking one of them, just by clicking on the "control" object last. When we tried it, before publishing the tip, we found that it didn't work.

There was one other factor I hadn't considered: if you attempt to center an object on something else, the object to be centered cannot extend beyond either end of the control object, or the control object will move over at the same time as the other object does. This creates a problem when centering a small line of copy on something like a one inch ad that must remain in its place.

Upon investigating, I found that if the object to be centered is smaller than the control object, simply moving it so its ends don't extend beyond the ends of the control object made it work, allowing you to center the object on the control object without having to lock the control object.

If anyone has any questions about Pagestream, don't hesitate to call me. That's what I'm here for. If it's about another program, I can find the answer. My phone number is on the "Contents" page.

PageStream 2.1, Part 5. Rocky & Jason Look Out!

Jim Hood
Bits and Pieces

First, believe it or not, I made a mistake last month! Yes!

I said type "COLOR" in PageStream 2.1's Special text field of the Configure Printer dialog box to send a color file to a PostScript device. That is WRONG!

You should type "color." All lowercase. (No quotes, no period.)

Second, so that you won't think it's impossible to reach Soft-Logik after reading Ray's *Open Letter* in this issue, I want to say that I sent Deron Kazmaier a fax about 6:00AM one day and he sent a return fax about fifteen minutes later. I thought his reply warranted further communication, so I called the Soft-Logik tech support line and got through on the first try. "The early bird..."

What, you wonder, could have Jim Hood up and going at six in the morning? Bob Woolley's Hewlett Packard DeskJet 500 C.

Which needs a PageStream 2.1 driver so that Bob and I can print beautiful color stuff in the comfort of our own homes.

Presently we are limited to Ami-Pro under Windows on Bob's 286 clone. Not as much fun as PageStream. But the color moni-

tor is certainly pretty.

So, while Ray has suggested some PageStream improvements that I also would like to see, if Soft-Logik's resources are limited I certainly vote to put the DeskJet C driver at the top of the priority list. I do have a vote, don't I?

If Mrs. Woolley is reading this, when I say "Bob's printer" or "Bob's clone"; I don't know, maybe they're really his employer's. Anyway, I'm sure he didn't spend a gob of money on them and then bring them to my house just to hide them. Unless they're Mrs. Woolley's Christmas present.

Gee, I hope I haven't let the cat out of the bag, Bob.

Hewlett Packard DeskJet 500 C

HP's newest DeskJet. Prints in either color or black and white.

Their "Windows" color printer. The DeskWriter C is their "Mac" version.

Deron, at Soft-Logik, says HP isn't releasing driver information on the DeskWriter C. They are for the DeskJet 500 C, so his driver will be done for that version. He also said that Soft-Logik is getting so many requests for the driver he'll probably do one just to keep

from going crazy. "The squeaky wheel..."

My token Macintosh friend has the DeskWriter C. My wife says that with so many friends having these printers I surely don't need to buy one of my own. She's about as much fun as Mrs. Woolley.

Anyway; 300 dpi inkjet. Separate cartridges for black and color. Unlike the 180 dpi HP PaintJet, these printers only hold one cartridge at a time. So printing black during color printing requires three layers of ink. One each of cyan, magenta and yellow. Lots of ink. Gets the paper pretty wet. Soaks through more than the ink from the PaintJet. Can wrinkle the paper.

Prints on plain paper, but colors look *much, much* better when printed on HP's special inkjet paper. That is what really had me going at 6:00AM.

We had been test printing on Hammermill Laser Print and whatever else was laying around. The colors were so-so. Nothing really jumped out at us. Kind of like the covers on Atari User.

Finally printed a page on a sample of the HP paper. **WOW!** Closer to the covers on the English Atari magazines. Well, not a varnished gloss, but vibrant.

The HP inkjet transparency material also produces strong colors when laid over a piece of white paper. Viewed by transmitted light, or with an overhead projector (Bob brought by one of those also) the colors are more washed out, but if two transparencies are printed and aligned, one over the other, the transmitted colors become more vibrant.

I tried printing on one transparency two times to see how that affected color saturation and to see how well the two passes would line up. The saturation improved, just as with overlaying two

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transparencies, and the alignment matched, dot for dot, over the whole transparency. That's really good. Or a fluke.

Well, why don't you try some more transparency tests and find out.

For one thing, the transparency material costs more than a dollar per sheet.

What about other brands of OHP transparencies?

3M CG3480 material also works great.

Avery 5277 allows adjacent colors to bleed a bit.

Writing of PaintJets

I was talking with Alex, at ATY, about the DeskJetC. He pulled out a used PaintJet and suggested that since there is a PaintJet driver for PageStream I could try printing with that.

So I did. Had mixed results. The first stuff was a mess. Then a couple of days later I tried again and some things printed fine. Others were still a mess. One piece that was a mess the first day was fine the second. Probably Deron's driver. (Blame him - he's in St. Louis.) Or my ST. It's been getting moody again lately. Ray Thomas says his ST won't work if his printer is attached. I had a printer attached.

The only thing that I could pinpoint causing trouble was having two DEGAS pictures sharing some common print lines. And even that didn't always cause trouble.

If you want to try for yourself, Alex has the printer at his store to sell it for Daniel Galent.

Daniel is trying to get some money together to buy a TT, so he is selling an Amiga, the PaintJet with a couple of extra ink cartridges, a video copy setup and maybe some other stuff. You can check with Alex, or call Daniel at 689-8256. I think he would like \$500 for the printer and two cartridges.

Writing of TTs

Word is that Atari, Sunnyvale, has just checked out their latest shipment of TTs and should be sending them to dealers by the time you read this. The other word is they are still the Class A machines. Well, wouldn't you rather have a Class A anything than a Class B? Maybe we should check with Bob Brodie about this.

DACE December Meeting

Bob is scheduled to be at the December DACE meeting on Thursday, December 5th. The meeting will be at the Contra Costa Water District office in Concord. It starts at 7:00Pm.

Tom Byron, of the late *STart* magazine is also scheduled to be there.

Daniel Galent said that you are invited.

SLCC December Meeting

Our holiday meeting is on December 3rd. Once again, you are invited to bring family and friends for cake and ice cream. As you no doubt recall from our November meeting, Keith Sammons was appointed head food scheduler. Last time I talked with him he said "Oh, yeah. I was supposed to do that, huh? Joan and I will be in San Diego then. Take care of it." Isn't he just the greatest Program Chairman ever?

If enough people remember to bring food donations, we can always eat them. And try out all the toys.

Writing of Donations

After the Polish Revolution there was some interest among club members in donating computer equipment to people in Poland, but we were unsure who was on the up and up, who was running scams, etc.

Fred Olsen, of the Dream House, in San Francisco, is involved in some projects with the East-West Education Development Foundation, Inc. The information I got from Fred says that this is a charitable organization that places donated computer equipment in schools and educational institutions in the Soviet Union and Eastern Europe.

The Foundation was established by Patrick J. McGovern in 1990 and is a 501(c)(3) not-for-profit organization according to the rules of the IRS.

It seeks donations of computers, software, and peripherals. Help with pick-up, delivery, packing, and warehousing (Woolley's attic?) is also needed.

You can get more information by calling 617-542-2345, getting extension 100 and entering your fax number. You should get a Fact Sheet on your fax and a Menu of Selections for more information on various specific projects and news of interest. Or call Fred Olsen at 415-333-7326.

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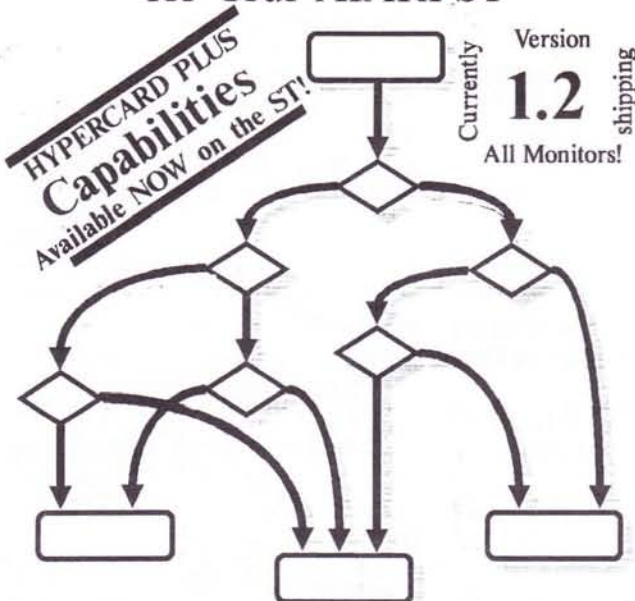
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Come see our new store at 2434/2450 Dwight Way at the corner of Telegraph. Open everyday but Sunday 10-6.

Remember! Support Atari, support Microworld!



by Bob Scholer SLCC 8-bit Software Chairman

SLCC DISK- November 1991

****FIRST****:- last month's disk has a 'glitch' in the MENUMYD program, which prevents it from loading BINary files! Line 1260 has a zero instead of an "0" as the the third character of the line! It should refer to XI0; not XI0. Please make the correction or return your disk to Glenn Fowler.

This DOM has 5 Games (all for a single player); a general Information file and 3 UTILities. All have documentation or are self explanatory.

CONTENTS

Games

RADZONE- a maze game resembling BOULDER DASH.

DODGER- (SPACE Dodger) an action game for one player.

FUSEBOX- text adventure with DOC.

QUATRA- (QUATRAINMENT) a tough logic game;- looks easy!

GOTCHA- action + maze + logic.

UTILities

ANTIC WRITER Addendum and Printer 'Driver' files (4) for last month's disk feature.

GRASSCAL- a calculator & DOC.

INFOMIND- a Data Base program in BASIC, with an outstanding DOC showing how you can customize the DB!

Informational

SOURCES.TXT is a listing of ATARI item suppliers (7/1/91).

PROGRAM COMMENTS

RADZONE- by Robert Stuart, from PAGE SIX Magazine is a maze with six levels. You have to collect twelve pods per level, and you MUST keep moving! It works a little like BOULDER DASH. Use a Joystick. It's in BASIC, so you might try running it under Turbo Basic if you find it too slow.

DODGER (Space Dodger) by Matthew Marullo is from COMPUTE! #60 (5/85). It's also in BASIC;- for one player;- with Joystick. It takes a little time to initialize. You have to dodge alien space ships by moving up and down only; without getting off screen. The longer you last, the more points you

earn. This program uses an unusual combination of P/M graphics and DLIs to make three player shapes look like 12 multicolor independent alien ships. See the article for more detail. It has no Documentation.

FUSEBOX by Ray Irish is from ANTIC Vol.8, #6 (10,11/89). It's a text adventure in BASIC and a contest prize winner. It has an excellent DOC file.

QUATRA (QUATRAINMENT) by Sean Puckett is from COMPUTE! #45 (2/84). It's a logic game played on a 4X4 board by one player with J/S. The object is to match the pattern set by the program, using the fewest moves possible in the shortest time. The screen shows the pattern to match; a timer; a move counter; and examples of the ways the pattern toggles when you press the fire button. These depend on where the cursor is located at the time (the middle; at a corner; or at an edge of the board). You set the cursor with the J/S. This sounds complicated, but it's not. Conversely, the game sounds easy, but it's tough!

GOTCHA is a BASIC game, by Doug Smoak from COMPUTE! #45. It too is for one player with J/S. The object is to get all the money you can, but avoid the Collector. You can move in eight directions, while he only moves in a straight line across the screen. There are 18 levels.

ANTIC WRITER was the featured program last month. At that time I was not able to get the SYSTEM.PRT file to work properly. I spent some time on it, and wrote an ADDENDUM to the Owner's Manual which explains the use of this (Printer Driver)file and how to use Printer Controls. AD2ANTW.TXT is that Addendum. Since it necessarily included a number of Printer Control characters which would garble any printout; I've added a special reformatted version- AD2ANTW.PRT. Use it for printout. Also on this disk; is a revised PRMAKE.BAS and SYSTEM.PRT file. These are explained in the Addendum and in Section 6 of the Manual. With these additions, this is a really useful W. P.- especially for documents like this.

GRASSCAL is a Calculator program in BASIC by Gary Heitz. (GRASS= Grand Rapids Atari Systems Supporters). The program and DOC are from the AIM disk for 3,4/91.

INFOMIND.LIS; README.TXT; and INFOMIND.DOC are on the back of this disk. They form a most impressive DB system in BASIC. I found them on the 8/91 AIM disk.

SOURCES.TXT is also from the AIM disk for 8/91. This listing is self explanatory.

More Genlock for the 8-Bits

11/11/91 Michael St.Pierre

GENLOCK LAST MINUTE NOTES:

This month we have the P.C. Board Artwork for the FINAL version of the GTIA-GENLOCK circuit (see the November SLCC Journal; Genlocking Your Atari 8-Bit). As the title implies, this article is a frantic last ditch effort to make good on my promise of last month (or the month before if I'm already too late), so please excuse any inconsistencies, typos, or whatever, since it is at a very late hour that I am writing this.

There were a few subtle changes made to the original circuit, the most important of which is the omission of the 10K resistor connecting GTIA CLK-OUT to CLK-IN. This has been replaced with a momentary contact pushbutton switch (SW2), it's function being to enable switching between overlay and non-overlay modes without glitching system memory. The resistor was an early attempt in this direction, but was unreliable in actual operation and could also cause some distortion of the overlaid image.

To use this new switch, press and hold it while switching SW1 in either direction, releasing it when done. The idea was to eliminate the dead band (no clock source) when the switch was making it's excursion from one mode to the other. Of course this could have been implemented with a make-before-break switch in place of SW1, but I couldn't find something suitable that was PC mountable, and I really detest having to run wires to too many external things (very messy). Also, I thought the 10K resistor was going to do it, unfortunately it didn't. Operationally, either method of switching isn't always 100% perfect in practice, but for the most part it appears to do the trick. A better method would be to add some additional circuitry to somehow synchronize the switchover between clock sources to keep everything in step with one another automatically, perhaps this could be added as a daughter board later. ** Hey Bob, got any ideas? **

The reason for all this fuss, is to allow for Disk Drive loading of your Video Titler program or any other program you may want to use with your GENLOCKed Atari. ** What!? ** That's right, SIO devices will not operate properly when in the overlay mode, the VCO output is just not stable enough to maintain an accurate Baud Rate coming out of POKEY (at least not at higher speeds). Your program will need to be memory resident,

and be loaded in the non-overlay mode. This wouldn't be a problem if Atari had only implemented the Serial Interface with a 6551 (ACIA with it's own independent Crystal Baud Rate generator) or a Disk Drive controller on the PBI (like the 1450XLD). Oh well, no use singing that same old song again.

Now I haven't tried using the GENLOCK board on a 130XE yet, perhaps it will be less cranky about switching between modes since it has a different method of deriving some of the system timing. Then again, it might not work at all because of this difference, I'll be finding out soon and pass the info along.

Something else worth mentioning - when the GENLOCK is operating, don't be alarmed if you see a crawling effect on the edge of some of your overlaid text from time-to-time. This is something that all but the most expensive GENLOCKed systems will do, and is related to the fact that the normal video is interlaced and the Atari's video is not. This will be most noticeable when the contrast level between the two is substantially different.

ACKNOWLEDGEMENTS:

I would like to thank Larry Brown from RS Technical Services (RST) in Petaluma, CA. for his assistance and for some of his original circuit designs which I copied and/or modified to help produce this GENLOCK board for the Atari. I would also like to thank RST itself for providing some of the materials needed to prototype the design.

***** 11/23/91 *****

I tried the GENLOCK with a 130XE and as I suspected, it didn't work properly (it sure gave it a good try). Don't worry, all is not lost yet, a change needs to be made in our clock. In this case, we need to boost the VCO into the 14-15mhz range and tie this into the RAM address MUX (U6) on the XE motherboard. So.... here are the changes. [this will also apply to you 1450 folks out there - REW]

C13 ==> 15pf silver mica capacitor mounted on the bottom of the board with very short leads and bent down close towards C12.

R24 ==> 4.7K.

More Genlock for the 8-bit

J3 pin 4 ==> lifted pin 2 of U6.

J3 pin 5 ==> net that used to connect to pin 2 of U6.

The J3 connections refer to U6 on the Atari motherboard. Both line should be kept as short as possible and if more than 2 inches, shielded from each other and the outside world. Ground the shields to the Atari motherboard only. These precautions are necessary due to the high clock speeds we are dealing with in the 130XE and are a good practice even in the original circuit. The new C13 is also recommended for all versions.

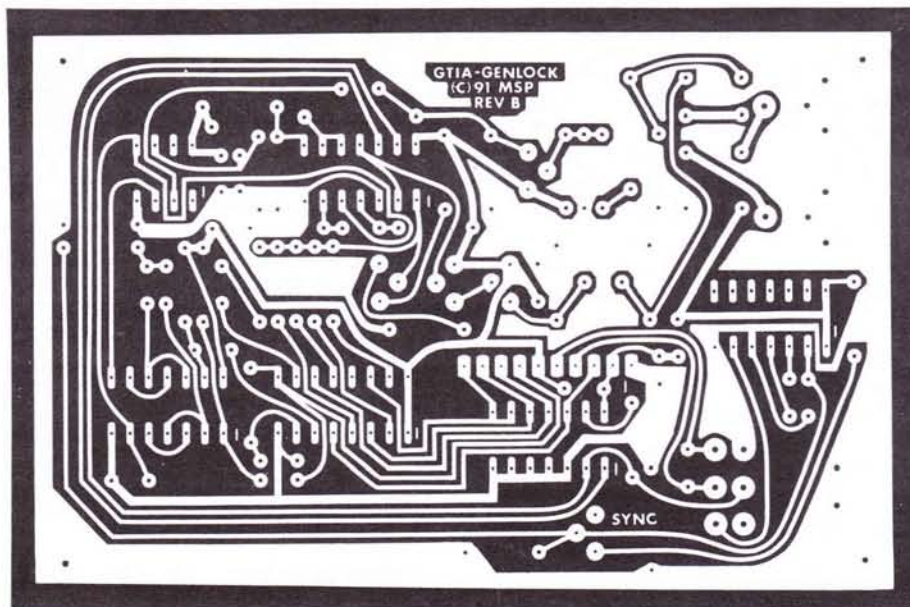
The XE version does not use SW2 and seems to be much more tolerant to switching between modes.

One last addition - solder a .1uF bypass capacitor directly to the +5v and ground leads on the MC4024 VCO chip for improved power decoupling. Make the leads as short as possible (with the cap laying on top of the IC).

PARTS LIST (MAIN COMPONENTS):

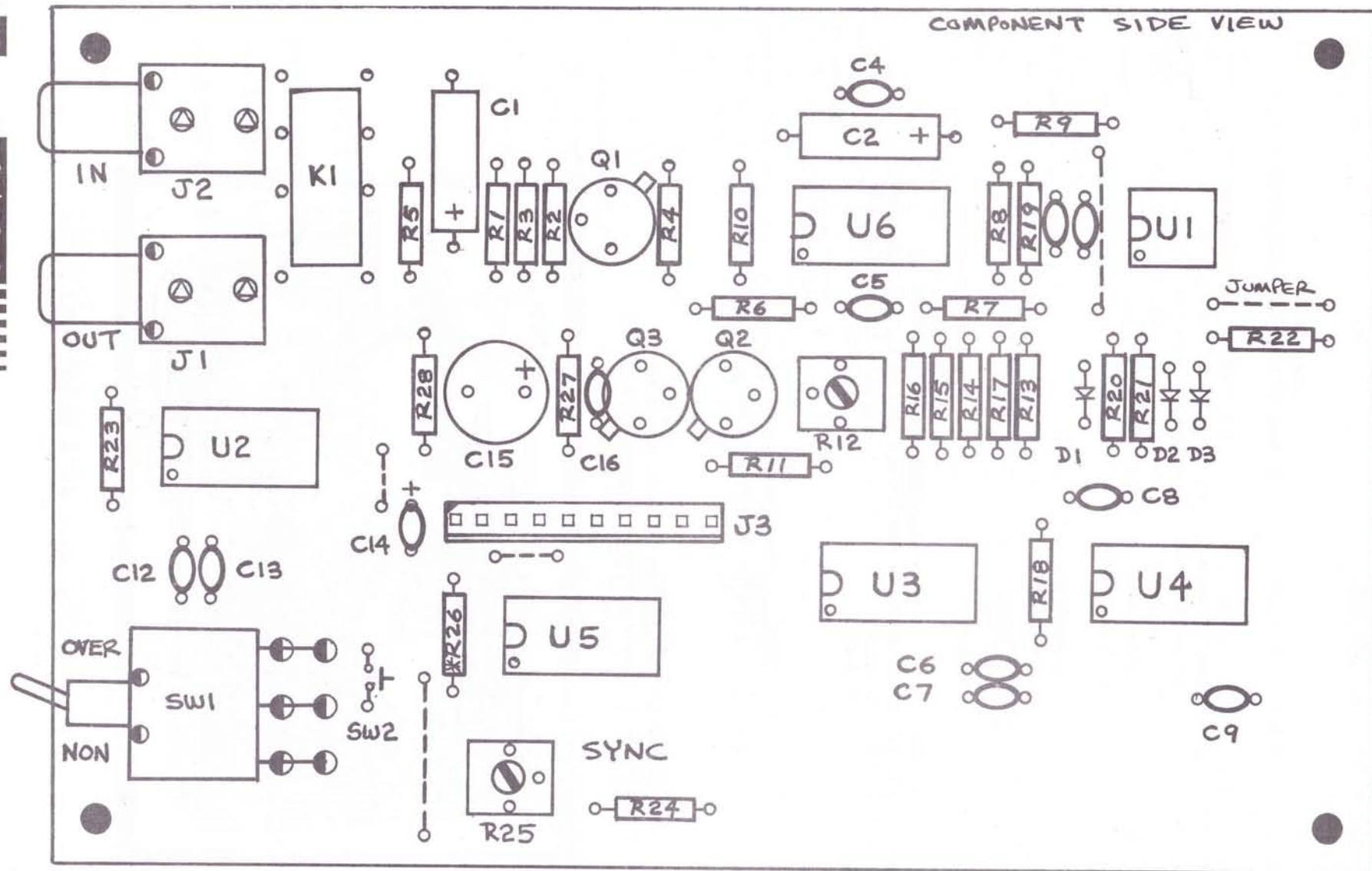
PART#	DESCRIPTION	VENDOR	VENDOR PART #
MC4024	(VCO)	JAMECO	#MC4024P
74HC4002	(4-IN DUAL NOR)	MOUSER	#570-CD74HC4002E
74HC4066	(QUAD SWITCH)	"	#511-M74HC4066
4050B	(HEX BUFFER)	"	#570-CD4050BE
4093B	(QUAD NAND)	"	#570-CD4093BE
K1	(DPDT 5VDC RELAY)	"	#431-OVR-SH-205L
J1&J2	(PC RCA JACK)	"	#16PJ097
SW1	(PC DPDT SWITCH)	"	#10TF260
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ACTUAL SIZE ARTWORK - NEXT PAGE IS 2X

COMPONENT SIDE VIEW

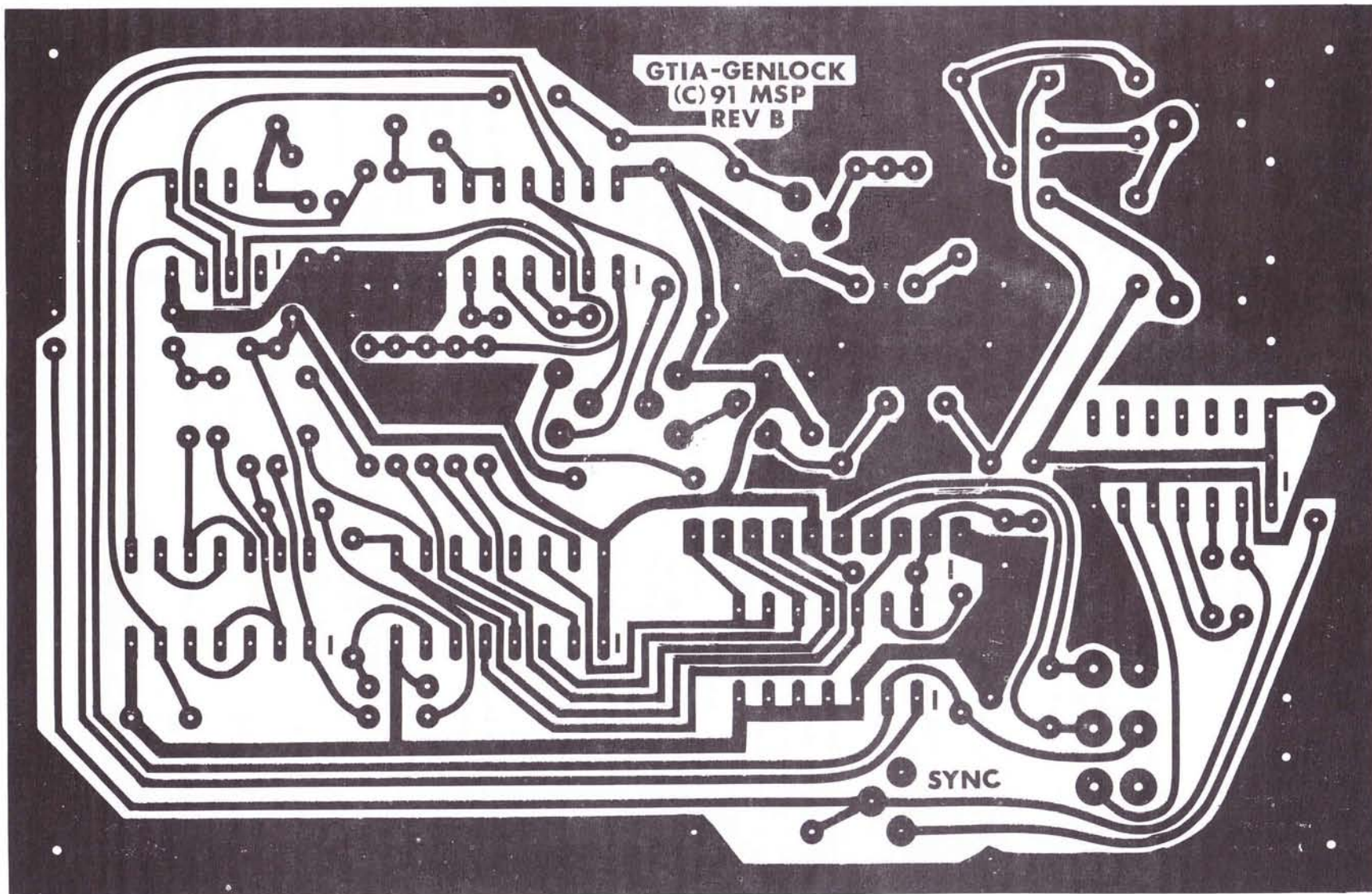


*NOTE: R26 = 1K
 CORRECTS DUPLICATED
 PART# (R27) ON
 SCHEMATIC DRAWING
 SW2 REPLACES ORIGINAL
 R26 (WAS 10K).

- #68
- #64
- #51
- ◐ #46
- #30

DRILL LEGEND

GT1A - GENLOCK
 COMPONENT PLACEMENT
 REV B 11/91 MSP



Jolly Jim's Merry Minutes

General Meeting Minutes
11/05/91



President Bob Woolley called the meeting to order at 8:00 PM. (First time he has been on time and the first time one of our Presidents came to a meeting with a note from his mother pinned to his shirt.) All Officers and one 400 pound Kiosk were in attendance.

Bob asked all members to look outside at the Kiosk which would be auctioned off later in the meeting. (We couldn't find a door big enough to get the Kiosk inside the library.)

After some general discussion a motion was made, seconded and carried to have our annual *Xmas Party & canned food drive* and to make our usual donation to the San Leandro Library. Keith Sammons was appointed to chair the Xmas party.

During the question part of the meeting quite a number of items were covered. One of the questions that still needs an answer concerns the need for an ST program that will strip a text file of all formatting commands. Do you have such a program?

Con artist and crooked game player extraordinaire, Don Safer, demonstrated a 520 ST test kit which consisted of a cartridge, a test board and a 1040 ST manual and then conned the club into making a motion to buy said test kit for \$75. Motion carried. The test kit will be kept by President Woolley and will be available for any member to borrow to test his equipment.

Bob Scholar demonstrated the 8 Bit floppy for November. He made a big deal about the disk having the "original" adventure game ever written for the Atari as a star attraction. (He thought I would forget that he pulled this same "original" game stuff earlier this year. I understand he has 4 more of them coming.)

Despite Bob's BS about the adventure game bit, the other games, utility and application programs will make it a good buy.

Now for the big deal of the night, the guy with the note pinned to his shirt started the auction for the club's Kiosk. Five seconds later he declared the auction over and the winner with

a \$25 bid was the same guy who bought 4 raffle tickets a few meetings back and then won all five raffle prizes. (Rumor has it that he is Woolley's brother.)

President Woolley demonstrated a new 8 Bit program called CHROMA CAD. This program allows you to create a 3D object and then allows you to view the object from different angles. This commercial program is actually a series of programs which may be purchased separately. Each part of this program has separate and extensive documentation. An XE computer is a requirement for this software. Additional information may be had by contacting President Woolley.

Being no further business the meeting was adjourned at 9:52 PM.

*Creatively written by
Jim Moran*



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