

San Leandro Computer Club July 1994 Journal

We're Lovable!

Based on *The Spirit of '76*
by Archibald M. Willard



Your editorial staff celebrates Independence Day by
reusing old pictures and not doing much else.

Except for those two old reliables — Scholar & Moran.

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The Separate Keyboard Kit for 1040ST(E) and Falcon030. It is 100% compatible and requires no hardware adaptor or software driver. Price ... \$85

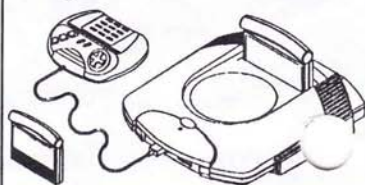


High Rez mouse	\$39	A/B VGA switchbox	\$22	1GB hard drive	\$958
3-button trackball	69	A/B SCSI switchbox	39	CD Rom drive	499
Cordless trackball	49	14.4 fax modem	169	Audio CD Master	29
Graphic tablet	119	28.8 fax modem	299	ExtenDos	25
Pen mouse	59	Cartridge extension	39	Studio Convert	39
Cartridge clock	39	Monitor extensions	29	Quill	65
TOS2.06 board	149	Handscanner	169	Mag!X	119
TOS1.2/1.4 board	59	TT Touch	29	BBM v3.0	149
Xtra RAM board	79	85meg hard drive	249	Diamond Back 3	59
Mini vacuum cleaner	12	290meg hard drive	439	ICD Pro Utilities	49
A/B DB25 switchbox	18	345meg hard drive	499	and many more	call


Nova 24-Bit True Color Card.....\$570
For Mega ST, Mega STE and TT's.

CyRel CaTTamaran.....\$109
The 48 MHz TT030 accelerator.

Jaguar is in stock!



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OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1207 - JULY 1994

GENERAL COMMENTS

Our latest Library Catalog pages, (#36-38) were in June's SLCC Journal. This month we print pages 33 thru 35.

The current ATARI CLASSICS issue announces that our own Jim Hood + Bob Woolley will carry on with a NEW AC! Jim tells me he hopes to put out the 1st issue in August;- with many original staff members aboard! There's a resubscription form on the back! It will come up at the July meeting!!

D.O.M. SUMMARY

This DOM has 5 Games & 4 UTIL's. The featured Game on side "B" is self booting;- it will not show up on the MENU (see below).

CONTENTS- DISK #1207:-

Front:-

*SLCC1206.DOC	027	TITLE	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	039	KALAH .OBJ	088
KALAH .DOC	087	KWIKDUMP.BAS	026
KWIKSAVE.BAS	008	PING .OBJ	137
PING .DOC	122	COVER .PIC	062
ROBOX .PIC	062	003 FREE SECTORS	

Back:-

Bunny Busters: load and Run Game- boot w/o BASIC- 300 sectors.

AGENT .BAS	068	BINGO .BAS	012
CHAOS .OBJ	014	KALAH .ACT	043
KALAH1 .ACT	095	KALAH2 .ACT	111
ROBOX .OBJ	047	ROBOX .DOC	015
005 FREE SECTORS			

PROGRAM DETAILS

AGENT.BAS- by J.Smith, from ANTIC (4/85), is a fairly simple program to encode or decode text, using standard cryptographic rules. It has no DOC, - just follow the prompts, and you will have no problems. It supplies square brackets around messages!

BINGO.BAS:- generates random Nos. By James Perrone, from ANTIC (1/86).

Bunny Busters is a shoot-em-up by Charles A.Cole (Sierra Vista, AZ). It

plays like MYRIAPEDE. The title shows that it was Created with Broderbund's Arcade Machine (a new one on me). The Game will auto-boot and RUN- if it is the first program on the disk. It is FIRST on this disk's (B)ack side,- so all you need do to RUN it, is to boot the back- WITHOUT BASIC!. In order to protect it from being over-written; I used a sector editor (like DOSWIZ or DISKUTIL) to modify the VTOC (sector #360) and "Allocate" the disk's first 300 sectors (i.e. mark them as in use and therefore unavailable)- since the program occupies over 290 sectors! I did not modify the Directory sectors (361- 368); which means that the name will not be displayed when using the disk MENU to read the back side. All the other programs on the back can be accessed from the MENU or DOS.

CHAOS.OBJ by David Castell is just what the name implies- a fast action/ no win/shoot-em-up/ Joystick exercise for one player. Load it from the MENU or DOS L- but only if you want a real challenge and lots of frustration!

KALAH.OBJ by Bruce Smith;- another version of AWARI (SLCC #501) or CALLA (SLCC #1002). It's GENIE file #6648. Load it from the MENU or DOS. It has an excellent (if verbose) .DOC- in 80 column format. It was written in the ACTION! language (see 3 files on disk side B;- if only for the comments).

KWIKDUMP.BAS by Jerry Allen; from ANTIC 3/85;- is a fast screen dump to print pictures. It runs on any Atari computer with disk drive; and on most printers with graphics capabilities. Look up the article as a tutorial on graphics printer dumps. KWIKSAVE.BAS adapts KWIKDUMP's loading routine to save your own screens;- it also DEMOS some of its features.

PING.OBJ (GENIE #6237) has action in 3-D. The 80 col. DOC is excellent!

ROBOX.OBJ (ANALOG 10/87; B. Kolbe & B. Schappel) is a graphic Text/ADV. about an alien computer that crashed in your yard. The DOC is based on the article. Load it from MENU or DOS.

SLCC PROGRAM LIBRARY

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VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
0910	ADVENTUR.	THE original Text Adv.	G/T.Ad.	Woolley	10-91	234
0910	AMAZE.EXE	FAST! ACT. Runtime pkg	GAME	ANTIC->	->5/85	138
0910	ANTWRTR.ARS	ANTIC Writer+ DOC, etc	UTIL/WP	ANTIC->	->7/87	390
0910	COMODK1L.BAS	Silly! (On SLCC 4/12!)	DEMO	OHAUG	10-91	128
0910	INVASION.OBJ	Has near 3-D graphics.	GAME	ANTIC->	->4/90	25
0910	MOK1GAGE.BAS	For loan data calc'ns.	UTILITY	ANALOG>	->3/85	22
0910	MENUMYD.	SLCC MYDOS menu (new).	UTILITY	Scholar	9-1991	38
0910	NUMENU.OBJ	Menu + DOC (D.Castell)	UTILITY	OHAUG	10-91	29
0910	SUK21.COM	Disk editor and DOC.	UTILITY	FILLER	10-91	250
0911	ADZANTW.TXT	Addendum- ANTIC Writer	UTILITY	Scholar	11-91	94
0911	DODGER.BAS	(SPACE DODGER). Arcade	GAME	COMPUTE	->5/85	49
0911	FUSEBOX.BAS	Contest winner, w/DOC.	G/T.Ad.	ANTIC->	>10/89	120
0911	GOTCHA.BAS	For 1 player with J/S.	GAME	COMPUTE	->2/84	40
0911	GRASSCAL.BAS	Calculator; with DOC.	UT/DEMO	AIM disk	->3/91	74
0911	INFUMIND.LIS	DB system. With DOCs.	UTILITY	AIM disk	->8/91	665
0911	GUATKA.BAS	Puzzler! by S.Puckett.	GAME	COMPUTE	->2/84	57
0911	KADZONE.BAS	Maze chase by K.Stuart	GAME	PG. SIX	11-91	99
0911	SOURCES.TXT	Atari suppliers list.	INFO(?)	AIM disk	->8/91	38
0912	AKSMAKER.	Makes ARS files- inst.	UTILITY	Mentley	1984	19
0912	BEAM.BAS	Multiple mazes- w/ DOC	GAME	ANTIC->	>10/89	147
0912	BIRDEGGS.BAS	One player with J/S.	GAME	ANTIC->	->9/87	60
0912	CRYPTOGK.AM	OK for wide age range.	G/LOGIC	?	12-91	58
0912	QDIR.DOC	DOC & 8 short DIR pams	UTILITY	COMPUTE	->4/84	14
0912	JOYLES1.BAS	J/S, reflexes, paddles	U(test)	ANTIC->	->9/89	69
0912	MPEREZ.PGM	Line wiper, with DOC.	DEMO	M.PEREZ	->9/89	9
0912	SAN1ABBS.BAS	Seasonal spoof!	DEM/SIM	Baggeta	>12/86	104
0912	ESCALPNT.	Loader+ 5 'Amiga' PICs	PICTure	MAPDA	??	615
0912	AUTUDOC.KDR	Updated and improved!	UTILITY	Scholar	>12-91	6
1001	ANGLWR.OBJ	Another Dockers classic	GAME		1-92	83
1001	BCKGAMON.BIN	For 1 player (?) & J/S	GAME	Dobson	->1985	192
1001	BJAUTO.BAS	B'kjack+ Inst; options	GAME	c.f.	1-1992	134
1001	BLKBOX.BAS	Puzzle w/graphic clues	GAME	ANTIC->	->8/88	60
1001	BLKBOX.DOC	Game DOC- Ken Arromdee	GAME	above	->8/88	15
1001	FOURLTR.BAS	Prototype Game/Program	GAME/ED	ANALOG>	->2/84	71
1001	FOURLTR.DOC	DOC for 2 player Game.	GAME/ED	J.Gluck	->2/84	12
1001	ZYBEXFIX.BAS	Options (?) for XYBEX.	GAME	??	1-1992	20
1001	XYBEX -takes	entire back of disk!	Shootup	??	1-1992	All
1002	ASTRON.BAS	Obssr. Astron'y. w/DOC	UTILITY	ANALOG>	->9/83	151
1002	CALLA.BAS	AWARI for 1 or 2 w/DOC	GAME	Roberts		116
1002	DRONE.BIN	Like TARG; J/S. w/DOC.	GAME	ANTIC->	->9/88	70
1002	EUCHRE.BAS	1 Player classic w/DOC	GAME			161
1002	HERTZ.BAS	16-Bit sound; 9 octvs.	DEM/snd	ANTIC->	->4/89	17
1002	TESTER.BAS	Mult. choice test help	UTIL/ED	COMPUTE	->9/84	54
1002	Double-	AUTOCROSTICS for XL/XE	GAME ++	by		
1002	Crostics: +	DOCs by Jim Dysle & M.		Jim		
1002	puzzles;DOCs	Stomp. With 6 puzzles.		Dysle	->2/89	735

BLCC PROGRAM LIBRARY

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VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
1003	BULPEN.OBJ	1 player & J/S; w/DOC.	G(puzz)	Rassil.	1989	88
1003	CMPZB.BIN	Crazy 8, Kbd., w/inst.	GAME	P. Chan		85
1003	MANSION of	IZAD (.BAS)- self DOC.	G/T.Ad.	Snyder		266
1003	KALIDSCP.COM	Image gener'r. w/inst.	DEMO	MACAM		59
1003	MISER.BAS	use disk space; w/DOC.	UTILITY	ANALOG>	->3/84	73
1003	PCPRINT.COM	cleans ASCII d/l;w/DOC	UTILITY	ANTIC->	>12/89	21
1003	Pacus Circus	(MVM) animated cart's.	gRaphic	MACAM		
1003		with 8 "films", and				
1003		autoplayer. On Back.				691
1004	CARDTRIX.BAS	DB prog.-many features	UTILITY	AIM	->2/92	134
1004	KR.BAS	4 pgms.; 1,2 play-inst	GAME	AIM	->3/92	130
1004	MONTANA.COM	Solitaire- tough!	GAME	AIM	->2/92	74
1004	MYJONG.EXE	Like GEMINI; has DOCs.	GAME	AIM	->2/92	165
1004	PIPELINE.ARB	Like ROLLERBALL- in TB	GAME	PAGE 6		312
1004	PANTHEON	PIC ldr.; 5 PICs; DOC.	gR/UTIL		3/92	393
1005	HOWNICE. BAS	Fast action- 6 levels!	Game	ANTIC->	>12/88	118
1005	KELB and/or	SHOWDOC.BAS has DOCs.	Game	Rassil-		
1005	TAUZ	TKOBJ.BIN runs both!!	Game	on Soft	1988	419
1005	TRAVERSE.TUR	2 Pl. strat. in TB+DOC	Game	MANNING	12/89	313
1005	SKEET. OBJ	Shooting gallery in TB	Game	ANALOG>	->9/89	27
1005	UTET-7 files	Ultra Tetris & DOC.-TB	Game			368
1006	CHEMTUTR.BAS	Chemistry tutor	EDuc	ANTIC->	>12/89	221
1006	LABELMKR.BAS	Prt. Cass. lbls.; & DOC	UTILity	Hobish		285
1006	PERIODIC.BAS	Chemistry quiz	EDuc	ANTIC->	->4/89	145
1006	RAMBUG11.OBJ	1 player & J/S- fast!!	Game	ANALOG>	->3/87	37
1006	REVB. CTB	Dbase in Compiled T.B.	UTILity	ANTIC->	>12/88	206
1006	REVB- misc.	DOC; RUNTIME & 2 aux.	UTILity	Summers		311
1006	SKULL. BAS	Seven skulls puzzle	Game	ANTIC->	>10/88	66
1006	TEMPCONV.BAS	Conversions-C.,F., & K.	EDuc	ANTIC->	->8/87	12
1006	FULMENU	Revised for word wrap!	UTILity	Scholar	6/92	36
1007	BACKPRNT.BAS	Compute while printing	UTILity	ANALOG	->4/87	23
1007	CATCH88. COM	Puzzle w/DOC & drivers	Game	AIM dsk	->6/92	117
1007	DEMO2. BIN	Control with [RESET]	DEMO	AIM dsk	->6/92	322
1007	KNIGHT. COM	Puzzle w/DOC & drivers	GAME	AIM dsk	->6/92	127
1007	LITTLE. BIN	Use [START] & [OPTION]	DEMO	AIM dsk	->6/92	107
1007	NUMBRGAM.BAS	For preschool kids	EDuc	COMPUTE	>10/84	27
1007	PACKMAN. ARB	Runs in T.B. (5 files)	Game	PAGE 6	No. 55	325
1007	SPEEDREAD.BAS	speeds your reading	EDuc	COMPUTE	>10/84	29
1007	UNLZH. COM	Beta ver.-UNZips files	UTILity	R. Puff	73/92?	85
1007	WRDSCH. BAS	has Instr.- modifiable	Game	Woolley	??	81
1007	MENUMYD	word wraps- for MYDOS!	UTILity	Scholar	6/92	36
1008	DEFUSE. BAS	oldest computer pzzle?	Game	PAGE??	1981??	25
1008	DISKCOMP.COM	compare disks, has DOC	UTILity	D.Knauf	1990	38
1008	FAIRWAY(BAS)	Golf simulation +Instr	Game	ANALOG>	>10/88	288
1008	MINDMAZE.BAS	gRaphic ADventure,+DOC	Game	ABACUS	11/90	198
1008	WFALL. BAS	Simple, but good- GTIA	DEMO	MACAM	4/92	29
1008	SSMB's Music	52 music selections;-	(SUPER)	SSMB &	1986	999
1008	Kaleidoscope	instructions in INTRO.	DEMO!	ABACUS		+19

BLCC PROGRAM LIBRARY

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VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTORS
1009	BINLOAD. BAS	converts PIC. into BIN	UTILITY	ANALOG>	->5/88	44
1009	DELETE. LST	delete BASIC pgm lines	UTILITY	ROM->	-> #6	10
1009	DISKPRNT. BAS	prints disk jackets	UTILITY	ANALOG>	->6/88	63
1009	FLOYD. OBJ	M/L action by Paul Lay	Game	ANALOG>	->4/87	34
1009	FORMAT. BAS	Format disk from BASIC	UTILITY	ROM->	-> #6	9
1009	MONEYPCH. BAS	Exc. gRaphics; for kids	EDuc/Ga	ANALOG>	->5/88	121
1009	POKER. BAS	fast;- Exc. gRaphics!!	Game	ANTIC->	->1987	89
1009	RECTANGL. BAS	classic; tiny code pgm	DEMO	OHAUG->	->5/92	3
1009	RENUM. LST	renumbers BASIC lines	UTILITY	ABACUS	->4/83	29
1009	SLAVE. BAS	by Clayton Walnum	T.Adv/G	ANALOG>	>10/88	172
1009	NOISY	animated MICRO Tale by	EDuc/ &	AIM dsk	->7/92	702
1009	(Giant)	Charlie Parker.	Game			
1010	BAS2BIN. OBJ	BIN. load BASIC files	UTILITY	ANALOG>	>12/88	40
1010	BOOTDIR. BAS	a "no sectors" DIR'y.	UTILITY	ANALOG>	->7/88	7
1010	COMDOS. OBJ	a command driven DUP	UTILITY	ANALOG>	->6/88	
1010	CRYPTO. OBJ	Cryptogram sol. helper	UTILITY	ANALOG>	->7/88	26
1010	HVYMETAL.COM	like Q*BERT;- Paul Lay	Game	AIM dsk	->6/92	105
1010	SLAVE2. BAS	"SLAVE" seq.- see 1009	T.Adv/G	ANALOG>	>11/88	196
1010	TESSELATIONS	Five programs & DOC.	gR/DEMO	ANALOG>	6,7/88	126
1010	VTEX. COM	Text Reader and DOC.	UTILITY	AIM dsk	->6/92	193
1010	WORDFUN+ DOC	Super good version of	Game, &	ANTIC->	->5/87	
1010	+10 puzzles	Wheel of Fortune!!	Etc.			473
1010	XEBANKS. BAS	Tutorial and gR/DEMO.	UTILITY	ANALOG>	->7/88	17
1011	DCROSS. BAS	Desert Crossfire & DOC	Game	AIM dsk	->9/92	130
1011	HERBIE (BAS)	four levels, and DOC.	Game	ABACUS	11/85	460
1011	PRNTSTR3. BAS	Printer program & DOC.	UTILITY	OHAUG	->7/92	89
1011	SALVAGE. BAS	Txt. Adv.; Simulation	Game	ANTIC->	->9/89	110
1011	SUPERB30. BAS	PlCture dump program	UTILITY	Dudley	10/86	115
1011	TAPELESS. BAS	9+ DOC- print sidewise	UTILITY	ANTIC->	->8/87	150
1011	THINK. OBJ	TETRIS clone- NO BASIC	Game	AIM dsk	->8/92	78
1011	3 WF Puzzles	for use with disk 1010	Game	ANTIC->	->5/87	58
1012	AROGUE. BAS	(+ *.FNT) Dungeon Game	gR/Adv.	ANTIC->	->5/87	134
1012	CHARLIE. EXE	ERROR message reader	UTILITY	ANTIC->	->2/87	15
1012	CHIPCHEK. BAS	Computer check'g. Tut.	UTILITY	OHAUG->	11/92	72
1012	CLIFF. BAS	action- 1 player & J/S	Game	ANTIC->	>11/86	50
1012	DISKUTIL1 &	8 files- Sector editor	UTILITY	L. Wagar		271
1012	DISKUTIL2	8 files- DOCs & aux.	"	AIM dsk	->4/92	379
1012	MENU2BIN. BAS	1984 SUPER DIR. update	UTILITY	OHAUG->	11/92	54
1012	QUATRO. BAS	Puzzle- 1 or 2 players	Game	ANTIC->	->2/87	41
1012	REBOUND. BAS	DISK FEATURE! -has DOC	Game	ANTIC->	->1/87	137
1012	TAXMAN. BAS	strategy/action; 1 pl.	Game	ANTIC->	->4/87	44
1012	VECTRON. BAS	like LASER CHESS-2 pl.	Game	ANTIC->	->3/87	50
1101	Caveman Joe	Another MICRO Tale for	EDuc/&			
1101	(BAS)	kids by Charlie Parker	Game	AIM dsk	12/92	691
1101	COLORVIS. BAS	color perception, etc.	DEMO/Ga	ANTIC->	->9/88	36
1101	LOSTFOG. BAS	"Fog Index" computer'd	UTILITY	ANALOG>	->7/88	44
1101	NOCHARGE. BAS	fast action; has DOC.	Game	AIM dsk	10/92	116
1101	REBOKIT. BAS	"REBOUND" screen maker	Ga/UTIL	ANTIC->	->2/87	
1101	REBOUNDX. BAS	12 "REBOUND" screens	Game	ANTIC->	->8/87	
1101	TITLCARD. BAS	creates title screens	UTILITY	OHAUG->	->9/92	140

Recollections of an Old Man

The June seventh meeting was called to order at the usual hour of 8:00 PM, by the outgoing President, Jim Hood. All Officers were in attendance.

8 Bit software chairman Bob Scholar demonstrated the Disk of the Month with his usual speed and efficiency. The floppy has a science fiction theme text adventure to start with and a couple more to end with. In between it has the regular mix of odds and ends. The ATARI prayer is without a doubt the cleverest item on this disk.

Bob has just finished updating the 8 Bit library disk through the June floppy. With over ten years of monthly floppy's and over 1900 files, this is quite an achievement.

President Hood, who realized he had abused us all year long and nobody would vote for him anyway, has withdrawn from the election. This is just about as big a surprise as Bob Brodie leaving Atari. But there is no doubt Brodie will be missed at Atari while we will still be blessed with Hood as a past President. Oh well !!

After having Hood weasel out of the election and then Safer also trying to back out, the president quickly passed out the election ballots while there were still some candidates. After the ballots were collected and carried out in a Brinks armored wheelbarrow, to be counted on the latest non-computerized counting machine, the meeting continued.

Another big surprise was Don Safer who has a reputation for being cheap stingy Thrifty penurious. He actually sprung and purchased a new

Atari Jaguar. Don talked a bit about what he has found, both good and bad about the Jaguar. After he got over the sticker price, which was of course a bad item, he found the new game machine excellent in almost every respect. (Haven't seen Don this excited since he won the raffle a few years ago.)

After what seemed an eternity the election tellers finished counting the votes and made the following report,

For President;

Robbie Bridges	2 votes
Jim Hood	1 vote
Earl Lyle Earl	1 vote
Don Safer	1 vote
Nobody	324 votes

The winner and new President with twice as many votes as any other live candidate. Robbie Bridges.
[I think Robbie voted twice.]

For V. President;

The winner Peter Chen

For Treasurer;

The winner Glenn Fowler

For Secretary;

The winner Jim Moran

As a parting gesture on his stepping down as President good old Hood abused us once more by cheating his way through his last raffle.

Being no further business the meeting was adjourned at 9:45 PM.

Jim Moran -Secretary

San Leandro Computer Club

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



July						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	Main Meeting 8:00 PM	6	7	8	9
10	ST SIG Meeting 8:00 PM	12	13	14	15	16
17	18	PC SIG Meeting 8:00 PM	20	21	22	23
Journal Deadline 12:00 PM	25	26	27	28	29	30
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9/30/94

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