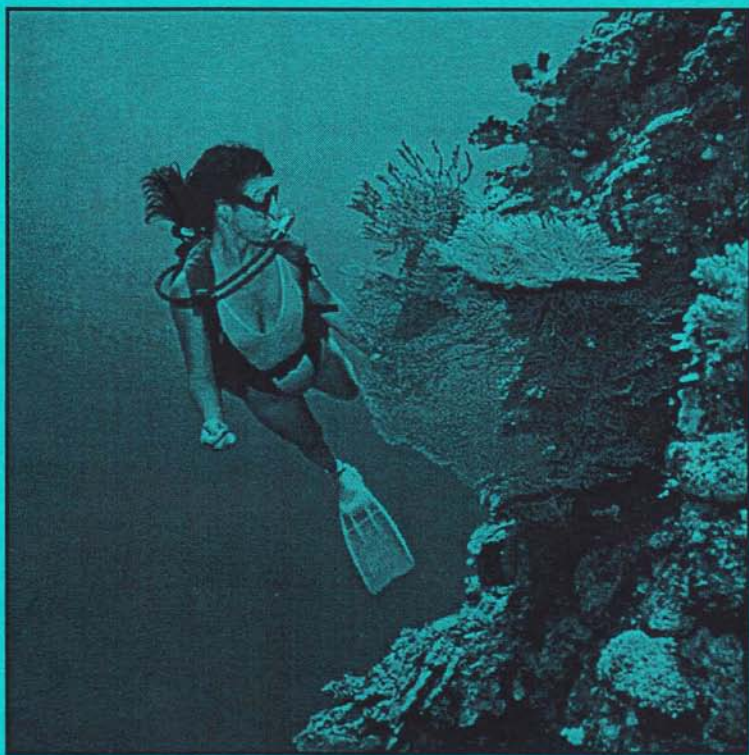# San Leandro Computer Club Journal

October 1994

General Meeting—Oct 4

Auctioning Hood's QUME ScripTen PostScript Laser Printer!

ATTEND A MEETING.
SOMETIMES IT GETS
PRETTY DEEP.

Contents

October

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	Main Meeting 8:00 PM	5	6	7	8
9	ST/PC SIG Meeting 8:00 PM	11	12	13	14	15
16	17	18	19	20	21	22
Journal Deadline 12:00 PM	24	25	26	27	28	29
30	31					

8-BIT COPYING PROBLEMS

by Ken Wickert

** WHOLE DISK COPYING **

(Reprinted from the ACE of Syracuse Newsletter by THE OL' HACKERS A.U.G. Inc.- with notes and updates by Thomas J. Andrews; a member of ACE & OHAUG.)
-**-

As you might guess, I copy a lot of disks so I look for the best and fastest way to do them with the highest reproduction accuracy. (Ken was 8-bit Vice President and 8-bit disk librarian of ACE of Syracuse at the time this was written. -TJA)

The problems I've encountered are mostly with Enhanced Density (the 1050 or DUAL or MEDIUM density). (Editor's Note: Single Density disks format as 40 tracks of 18 sectors each with 128 bytes per sector; = 720 sectors and 90 kilobytes on a disk. Enhanced density disk format is 40 tracks of 26 sectors with 128 bytes per sector for a total of 1040 sectors & 130 Kbytes per disk. Double Density disks have 40 tracks of 18 sectors each with 256 bytes per sector; for a total of 720 sectors and 180 kilobytes on a disk. Double-sided double density disks have 80 tracks of 18 sectors each with 256 bytes for a grand total of 1440 sectors and 360 kilobytes. (TJA)

Many disks I receive are in medium density. I use it myself and, as I've not had any problems (except copying) I continue to use it. I seldom use true Double Density, because it limits the people I can exchange disks with.

So, if like me, you have a disk you want to copy and share with a friend, you'll probably want a sector copy utility to do the job. Plain old DOS just takes too long.

Now the fun begins. You might just assume you'll get a mirror copy using any sector copier. SURPRISE! You may not. I've made this error several times. If you select CopyMate 4.3 or 4.4, you may not notice it misses the middle of the road density completely. If you don't know you have an enhanced density disk, you'll have a copy of the disk, but only up to the 720 sectors formated in single density. (Remember, there are 1040 sectors on a 1050 density disk.) If the disk is not full, you might get all the information on it, but, if it is full, you don't get it all and that's a problem.

MyCopyR is a good sector copier and will sense proper density of single, dual, and double density, EXCEPT on an Atari XF551, where it always senses single. (See update at the end of this article- TJA.) MyCopyR will properly sense density on a stock 1050 drive and on the Indus GT drive.

I would like to use My CopyR as my permanent copy program because it gives me the option to get a disk directory before and after use. This is important when doing a lot of copying as you may lose your place. Without this feature, you must back out of the copy program and go to DOS to get a directory. The MyCopyR DOC file states that it will work with a memory-upgraded machine, but I've not been able to get it to work with my RAMBO upgrade without the problems described.

USCOPY by E. Reuss is by far my favorite copying program, despite the fact that you can't check the directory of a disk. Key features are that it works properly with my RAMBO upgrade and shows the RAM available on screen. It does not sense Dual density on the XF551 drive (See Update! TJA) but it does work properly on the 1050 drive and on the Indus GT. USCOPY only needs to read the source disk once and is the best for making multiple copies of enhanced density disks with an extended memory machine or with a 130XE using single density.

All of the above copy programs will correctly copy a disk regardless of the memory of your 8-bit, but you must know the density of your source disk. They will also correctly copy Print Shop Icon disks which use a type of single density.

I do quite a bit of Downloading of files from GEnie and CompuServe and then inspect and assign them to disk. For this I use a MULTI-FILE copier, of which there are several (for use with Atari DOS 2.%) and density is never a problem as you format the disk before you start to make your special disk.

%% UPDATE (by J.T.A.) %%
Contrary to Ken's belief when he wrote this article, both MyCopyR and USCOPY will detect disk density on an XF551. There is an undocumented trick that must be performed first though, one that I discovered by accident.

All you have to do is press RESET just before you copy a disk of a density different from the one last read on that drive. This seems to re-initialize either the disk handler or the drive itself (I vote for the handler). . Just to be sure, I ALWAYS press RESET, whether I think the disk is the same density or not.

When Ken wrote this, I was still using my original 800 computer. When I tried to use MyCopyR, I found out that it wouldn't work with the older machine, so I put it to one side and worked with another. USCOPY does work with the 800, so I was used to that by the time I switched to my 800XL, and Ken wasn't recommending it for use with my XF551 drive, anyway.

I needed a sector copier one day recently, and had misplaced my USCOPY disk. I was searching for it when I came across the MyCopyR disk again, so I tried that. Naturally, I ran right up against the problems Ken describes here. I had come across the same problem with USCOPY and had found that

pressing RESET "cured" it, so I tried it with MyCopyR and it worked again!

None of these copiers will copy double-sided disks. A quick review of the GEnie Atari8 library revealed no entries there that would do so either.

Double-sided disks and drives have a problem all their own. By double-sided, I mean a drive that can use both sides of a disk without turning it over. I don't mean the "flippies" that Atari users have been using for years. It seems that the different manufacturers of double-sided drives used differing formats when designing them. This means that it's almost necessary to use a double-sided disk in the same brand of drive that produced it. Because of that, you should try not to distribute double-sided disks to other people, as they may find them unusable.

MyCopyR does use the extra memory of an extended XL or XE. Both single and double density disks are copied in one pass with my RAMBO'ed XL. For double density this requires 180k, so the program MUST be using the expanded memory. For some odd reason, MyCopyR does enhanced density disks using two passes. It copies 720 sectors in one pass; then the rest, even though there is enough RAM to do it in one pass.

The best of all worlds, and I'm sure Ken would agree with me, would be a new copier that would properly sense density, provide a directory, make multiple copies from RAM, and would work with all double sided drives. Will someone ever write such a program? I wish I knew...
                    -%%-
[I excerpted the above from OHAUG's N/L disk for Sept. & Oct. 1994. I too copy lots of disks. I use MyCopyR!2.1 (see SLCC#0806) or my HAPPY drive. My favorite MULTI-FILE copying program is ANTICOPY.BIN- from SLCC#0909. -RRS.]

OUR LATEST 8-BIT D.O.M.

by Bob Scholar SLCC 8-bit Software Program Chairman

SLCC1210.DOC
OCTOBER 1994

GENERAL COMMENTS

The main feature this month is on the back side;- it's the most recent update of TEXTPRO (version 5.20X) for XL computers with 128K(+) memory. It should also work on 400/800 machines, but with limitations.

D.O.M. SUMMARY

This DOM has 4 Games (1 puzzle, 1 TeXT/ADV., & 2 for 2 players); 1 EDu. & 1 gRaphics program;- and the newest TEXTPRO v. mentioned above.

CONTENTS- DISK #1210:-
Front:-

%SLCC1210.DOC	028	TITLE	011
AUTORUN .SYS	002	MENU	034
DOS .SYS	039	HIDESEEK.BAS	069
HIDESEEK.DOC	010	KRAZYMZE.OBJ	030
NIGHTSHD.BAS	101	RAFFERTY.BAS	072
SOLAR .BAS	124	SOLAR .DOC	009
VIEW3D .EXE	174	HOUSE .V3D	004
	000	FREE SECTORS	

Back:- [Boot w/o BASIC]
TEXTPRO's latest (ver. 5.20). Copy this side AS IS for a ready-made, working word processor disk- it's in single density. There are 27 files. Be sure to read TP520X.DOC FIRST! - - it explains everything (I hope)!!

000 FREE SECTORS

PROGRAM DETAILS

HIDESEEK.BAS (& DOC) by Greg Peck from ANALOG #35 (10/85) is a puzzle/Game for 1 player with Joystick. Your goal is to find in the pattern at the top of the screen (30X10) the section (4X4) displayed below it. You have a time limit. The (40 col) HIDESEEK.DOC is very good.

KRAZYMZE.OBJ- is a 2-player, maze chase in ML. Both must run through an identical maze; avoid the Guardians; then go to the middle maze; & finally the last maze. Collect the gold coins

as you go. Press START to play again and add to your riches. It's by Barry Kolbe- from ANALOG #71 (4/89).

NIGHTSHaDe.BAS is a fantasy Text/Adventure Game (like the Never Ending Story) by Clayton Walnum (ANALOG #36; 11/85). All action occurs in Denny's dreams. Use single letter directions; verb/noun format for commands; single words for SAVE & LOAD. (The magazine article has 17 encrypted hints, & the related question for each). Type HELP any time you need one. For now, I'll tell you that you have a choice of 3 ways to get Denny out of his room (1) He must sleep; (2)Look in the closet; (3)Move the clothes. See how well you do without the hints. (November's DOM will spell them out.) Denny must get back a missing page from THE Book- in order to defeat the Troll King. Draw a map to keep track of your location!

RAFFERTY.BAS- (Rafferty Run) is a two player action Game by Chuck Rosko from ANALOG #36 (Nov. 1985). Play it with two Joysticks. Your object is to fill the leprechaun pot with ten gold coins. The challenge is in the cross-roads, many of which are unconnected. To change these- touch a shamrock and all four change;- in unexpected ways! That's the LUCK OF THE IRISH! If you bump your opponent, you both lose the coins being carried!!

SOLAR.BAS- EDu. (read the DOC) by Carey M. Furlong (ANALOG #63;- 9/88); lets you use proportions to visualize the solar system. EXCELLENT!!

VIEW3D.EXE (+ HOUSE.V3D)- by Paul Chabot (ANTIC 6/85) is 10 programs in one- written in ACTION! HOUSE.V3D is attached as an example. It makes 3-D wireframe PICs- it has a menu to edit them. SLCC1208 has a similar program by Chabot (GRAPH3D) published about 4 months later.

TEXTPRO- v.5.20X - is the latest update of this program (6-30-94). We have earlier versions on SLCC0902 and #0805. Copy the entire back as a work disk. Read TP520X.DOC for a general explanation of the new features.

VOL#	PROG/FILE ID	DESCRIPTION	TYPE	SOURCE	DATE	SECTOR
83	BOBTERM.COM	Term. pgm. (+ 5 files)	TEL	R. Puff	3-90	265
83	DRAWPAC.DOC	Drwg. pgm.-6 files;CTB	UTILITY	J.Tesch	3-90	333
83	ROTO.OBJ	In ACTION!- ANALOG #31	GAME	Stortz	3-90	91
83	REVERS1.OBJ	OTHELLO + many options	GAME		3-90	34
83	MYDOS + DOCs	Exc. PD DOS	UTILITY	c.f.	3-90	547
83	MENUMY.DOS	Loading menu for MYDOS	UTILITY	SLCC	3-90	44
84	MYDOS(v 4.5)	MYDOS + 8 Aux. files	UTILITY	c.f.	4-90	268
84	3 MYDOS DOCs	MAIN, TECH, & VTOCFIX	UT-DOCs	c.f.	4-90	880
84	TXTSPLIT.BAS	Splits up a text file	UTILITY	COMPUTE	->7/87	26
84	WORMSQRM.BAS	Keep going & going & -	GAME	ANTIC	>12/83	44
84	SLSWITCH.BAS	Updated Heimarck pgm.	GAME	COMPUTE	->3/86	93
84	AUTODOC.RDR	Auto-reads disk DOC	UTILITY	SLCC/RS	4-90	11
85	EGGS.BAS	For 1 player with J/S	GAME		5-90	52
85	VULTURES.BAS	A Stan Ockers classic	GAME	c.f.	5-90	81
85	JANE.BIN	Music & sound DEMO	DEMO	c.f.	5-90	23
85	SUPSYN.BAS	Super Synthesizer	UTILITY		5-90	14
85	(14 Songs)	For SUPSYN to play	MUSIC		5-90	283
85	(MAX1) MENU	A Menu/Loader	UTILITY		5-90	33
85	TP v. 4.50X	TP Word Processor	UTILITY	c.f.	5-90	129
85	TP DOCs etc.	TP- 4 DOCs + 23 Auxil.	UTILITY	c.f.	6-90	613
85	BALLSONG.BIN	Sound & gRaphics	DEMO		5-90	52
86	FORTRESS.COM	Like TETRIS:- with DOC	GAME	see DOC	6-90	303
86	LASERCH.BAS	Laser Chess (SPECIAL!)	GAME	COMPUTE	->6/87	109
86	WORM.BAS	Worm of Bemer	GAME	COMPUTE	->4/84	73
86	MyCopyR!2.1	Copier + DOC for XL/XE	UTILITY		6/90	100
86	COPYM44.COM	Copier + DOC-any 8-Bit	UTILITY		6-90	83
86	ARC.COM	To compact programs	UTILITY	R. Puff	6-90	72
86	UNARC.COM	Super-UNARC program	UTILITY	R. Puff	6-90	83
86	DOCS.TXT	DOCs- ARC/UNARC prgms.	UTILITY	see DOC	6-90	386
87	TURBO-B. 1.5	XL/XE (+ RUNTIME.COM)	UT-Lang	see DOC	7-90	233
87	TURBO-B. 1.4	for 400/800/XL/XE	UTILITY	see DOC	7-90	132
87	5 DOCs	for TB,Disk,COMP.,etc.	(info.)		7-90	484
87	COMPILER.COM	THE T.-B. Compiler	UTILITY		7-90	80
87	TIDIER.COM	Cleans up D/L files	UTILITY	see DOC	7-90	28
87	4 DEMOs	See expl. in Disk DOC	DEMOs		7-90	57
87	SOLITARE.BAS	To DEMO T.-B. speed-up	GAME		7-90	81
87	MACH DOS	Runs T.-B. 1.4	UTILITY		7-90	180
88	ATARTRIS.COM	Like TETRIS, with DOCs	GAME	see DOC	8/90	101
88	CROSFIRE.EXE	Arcade action, fast!!	GAME		8-90	127
88	TTT3D.OBJ	TicTacToe in 3D + DOC	GAME	see DOC	8-90	53
88	LIFE.COM	LIFE + auxil. + DOCs	GAM/DEM	see DOC	8-90	417
88	A65.COM	MAC/65 + aux. + DOCs	UTILITY	see DOC	8-90	371
88	VIEW1125.COM	Read ARCed/ALFed files	UTILITY		8-90	75
88	WHATIS.COM	File identifier + DOC	UTILITY	see DOC	8-90	90
89	RAILKING.OBJ	Simulation,1-4 players	GAME	see DOC	9-90	271
89	PLNETDEF.OBJ	Arcade action- 1 plyr.	GAME	ANALOG	->3/84	51
89	TOWERS.BAS	Puzzle, - with DOC.	GAME	ANLG #3	->1981	43
89	LABYRNTH.BIN	A 3D Maze adventure	GAME	ANALOG	9-90	43
89	INCOMING.OBJ	Like Missile Command	GAME	see DOC	9-90	60
89	LASERS1K.BAS	Like BATTLESHIP, + DOC	GAME	COMPUTE	->#79	72
89	TWOCOLMN.CTB	Prints 2 col.-comp. TB	UTILITY		9-90	131
89	PRNT3COL.CTB	Prints 3 col.-comp. TB	UTILITY		9-90	29
89	SPEDCALC.OBJ	Spreadsheet & DOCS	UTILITY	COMPUTE	->3/86	389
89	SPELLER.OBJ	Spell checker & DOCs	UTILITY	ANALOG	->9/86	146

Items of Interest from TOS platform developers and supporters

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
//// ORA Announces TrueImage
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

TrueImage is a brand new 24 bit Image Processing package for the Atari ST, STe, TT, and Falcon 030 computer. Using the same EFMS image loading system as TruePaint, TrueImage can import and export images in a wide variety of popular formats. TrueImage can load and convert between bitmap, color, and grey scale formats and has an impressive array of palette manipulation, dithering, halftone and error diffusion effects.

True Image also stores all pictures internally as 24 bit files, so even if you perform manipulation on a mono monitor, you can still import the picture into a DTP document and have a service bureau print it out in full colour!

True Image has powerful masking capabilities to allow you to cut, copy, and paste/combine portions of several images into a beautiful composite. A wide array of effects and filters are also available for image manipulation and picture enhancement including: Sharpen, Blur, Diffuse, Emboss, Mosaic, Find Edges, Add Noise, De-Speckle, Invert, Threshold, Brightness, Contrast, etc.

True Image is compatible with all Atari ST/STe/TT and Falcon030 computers with at least 2 mb of memory and a floppy drive. A 4 mb of memory and a hard disk is recommended. TrueImage is available now and retails for $99.95. For more information call Oregon Research at (503)620-4919.

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
... and Papyrus Gold
NeoDesk 4 Ships
Put your Falcon in Overdrive
Take the Fast Path from TraceTech
Avant Vector 2.0
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

Papyrus Gold IS THE writers tool we've all been waiting for! Papyrus goes way beyond the standard definition of Word Processors and Desktop Publishers to define a new class of application: the Document Processor. Powerful features like drag and drop editing, tables and embedded spreadsheets, automatic Table of Contents and Index creation, vertical and horizontal character micro- spacing, American English and British English dictionaries, embedded graphics, drawing tools, Popup Style lists and complete SpeedoGDOS support put Papyrus in a class by itself.

And the printed output...well, it's a work of art! From a letter to your Mother to embedded spreadsheets and graphics for that quarterly report, Papyrus has the power and flexibility to fulfil every writers requirements!

Papyrus Gold is compatible with any Atari ST/STe/TT or Falcon 030 with a minimum resolution of 640x400 (ST mono) or higher. It requires at least 2 mb of memory and 2 floppy drives or a Falcon 030 with 4 mb of memory and GDOS 1.1 or SpeedoGDOS . The recommended configuration is 4 mb of memory, a hard disk, and SpeedoGDOS 4.2.

Papyrus retails for $249.95 and is available now. A fully functional demo disk is available for $5 applicable towards purchase, competitive upgrades are also available. Call Oregon Research at (503) 620-4919 for a more information.

=-=-=-=-=-=-=-=-=-=-=-=
//// NeoDesk 4 Ships
=-=-=-=-=-=-=-=-=-=-=-=

Gribnif Software is proud to announce the completion of the most recent upgrade to the original desktop replacement for Atari computers, NeoDesk 4. The wait is finally over.

NeoDesk has hundreds of features, so here are just some of the more popular ones in the new version:

• A completely new "look and feel", including 3D windows, enhanced dialog handling, and the ability to have multiple dialogs open at once. All this works on any Atari computer with any ROM version.

• Multicolored icons - each icon can have up to 16 colors, and can even appear completely different when selected.

• Icon Editor - This multiple window Icon Editor lets you edit and modify custom icons for any file or folder. The editor can read many popular icon formats, including ones from other platforms!

• Any Degas, Neochrome, Tiny, IMG, or BMP picture can be viewed (by double-clicking on it) or can be used as the desktop background. Desktop pictures can even be "tiled".

• Each directory window has its own menu bar, making it much easier to find frequently used options.

• Each window has its own "parent directory", Show Info, and trashcan icons.

• Items can be selected from the keyboard, including a search mode.

• File Groups - Now you can arrange commonly used programs and data files together in the same window, even when they are physically contained in drastically different locations! Their names can even be changed, using up to 20 characters.

• Font Control - NeoDesk 4 gives you the power to redefine what fonts and point sizes are used within

its windows, and even for the text underneath icons.

• Disk copy, file operations, and floppy disk formatting can all occur "in the background", allowing you to use your computer for other tasks at the same time.

• Search Files - Easily search your system for one or more files, based on their name, size, date, or attributes. A file group can even be created containing the results. This is just one example of the powerful Filtering options which are also available for file operations.

• Compatible with all Atari computers, in all resolutions, including third-party graphics cards.

NeoDesk 4 is available for just $69.95 plus $4.15 S&H. Owners of NeoDesk 3 can upgrade to the new version for $25 + $3 S&H by sending us both original NeoDesk 3 master disks. Backorders are being filled right now, and may take 2-3 weeks to complete.

(Shipping amounts listed apply to orders shipped within the USA only. Please contact us for other areas.)

Gribnif Software
P.O. Box 779
Northampton, MA 01061-0779
USA
    Voice: (413) 247-5620
    Fax: (413) 247-5622

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
//// Put your Falcon in Overdrive
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ANNOUNCING OVER/Drive
for the ATARI FALCON 030.

Tired of that SLOW 84 meg internal drive? Want More storage space and a MUCH faster drive?

OVER/Drive 3.5 IDE is now available without hard drives!!!

This means more savings for you, and you get the exact drive you want. O/D 3.5 IDE is an external case measuring 8.125" Long, 4.5" wide, 1.5" high, and a special cable that connects to the Falcon motherboard.

O/D gets it's power from the Falcon motherboard so there are no power cables to mess with. The drive cable can be removed from the O/D case in seconds to make for easy transport.

OVER/Drive 3.5 IDE is very easy to install, no soldering, and can be done in 15 min. There is a physical connector for a 2nd IDE drive and we are told that ICD is working on adding this feature to their great ICD PRO tm software.

This will let any Falcon owner use 3.5 IDE drives. Why use 3.5 IDE drives? 3.5 IDE drives are bigger, Faster, and Cheaper than either the 2.5 inch IDE or 3.5 SCSI drives. 1 Gig 3.5 Ide's are going for $475, you just can't get a better price!

The IDE port is faster than the SCSI 2 port! A Quantum 240 on my Mega gets 1249K/sec 18ms, but on the Falcon's SCSI port, the best the drive will do is 1012K/sec 25ms, and drops to 739K/sec 48ms in 256

color mode.

This is THE upgrade for Falcon's with no internal Drives! Why waste money on drives that cost up to $3.00 a Megabyte, when you can get a faster drive at better than half the price?

We also sell a volume control either internally for the Falcon's internal speaker for $12, a real life saver!

Watch for the up coming review in Genie Lamp by Richard Brown!

Cost for the OVER/Drive case and cable in normally $99.95, but we have a limited offer till Nov 30th for $89.95 + $4.50 for shipping.

Please Email or call for more information:

    Email   B.AEIN
    Ben Aein 301-251-0997

Tell your Friends about OVER/Drive
AND FEEL THE SPEED!
Formula-1 Systems

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
Take the Fast Path from TraceTech
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
=====================
Fast Path v1.0
Press Release
August 15, 1994
=====================

Trace Technologies is proud to introduce FastPath. Shipping date: AVAILABLE NOW!

"A Straight Line- The shortest distance between two points."

"FastPath- The shortest distance between two paths."

Fast Path v1.0 - The Indispensable
Path Selection Utility!

Are you struggling with the system file selector, clicking here and there to get to your word processing folder or that favorite game? Sure, using an alternative file selector can be better, but have you found yourself wishing it had more predefined paths and extenders? Wish no more!

FastPath, a demoware program by Keith Gerdes and Trace Technologies, works in conjunction with your system/alternative file selector, giving you unparalleled power and flexibility when it comes to quickly getting to the directory you need. When you need to get somewhere fast, you need the speed of FastPath.

• Provides 34 user-definable paths in an attractive graphical user interface. Call FastPath as needed or have it automatically appear before the file selector. Select a path via the mouse or keyboard and you're instantly there, reaching distant points of your hard disk with ease. Paths can be defined, copied, moved, deleted or edited with point-and-click ease. Displays the current path being sent to the file selector along with the file selector prompt and filename specifications.

• Remembers the last 4 paths used in the file selector, for instant recall. Combined with the above, you have 38 paths at your disposal.

• Provides 38 user-definable extenders, one of which can be passed to the file selector to narrow the range of files displayed.

• Save your favorite paths and extenders to disk for future use.

• Full mouse and keyboard control.

• Convenient Help screen.

• FastPath can access CodeHead's powerful file maintenance utility, MaxiFile III, by a simple keypress if MaxiFile is resident as a desk accessory.

• Works in all color or monochrome graphic resolutions with a minimum screen size of 640x200. 100% assembly. Uses as little as 22K of RAM. Compatible with all TOS versions and ST/STe/TT/Falcon models.

• Strong support from one of the oldest developers for the Atari ST whose current product line includes Data Diet, Squish II, Data Rescue, Load Aladdin, TOS4TRAPv1 -and soon to be released- Missouri, Fast Menu and the Falcon030 Toolkit.

• A demo version is freely available on online services. NOTE: Some features are not available in the demo version.

The full version can be purchased for only US$10.
Purchasing FastPath:

[NOTE: Canadian users- please see specific FastPath order info below.]

Send US$10 plus shipping & handling. S&H: $3 in the U.S., $5 priority mail in the U.S., or $5 outside the U.S. Texas residents must add 8.25% sales tax.

Please make payment by check (issued by a U.S. bank), U.S. funds money order (drawn on a U.S. bank), or postal money order.

[NOTEs: GEnie gifts of time are not accepted. And no credit card order capability.]

Payable to:
Trace Technologies or Keith Gerdes

Send to:
Trace Technologies [FASTPATH]
PO Box 711403
Houston, TX 77271-1403

What else do you get for your investment?
-> Tech support and bug fix updates!
-> Plus special discounts on future products.

==== Order Survey ====
1) File selector(s) currently in use?
2) TOS version?
3) Computer model?
4) High density disk drive?

This survey is optional and no item is mandatory-

skip any you find objectionable. Your answers will simply be filed away for future reference.

Customer support is available via:
Phone: (713)771-8332 [weekdays 1PM-5PM Central Time]
GEnie: Category 2, Topic 12 or K.GERDES
Internet: k.gerdes@genie.geis.com

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=-=-=-=-=-=-=-=-=-=-=
//// Avant Vector 2.0
=-=-=-=-=-=-=-=-=-=-=

CodeHead has obtained a limited supply of Avant Vector 2.0 (the font version) and is offering it at a special price of $150. Avant Vector 2.0 has all of the features of Avant Vector 1.2 plus the ability to load Calamus and Adobe Type-1 fonts and save Calamus CFN font files.

Avant Vector 2.0 also provides text-wrapping to a path. You may type in a string of text using any loaded font and Avant Vector 2.0 will convert the text to vector objects and display it on any path you choose.

Owners of previous versions of Avant Vector may upgrade to Avant Font 2.0 for the price of $30 plus shipping.

Avant Vector 2.0......$150.00
Upgrade price...........30.00

They are here now...in our hands, but supply is limited.

We regret that there is no demo version of Avant Vector 2.0.

NOTE: At this time, there is no additional documentation available describing the font features. The 2.0 manual is the same as that of Avant Vector 1.2.

Shipping charge is $3 US, $4 Canada. We accept Visa, Mastercard, and American Express. CodeHead does not currently maintain regular office hours, although you may leave a message on the answering machine. Faster response can be obtained through GEnie E-Mail to J.EIDSVOOG1. Please allow 2-4 weeks for delivery.

For further information, contact:

CodeHead Technologies
P.O. Box 74090
Los Angeles, CA 90004
Voice: (213) 386-5735
FAX: (213) 386-5789
GEnie: J.EIDSVOOG1
Compuserve: 76004,2232
Delphi: EIDSVOOG

Moran's Minutes

President Bridges started the meeting somewhere around 8:25 PM. This establishes a new modern day record for a late start. (The old record was held by some President named Phil something or other who never started a meeting before 8:30 or 9:00.) All Officers were in attendance.

The 8-Bit floppy was presented by old man Scholar. This is another good one! There are a couple of better than average games— Atomit and Overflow. Also a good disk cataloging utility on the disk. The rest of the disk is of course filled with other, shall we say lesser value programs.

Bob also mentioned that he had received his refund from the OLD Atari Classic Magazine. There was a minor problem with the check being made of rubber. Even with that it is more than anybody got from ANTIC magazine. Bob can have the check framed and save it for his old age.

Jim Hood had his veteran laser printer at the meeting ready to be raffled off. But after due consideration for the finer merits of the game (that means money to the uninitiated) it was decided to hold it for the October meeting and have it auctioned off rather than raffled.

MEMORY MISMATCH

I've been having memory problems. No, not just on the computers, in my head too. I got mixed up about the PC/ST SIG Meeting and went off to New York and didn't arrange to leave the Mega ST with somebody so there would be a computer for the meeting. I thought it was the next Tuesday. So I came back from New York, ready to bring my PC to the meeting and found out that I had missed it. My apologies to those of you that showed up. I will bring something to the next PC/ST SIG that will make up for it.

I have also been having computer memory problems. Messages like, "CMOS memory size mismatch" which I finally straightened out with Bob Woolley's help. Now, if he could only help me with my brain's memory problems!

While I was back in New York I would ask everybody I saw if they had a computer. I got to play with old Apple's, old 8088's and even some newer 486's. I caused some anxiety when I tried to use the EDLIN command in a DOS 3 machine and totally lost the AUTOEXEC.BAT and CONFIG.SYS files and couldn't find them anywhere. I luckily figured out some archaic command to recreate them and overheard my cousin's friend say, "computer whiz huh..." I found ways to get past menus and check out memory and disk size when the systems were designed to keep you out.

I didn't get a chance to go to any Atari User

Jim brought samples of the output from the OUME laser that is to be auctioned, his new Hewlett Packard laser printer and also his HP inkjet printer. While there is definitely a difference in quality between the three printers they all look very presentable. If you are suffering through life with one of those old nine pin dot things you should jump on this deal, you won't get a better one!

Guess who was Hoodwinked again. That's right: Robbie was had again by that low bred Assistant Editor of ours. The picture of Robbie that was to have gone with the October minutes was somehow lost in transit and old Hood threw in whatever he could find just to fill the space.

It must be that Hood thought Robbie had something to do with his not being nominated for President last June.

Well, I won't let petty politics get the best of me. I found where somebody lost Robbie's picture last month and put it with this month's minutes. (If Robbie gets Hoodwinked again, he probably won't start the meetings 'till noon.)

Robbie Bridges (on a good day)

Meeting adjourned 9:35 PM.
Jim Moran - Secretary

Group Meetings, but I did have fun telling people I belonged to an Atari Club and hear them say the inevitable, "aren't they out of business?"

I mostly enjoyed flying on the planes and imagining what the pilots were doing to make the banks and lowering the gear, etc. I was flying along with them in my Flight Simulator and the expressions on the passengers sitting next to me were very strange.

Regards,   Robbie Bridges

San Leandro Computer Club

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

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

ST / PC SIG • *October 10, 8:00 pm*
San Leandro Community Library • 300 Estudillo Avenue

Jim Hood purchased a new laser printer. We will **auction** off his old laser printer at the **General Meeting**, with proceeds being split 50/50 between Jim & the club.

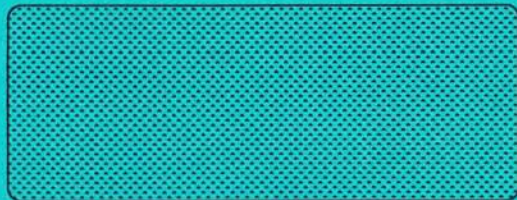Bring lots of money – both Jim & the club can use it.

QUME ScripTen, 10 page per minute, Adobe PostScript, 300 dpi laser with HP LaserJet emulation. Very heavy. Famous as printer of many of the most outstanding SLCC *Journals* of the last several years.

Yes…We were supposed to raffle this last month, but Lyle Earl was the only one who showed up with money, so we're giving *YOU* one more chance to make Jim & the Club rich!
Special thanks to Lyle for being so understanding!