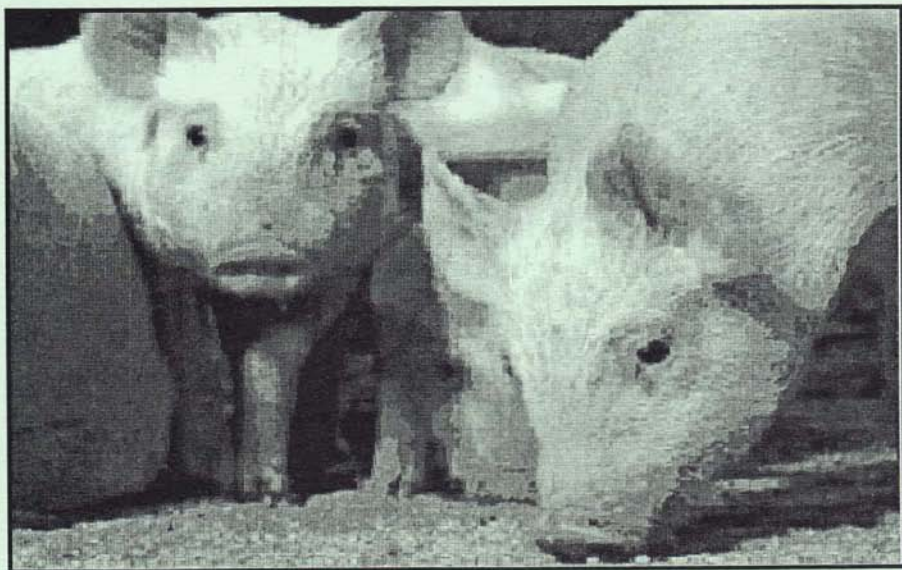


San Leandro Computer Club Journal

February 1994



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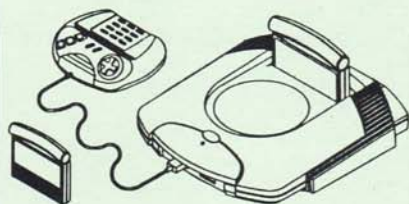


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February

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		Main Meeting 8:00 PM	2	3	4	5
6	7	8	9	10	11	12
13	ST SIG Meeting 8:00 PM	15	16	17	18	19
20	21	22	23	24	25	26
Journal Deadline 12:00 PM	28					

CARDSTAX (ATARI 8-bit HYPERTEXT)

by David A. Paterson (see SLCC1201)

CardStax v1.0

=====

10/5/93

By David A. Paterson
Freeware

[NOTE: The following is from the file CARDSTAX.DOC on disk #SLCC1201, and "CARDSTAX" in the Dec.'93/Jan.'94 issue of CURRENT NOTES.- rrs]

WHAT CARDSTAX IS:-

A HyperText program (like CARDSTAX) allows choices in linking parts of a document;-- you can go from page 1 to p. 19, then p. 7, & 33, etc. You can also have multiple links. Hypermedia is hypertext with pictures and sound. CARDSTAX is a hypermedia system for Atari 8-bit computers. It has Stacks of Cards; each card has up to 6 links and a list of data. It can have full screen or smaller pictures, text, and special effects in Machine Language.

GETTING STARTED:-

Boot with Atari BASIC; not Turbo-Basic! When choosing a Mouse, Touch Tablet or JoyStick (J/S) make sure it is plugged into port #2.

The Title Screen has a black arrow (pointer) in the middle. Move it to the five main screen areas with the input device (called a J/S here).

First is the Title area at the top of the screen. Nothing to do here.

Next is the list of Stacks. There can be up to three Stacks listed. On this disk, there's only one listed, - named DEMO. To launch (start) a stack you move the pointer with your J/S so it's on top of the name. Then, press and release the fire button. The name will be highlighted, and you're off - but, let's look first at the rest of the screen.

The third area is the Current Drive identifier showing the drive CardStax is looking at. To change this drive, click on the D1: to highlight it, and press No. 1 to 8 to select another.

The fourth area is a list of other

paths on the Current Drive. It lists up to three sub-directories or paths on that drive. Clicking on one of the path names will show what stacks are in that sub-directory.

The final area on the Title screen is the printer control box. If you've got an Epson or compatible printer, & are using an interface hooked to the SID connector (13-pin plug on back of your computer) you can print out any screen displayed by CardStax. Click on the box where it says Offline. It will change to read Online. Now, any time you move the pointer to the top left corner of the screen and click, your printer will print a copy of the screen.

Now, go to the Stacks listing, and click on DEMO. You'll get an idea of some of the things that CardStax can do. It's not a comprehensive demonstration of all its features, but it should give you some ideas.

CardStax uses standard MicroPainter and Graphics 8 picture files for its displays, as well as converted Print Shop icons. For more information see CSTECH.DOC- on this disk. There is no card editor program. I don't have the time to write one now- I hope someone will take up the challenge.

I'm indebted to many for parts of this program. I used the Multi-Mouse device drivers written by Simon Trew. The print dumps are done with the G1 driver by Charles F. Johnson. Text is printed on the screen using a routine by Douglas Crockford from Compute!'s First Book of Atari Graphics. Other m/l routines in the program are taken from many sources in my library.

This program is FreeWare. Please inform me of any modifications, so I can answer questions. See GENIE file #6683; Comp. Lib. 4 "CRDSTX.ARC". I'm on GENIE at D.PATERSON2; or mail to:-

David A. Paterson
4900 Doherty Ave.
Montreal, Quebec
H4V 2B2 Canada

OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

B1202DOC.PRT
FEBRUARY 1994

GENERAL COMMENTS

Disk Contents are shown below in approximately FULmenu format. All of them are Games or Print Shop.

D.O.M. SUMMARY

The front of this disk has seven Games. The back is completely filled with a collection of Print Shop UTILities from JACG (plus a DOC). I will refer to this whole group of programs (below) as PSUtil.

CONTENTS- DISK #1202 (Directory):-
Front:-

\$SLCC1202.DOC	027	TITLE	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	039	INVASION.BAS	035
KREBS .BAS	049	SKYRISER.BAS	114
SPYPLANE.BAS	138	SPYPLAN2.BAS	091
SQUEEZE .OBJ	042	SQUEEZE .ACT	052
SURFACE .OBJ	071		

003 FREE SECTORS

Back:-

PSUtil uses the whole side;- it has 35 files including ATARI DOS 2.0; Turbo Basic; PSUTIL.DOC (a short Intro); & its own MENU. It also has 4 main programs, and 27 short Font and other files.

BOOT IT WITHOUT BASIC!

000 FREE SECTORS

PROGRAM DETAILS

INVASION.BAS by Jerry Lemaitre is from Analog's "8-bit Extra" published in 1987. You're an Anorth defending against the Zorcrons with Fyreballs. Beware of the Zingbombs!

KREBS.BAS by Chuck Rosko, is also from Analog Extra. Your scrubber gets fission inhibiting green KREBS out of the reactors; replacing them with red active Uranium. Avoid Hudnalls! Your job ends after three meltdowns.

SKYRISER.BAS- for two players, by

Frank Martone, is from Analog No. 79. Build your skyscraper to the screen's top. Avoid airplanes, & explosions!

SPYPLANE.BAS- from Analog #21, by Mark Comeau, is in arcade style. You must fly a plane through a cavern to recover 7 cases of stolen plans while dodging lasers & missiles. Only 1 is present at a time. Hold FIRE for the score. [START] ends the game.

SPYPLAN2.BAS from Analog Extra is a sequel- with complications and time limits. Unplug 2 factories/level and recover plans (4 levels); with robots & travel tubes. Jumps are OK only on level one. Beware the mist streams!

SQUEEZE.OBJ by D. Plotkin is also from Analog Extra- written in ACTION, it includes the \$.ACT code. Control a gun in the center of the screen, to keep the rows of multi-colored bricks from meeting in the middle.

SURFACE.OBJ- another fast ACTION game by David Plotkin & Analog Extra. Your fighter's missiles must destroy the enemy "mothership's" engines!

PSUtil (BOOT WITHOUT BASIC!) is a REFERENCE name ONLY for a group of 35 files;- from a JACG PrintShop UTILITY disk, for EPSON and PROWRITER compatibles. There are 4 disk-keepers (DOS, DOC, TB & autorun); 27 (short) font & misc. files; and 4 Main ones:-

PSMENU.BAS takes you to any of the three major functions which are:-

PSUTIL.BAS has 6 options, allowing you to List, Rename, Print, & display Graphics; to change Printer types; or to return to the Menu.

PSLABELS.BAS v.3, (originally from ANTIC- 4/87) prompts you through the process of making labels- using Print Shop Graphics, fonts, etc.

PS2GR78.BAS converts Icons to/from PrintShop format or GGraphics 7/8.

PSUTIL.DOC is a short intro.- for the entire disk. READ IT FIRST!

ATARIWRITER PLUS REVIEW

by Alex Pignato (OL HACKERS AUG, President)

0a0a0a0a0

ATARIWRITER PLUS - by A. Pignato
From the OL' HACKERS 3,4/93 disk
(w/minor editing by Bob Scholar)

One of my prime reasons for purchasing an ATARI 800XL System was my desire for a Word Processor at home.

The first Word Processor I owned was the Atariwriter Cartridge. The documentation was a little difficult to read and get through, but the actual use of the program proved to be amazingly easy. In fact, the program was so easy to use that I was able to show my daughters how to use it in less than 15 minutes.

I also own or use several other Word Processing programs:- 1ST XLENT, TextPro, Paper Clip, Home Pak, Letter Perfect (and some IBM Word Processors at work). Of all these, the 1ST XLENT is still my personal favorite, with TextPRO and ATARIWRITER+ both being a close second.

This article however is about ATARIWRITER and ATARIWRITER PLUS.

When Atariwriter+ hit the market I was absolutely thrilled. The heart of the new Plus version was still the same comfortable Atariwriter program I was used to- WITH some improvements that made it more useful and easy to use Word. I was pleased to note that the improvements greatly enhanced its versatility, power, and ease of use.

The first big plus was that the program had printer drivers built in for most common printers as well as a custom Pi driver generator so you can design your own. I have a friend with a Panasonic 1091 printer. The FX-80 printer driver works well with it- he also made a custom printer driver set up to use other features not in that driver, such as Italic print, etc.

The Global Format screen is also a big improvement. All the settings are written out so its much easier to use and understand than the original

Atariwriter format line (on top). To make your old Atariwriter files work with Atariwriter Plus, all you have to do is load them in, and delete the format line at the top of each file.

The Proofreader is the feature that I like the most. This is because most people are terrible spellers and this particular feature will provide them with the most help and actually save them the most time. I have used it on several items, including a report by my daughter. It has proved to be very easy to use and is almost self explanatory. It can be booted in and used after a quick review on the short section in the manual. Its ease of use should eliminate the possibility of ever sending out copy with obvious, simple and embarrassing spelling or typing errors.

The Mail Merge is another feature that is easy to use and understand. It is a simple data base that can be merged to an Atariwriter Plus file in a selective manner by fields of information on command. This feature allows your data base to contain several different kinds of information that can be tapped and used as needed. Each record in your data base is limited to 255 files and although each has a standard default format, you also have the ability to design your own custom layout.

The Atariwriter Plus is a great word processor, without a doubt. I must confess however, that I moved over to 1ST XLENT some years ago and still use it for letters and more importantly for editing and putting together the OL' HACKERS AUG bi-monthly newsletter, but that will be the gist of another article in the future. Though my personal preference is 1ST XLENT Word Processor, if you can't buy 1ST XLENT, then by all means buy and use ATARIWRITER PLUS. It will make your computer a very valuable household and business tool.

JAGUAR REVIEW

Steve Goldstein

Being the lucky winner of the JAGUAR 64-bit game system at the December meeting, I thought it only fair that I write a review of the system.

The first problem I encountered was getting the prize out of the hands of the executive board. They did a thorough job of quality checking the system to be sure that I got a functioning unit. After one aborted effort to get the game, I finally got it and was able to take it home and connect it to my T.V..

When I turned on the system, I saw a lot of interference on the screen. So much so that it was almost impossible to play. I tried switching the setting from channel 3 to 4 but that didn't help. I even tried using the RF adaptor from a (dare I say it?) Nintendo system but that still didn't improve the picture. Luckily, my T.V. set has composite video inputs so I was able to buy a composite adaptor from ATARI which solved the interference problem.

Once the picture problem was solved the system looks great! The graphics are outstanding (bear in mind that I only have the CYBERMORPH game which was included in the package). There is no slow down in the animation even when several moving objects are on the screen at the same time. The response to the controls is extremely smooth.

Speaking of controls, I especially like the feel of the controller. It is very comfortable in my hands and I have no trouble using the control-pad and the A B C buttons. The main problem I have (with CYBERMORPH anyway) is that sometimes when I try to press the OPTION button to change weapons, I accidentally hit the PAUSE button instead. This is probably due to my lack of coordination and my general clumsiness when in a panic.

The CYBERMORPH game is fantastic. The objective is to collect pods on eight worlds to free a sector using a morphing attack fighter called a T-Griffon. You then

have to collect the pods and defeat a "boss" on a ninth planet in order to advance to the next sector. There are a total of five sectors which must be "freed" in order to win the game.

You start with a single-shot cannon which has unlimited ammunition. As you destroy enemy ships they sometimes drop extra weapons pods which you can pick up. These weapons include twin-shot cannon, three-way-shot cruise bombs, mines, and incinerators. There are also the super weapons nitro - which gives an extra burst of speed, thunderquakers - which destroy all enemies on the screen and detonators which destroy most buildings on the screen. You may have up to 50 rounds of each of the extra weapons but you can only have one type of super weapon at a time and only 5 rounds of ammo.

As I said before, the graphics and sound of this game are very impressive and do much to show off the capabilities of the JAGUAR system. The speed and maneuverability of the T-Griffon are excellent and the response to the controls is fast and smooth. I have only two complaints about the game. The first is that the comments of Skylar, the holographic image which appears from time to time to give battle information, are annoying at times.

Second, if the game ends before you complete a sector, you must start over from the beginning of the sector. I would have liked to have a "continue" option so that I could complete the level quicker and get the code for the next one.

So far I have seen two other games available for the JAGUAR, "RAIDEN" and "TREVOR MCFUR IN THE CRES-CENT GALAXY". I found these games available for rent at Blockbuster Video.

To sum up, I am enjoying the JAGUAR system and I think that ATARI has a hit on its hands. Everyone should have a JAGUAR.

An Excerpt From:

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- * **Cybermorph: By the Book** **Chuck Klimushyn shows you the sights in Atari's new console game.**
- * **Jaguar Tackboard** **Independent Association of Jaguar Developers forms - AEO's Jaguar Developer/Title list grows - CES Awards - Developer posts.**
- * **Andreas' Den** **Andreas and family moves to sunny (?) Washington state.**
- * **QSound** **Licensed for use in future Jaguar games, this audio technology received a review from Al Fasoldt.**
- * **The Second Annual AEO Readers' Survey** **You told us how you want AEO to shape up.**
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- * **GENie News** **New files & happenings on Atari's Official Online Resource.**
- * **Developing News** **Oregon Research's VideoMaster SST changes to STAR
ExtendDOS from Anodyne
DataBAsement Registration Deal
TOWERS from JV Enterprises
It's All Relative Items
POV Raytracer
Compo's FalconSpeed 6.0**
- * **Shutdown** **Around the world and up your block.**

||| Dateline: Atari!
||| With Bob Brodie
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Dateline Atari! with Bob Brodie

Live from Las Vegas
Winter Consumer Electronics Show

Friday, Jan. 7th, 1994

Host - Lou Rocha

<[HOST] ST.LOU> We have a lot of newcomers here tonight that I would like to welcome. When you use the /RAI command to call me it will take me a few minutes to acknowledge you. Please don't /RAI more than once. It pollutes my screen <grin>

Also please use the /nam command so I know who you are. For example /nam HoST gives me the HoST that you see. Please use a short nickname tonight. Please :-)

<[HOST] ST.LOU> Welcome to our first Dateline Atari of 1994! Tonight is the last evening of the Winter Consumer Electronics Show and Atari has been in Las Vegas showcasing the Jaguar. We expect to hear a report on the week's events from Bob Brodie, Director of Communications.

Bob has been real busy this week so we really appreciate the extra effort in joining us tonight. Having done Comdex this year myself, I know what an exhausting week Bob must have had. Thanks for joining us on GENie, Bob!

The last few weeks have seen the posting of various Jaguar developer lists in the Bulletin Board. Elsewhere ATC stock is starting to inch up again. Some of our recently enriched observers are speculating on a new high of 30.00! Time will tell.

There has also been some recent chatter about new production runs for the TT - Atari's workhorse workstation. Rumours also abound about a 68040 computer being developed by a third party European company. Are these "visions of sugarplums" or post-holiday bonuses? Why don't you join us and we'll ask Bob. Bob, the floor is all yours. Please GA

<BOB-BRODIE> Happy New Year, to all of our friends on GENie! I trust that you have all enjoyed the holiday season very much. Activity at Atari is at an all time high as we continue with the our release of the Jaguar.

For the third month in a row, this session of Dateline: Atari is coming to you from the road! In November, you may recall that we came to you live from the New York City Launch event, in December I was back in New York visiting with retailers. This month, I come to you live from the Consumer Electronic Show in Las Vegas.

Today's session concluded about an hour ago, and I've rushed back

from the show floor to my hotel room to join you online tonight. We have lots of exciting news to share with you, so let's get started right away!!!

The Jaguar can truly be called an award winning product!! Atari was presented with a number of awards so far here at CES.

Die Hard Game Fan Magazine has presented Atari with two awards, one for Cybermorph as "December Game of the Month", and another for Jaguar as the Best New Product of 1993. Video Game Magazine presented Atari with an award for Best New Product of 1993, and Best Print Ad of 1993 for the Jaguar.

Game Informer Magazine announced at their 2nd Annual Game Informer Magazine Awards that they have awarded the Atari Jaguar the Best New Product of the Year award!! Today, Electronic Games told us that they were naming Tempest 2000 on the Atari Jaguar the award as Best Game of CES! We're very excited and pleased with all of the accolades that the Jaguar has earned to date!!

Atari has returned to the main floor of CES. Our booth is located in Pavilion A, rather than using a suite as we have in the past few years. The amount of activity in the booth has been just incredible. We have visited by retailers from all over the world, and many prominent members of the media as well.

Today we hosted CNN for coverage of the exciting Jaguar title "Alien vs. Predator". We're displaying Jaguars in our booth in the interactive display kiosks that will be available for retailers to utilize. These kiosks feature the striking Jaguar "cat eye" logo, and use an RGB monitor, and a set of stereo speakers to showcase the Jaguar's capabilities.

We also have a large screen TV that we're using to highlight some of the newest titles, like Alien vs. Predator, and Tempest 2000. We have a series of Lynx kiosks set up as well, showing off the new titles that are available for the Lynx.

We're pleased to have some exciting products on display in our booth at CES for both the Jaguar and the Lynx! For the Lynx, Telegames is showing Super Off Road, and Crazy Ace Miniature Golf. They have recently released Desert Strike for the Lynx as well. Atari is showing Lynx Raiden, Eye of the Beholder, and Ninja Gaiden III. Beyond Games is showing new titles as well, including Ultra Vortex. I'll make sure that complete descriptions of the Lynx titles are made available online here within one week of today. I had expected to have the completed text files outlining the story lines of all the games by today, but it didn't reach me in time for the CO tonight. (Sorry!)

On the Jaguar side of things, Alien vs. Predator is coming along very nicely, and is a huge hit here at the show. This game is a 3D rendered tunnel/maze game with texture mapped walls, and striking digitized renderings of the Alien and the Predator creatures. As you play the game, you have the option of being the Alien, the Predator, or the Colonial Marine. Each character has their own set of unique skills, and weapons!!

Telegames is showing a preliminary version of Brutal Sports Football. Anything goes in this football game, THERE ARE NO RULES! Just pick up the ball and run for your life!! Players compete on the gridiron against 16 of the most unforgiving mutant teams ever to separate a cyborg from his generator pack! Telegames announced that they would be producing European Soccer Challenge for the Jaguar. This title will be a significantly enhanced version of the same title currently available on the Lynx.

In addition to true color graphics, the product will have an expanded season and playoff format for the 170 teams. A specific personality

and performance ability will be established for each players, and you can earn the ability to trade payers under certain circumstances. Ultimate Brain Games is an expanded version of the Ultimate Chess Challenge title for the Lynx as well. In addition to a chess game, there will be a backgammon and checkers game. This product will features specific game set up for computer solution, and digitized graphics.

Atari is showing an early version of Checkered Flag II for the Jaguar, featuring real time 3D generated action. The player is allowed to customize racing cars to his wishes. The cars, buildings, and roads are rendered in real time 3D. Racing speed is intensified by 100 percent true sound effects, crashes feature realistic sounds and imagery with parts flying, and tires screeching.

Tempest 2000 is one of the most popular games in arcade history, back in it's original form as well as in three new versions. On one cartridge, you get four games! Tempest (original version), Tempest Plus, Tempest 2000, and Tempest Dual! The games feature two player cooperative play, the use of an android, cycle shaded webs, and many new weapons and challenging bonus levels.

All told, there are over 15 new titles that have been announced at the show for the Jaguar!! Among those are: Battlewheels, Car Wards, Commando, Doom, Dungeon Depths, Evidence, Hosenose and Booger, Return to Zork, and Ultra Vortex.

Atari is continuing it's roll out of the Jaguar on a national basis, effective immediately. All of the partners that we have been working with in New York and San Francisco that are national accounts, like Toys R Us, Babbages, and Electronic Boutique, will go national immediately. We will then roll out to the top ten markets in the US throughout the first quarter. Beginning in the second quarter, we will go to the top twenty markets. Our retail partners are pleased with our promotional efforts to date, and we have aggressive marketing plans scheduled up through June of this year that we have committed to.

I'm sure I could go on for quite awhile longer, but seeing as how we're getting started a bit late tonight, I think this probably is a good point to open the floor to any questions, Lou.

<[HoST] ST.LOU> OK, Bob. Lots of people are waiting and we have lots of newcomers. Folks, remember, only /RAI once. First we have M.BALDEON

<[SWITCHBOARD] M.BALDEON> Any new developers (CAPCON, or ACCLAIM?)? Any new CD ROM info... I don't think lack of software supports is a good reason to delay it.

<[HoST] ST.LOU> BTW, I can only allow one question in the first round.

<BOB-BRODIE> Yes, there are a number of new developers that are coming on board. We are having meetings with Capcom here at the show. Re the CD Rom, the hardware is quite close, and will be available in June.

<[HoST] ST.LOU> Any ideas on the price for CD, Bob?

<BOB-BRODIE> BTW, one of the other titles that we're showing in the booth is Kasumi Ninja, a fighting game with graphic violence. The CD will go for approx \$200, Lou.

<[Dave] D.SHORR> Atari has stated that the rendering speed of the Jaguar is over 850 Megapixels per second compared to 3DO's 64 Megapixels per second; is this a fair comparison given that Atari's pixel is represented by a single bit?

<BOB-BRODIE> Of course it is.

(Continued on GENie, etc.)

San Leandro Computer Club

P.O. Box 1506 • San Leandro, California • 94577-0374

General Meeting • February 4, 8:00 pm
San Leandro Community Library • 300 Estudillo Avenue

Since it worked out so well last time, we will once again have an unplanned meeting and encourage you to bring ideas.

The Raffle will include another coupon worth \$20 at ATY.

If you missed the January meeting, here are the

Minutes Of The January Meeting

Secretary Moran was absent. Hoping that this might be permanent, several members renewed their memberships.

Woolley, Scholar and Safer demoed wonderful stuff.

President Hood conducted another Honest Raffle.

What more could anyone want?

Announcement

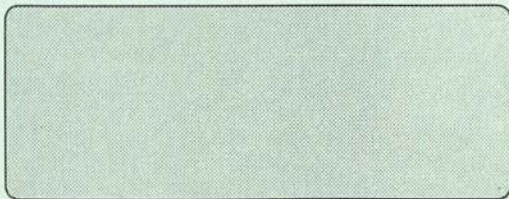
A **Bay Area Atari Bargain Exhibition** is scheduled for February 18 & 19 at the Grovener Hotel, South Airport Road, near the S.F. airport.

It is being supported by several area Atari dealers who will be having mucho big discount clearance sales and will provide free parking.

Saturday 10-7; Sunday 10-5. User group members are supposed to be able to get 1 day tickets for \$2; 2 days for \$3. Or help out and get in free.



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