

San Leandro
Computer Club December 1994
Journal

**December Meeting &
Holiday Party has
been changed to
Monday December 12
8:00 PM at the
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San Leandro Computer Club
P.O. Box 1506
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December

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------------------------|-------------------------------|---------|-----------|----------|--------|----------|
| | | | | 1 | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | Holiday Meeting 8:00 PM | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| Journal Deadline 12:00 PM | 26 | 27 | 28 | 29 | 30 | 31 |

OUR LATEST 8-BIT D.O.M.

by Bob Scholier SLCC 8-bit Software Chairman

SLCC1212.DOC
DECEMBER 1994

GENERAL COMMENTS

The (NEW!) ATARI CLASSICS is now a reality!! I received the Sept./Oct. issue on 10/24. I was very impressed by its quality and size. I hope that everyone who sees this has subscribed or intends to.

December's Journal has TEDIT.DOC; & pages 28 & 27 of our library index.

D.O.M. SUMMARY

This DOM has 2 Games (with DOCs); 1 UTILITY (disk menu creator); and an APPLIC'n. (word proc.)- on the front. The (enhanced density) back has 1 gR. program, COLORIZ1, in 16 files.

CONTENTS- DISK #1212:-

Front:-

| | | | |
|----------------|----------|--------------|-----|
| \$SLCC1212.DOC | 028 | TITLE | 010 |
| AUTORUN.SYS | 002 | MENU | 034 |
| DOS | .SYS 037 | CREATOR .DOC | 040 |
| GREATER | .OBJ 021 | FELARS .BIN | 007 |
| FLMN | 034 | HELP .BAS | 005 |
| FELTRON | .TXT 028 | GOTH .SET | 009 |
| ENCOUNT | .FNT 009 | ANVIL .V | 021 |
| FELTRON | .BAS 197 | NUKEXL .BAS | 147 |
| HISCORE | .SEQ 002 | WORK .SEQ | 002 |
| TEDIT | .OBJ 049 | | |

000 FREE SECTORS

Back:- ENHANCED DENSITY!:- [No BASIC]
COLORIZ1 (and DOS 2.5) in 16 files:
a program developed to add colors
to GR.9 (16 grey scale) PICTURES.
It can use 4 common PIC formats.

021 FREE SECTORS

PROGRAM DETAILS

CREATOR.OBJ (& DOC)- is a program which lets you create 12 sector, M/L, loading menus similar to the one used by BELLCOM (a David Castell program). The DOC has complete instructions for customizing the header. The menu can load BASIC and M/L programs. It also displays text files that have a "DOC" extender (without 'word wrap'). It's designed to boot as AUTORUN.SYS- this means it works with or without BASIC.

It also has commands to delete, lock, or unlock files; to change disks; and to go to DOS. Thank to Lyle Earl for this program!

FELTRON.BAS (the Feltron Project) is a Text ADventure/SIMulation, for 1 player with J/S. R. Schenk wrote it. It was in the BELLCOM library (#513), which is now Bob Wooley's. The whole program is in 8 files, which I had to rearrange and modify (slightly) since it was set up as a stand-alone single disk. Load FELARS.BIN (renamed from AUTORUN.SYS) to play it. It explains itself as you play.

NUKEXL.BAS - a Game/SIMul'n. for one player with Joystick- from PAGE 6 #222. It includes 2 auxiliary files;- HISCORE.SEG saves the Game's Hiscore and WORK.SEG shows reactor operating data. Power generation is based on a PG&E rate of \$.07/KWH. Documentation is excellent;- it diagrams all of the reactor station sub-systems and shows how they work together. It has a long list of credits;- (1) first published by S.R.Berggren in CREATIVE COMPUTING (12/80); (2) Atari translation- 1/85, by Wayne Connor & Larry Improbe; and (3) updated by Ivan & Hume Smith.

TEDIT.OBJ (TextsEDIT) from ANALOG #54 (5/87) is by Bryan Schappel. It's a small, but usable word processor (I used it to write this disk DOC). My first awareness of its existence came from a casual reference in Barton M. Bresnik's article- in the (NEW) ATARI CLASSICS magazine ("Atari Eight-Bits In The Classroom", page 14). I looked it up and was impressed!! Here it is; along with the TEDIT.DOC file;- which I wrote from the ANALOG article.

COLORIZ1 occupies the whole back side (an Enhanced-density disk). It's a gRaphics program, which adds color to 16 grey shade (GR. 9) screens. It works with 4 PIC formats. It has full DOCs by programmer Bill Kendrick. He recommends MYDOS, but I used DOS 2.5; because MYDOS can read, but will not write, to sectors beyond #720. Thank to Lyle Earl for this one too!

Text:EDITOR DOCUMENTATION

by Bob Scholar BLCC 8-bit Software Chairman

TEDITDOC

TiEDIT (a Text EDITor) from ANALOG #54 (5/87);- Bryan Schappel) resembles SPEEDSCRIPT or TEXTPRO. The commands (shown below) will be familiar to you if you've used either.

TEXT COMMANDS

| KEY | FUNCTION |
|------|---------------------------|
| ^L | Load a text file |
| ^S | Save a text file |
| ^P | Print a text file |
| ^M | Print to any device |
| ^X | Disk directory |
| ^F | Global search and replace |
| ^C | Erase text in memory |
| ^I | Toggle insert mode |
| ^O | Show "false" spaces |
| ^E | Erase spaces |
| ^K | Change char. case (^CAPS) |
| ^R | Reverse two characters |
| ^Q | Quit TiEDIT and enter DOS |
| ^N | Count words in text |
| TAB | Insert five spaces |
| DS | Delete back one character |
| ^DS | Delete one character |
| ^> | Insert one space |
| BH> | Insert 255 spaces |
| BHDS | Delete one screen line |

CURSOR CONTROLS

| | |
|----|----------------------------|
| ^+ | Move 1 character to left |
| ^> | Move 1 character to right |
| ^~ | Move up one screen line |
| ^= | Move down one screen line |
| ^T | Jump to top of text |
| ^B | Jump to bottom of text |
| ^A | Jump to beginning of line |
| ^Z | Jump to end of line |
| ^W | Jump one word to the right |
| ^U | Jump up 1 screen of text |
| ^D | Jump down 1 screen of text |
| ^H | Home cursor to upper left |

^ indicates the CONTROL key.

BH= SHIFT DS= DELETE/Back Space.

< = the INBET key. ESC = abort!

TEDIT is a small, but usable word processor. I learned about it first in Barton M. Bresnik's article on p.14 of the (NEW) ATARI CLASSICS magazine; -"Atari Eight-Bits In The Classroom". This DOC is based on ANALOG's article and my own impressions.

First the PLUSES:-

TEDIT has lots of Free Space. On my machine it shows 33,280 bytes FREE in Atari DOS (about 266 sectors). My other word processor programs vary in the range of about 12000 to 28000.

It permits up to 24 characters in filenames, and they can be lowercase, or inverse. This could be useful for storing files in subdirectories with SpartaDOS or MYDOS.

Directories are accessed directly in Drive Nos. 1, 2, 3, 4 or 8.

You can print to any Atari device (barring only the E1 and S1). It will print to any 80-column printer, since it does not send control codes to the printer (this could also be a problem if you want other column formats). If your paper is set at top-of-form when you start, it will skip the perforations between pages and number each in the upper left-hand corner.

Global Search and Replace is very easy. The program as a whole is easy enough not to intimidate new users.

Some Drawbacks:-

Because it has no 'delete' buffer TEDIT does not provide a means to Cut and Paste. This could be serious.

There is no easy way to delete or move large blocks of text.

There are no provisions to append (merge) files in memory.

There is no direct access to DOS functions (deleting or renaming files on disk, formatting a disk; etc.).

Cannot embed Printer controls in the text; and no provision is made to preview printouts.

| VOL# | PROG/FILE ID | DESCRIPTION | TYPE | SOURCE | DATE | SECTORS |
|------|--------------|--|---------|---------|--------|---------|
| 68 | | Front has 6 Games/Puzzles (c) 1988 by Rassilon | | | | |
| 68 | | Software. DOCs with instructions, and auxiliary | | | | |
| 68 | | files (scorekeeping, etc.) are included. | | | 8-88 | 692 |
| 68 | | ->Back has a (partly jumbled) DOC on 8-Bit use | | | | |
| 68 | | of GIF (Graphics Interchange Format). Seven GIF | | | | |
| 68 | | PICTure files are included as DEMOs and to view. | | | 8-88 | 693 |
| 69 | RAMBOOT.DOC | Instr.'ns. for RAMBOOT | DOC | BBS | 9-88 | 026 |
| 69 | DTNOHAND.COM | DETERM TELEcomm. pgm. | TEL | BBS | 9-88 | 202 |
| 69 | DETERM.DOC | Dilow- on DETERM pgm. | DOC | BBS | 9-88 | 172 |
| 69 | ANALGMAN.OBJ | ANALOG MAN by Plotkin | GAME | ANALOG> | ->7/88 | 085 |
| 69 | RAMBOOT.OBJ | Put, read from RAMdisk | UTIL | c.f. | 9-88 | 004 |
| 69 | XF32D.BAS | XF551 use w/SPARTADOS | UTIL | Woolley | 9-88 | 016 |
| 69 | XF32D.DOC | Instr. re above | DOC | Woolley | 9-88 | 009 |
| 69 | PICTURE. | DOM, side #1 title PIC | PIC | | 9-88 | 062 |
| 69 | PICLOAD.BAS | PICTure BASIC loader | UTIL | | 9-88 | 011 |
| 69 | SCRSAVE.COM | SPARTADOS only shutoff | UTIL | BBS | 9-88 | 010 |
| 69 | RECALL.BAS | CONCENTRATION in BASIC | GAME | ANTIC-> | ->5/88 | 071 |
| 69 | PICLOAD.BAS | PICloader in BASIC | UTIL | | 9-88 | 011 |
| 69 | GLU.COM | File UT- for SPARTADOS | UTIL | | | 055 |
| 69 | GLUINFO.TXT | GLU.COM description | DOC | | 8/88 | 011 |
| 69 | GLUCOM.DOC | Using GLU.COM/SPARTAD. | DOC | | 8/88 | 067 |
| 69 | RECALL.DOC | Instr. to play RECALL | DOC | ANTIC-> | ->5/88 | 021 |
| 69 | SNOWFLOW.OBJ | Arcade action game | GAME | ANALOG> | ->9/88 | 058 |
| 69 | THROTTLE.EXE | J/S scrolls MODEM text | UTIL | ANTIC | | 003 |
| 69 | THROTTLE.M65 | Assy. listing of above | UT(SRC) | ANTIC | | 024 |
| 69 | BCALC.OBJ | Spreadsheet program | APPLIC. | ANALOG> | ->8/88 | 074 |
| 69 | SOLAR.BAS | Solar system scaler | EDUC. | ANALOG> | ->8/88 | 123 |
| 69 | PICTURE. | D.O.M. side #2 PICTURE | PIC | | 8-88 | 062 |
| 610 | RICKFYRE.MIC | D.O.M. theme PICTURE | PIC | | 10-88 | 062 |
| 610 | PICLOAD.BAS | PICTure loader, BASIC | UTIL | | 10-88 | 015 |
| 610 | SFADDES.BAS | "Spades" J/S (BUGS!!) | GAME | | 10-88 | 093 |
| 610 | UNARC.COM | ARCHive compactor pgm. | UTIL | R.Puff> | ->9/88 | 081 |
| 610 | UNARC.D25 | DOS 2.5 ARC program | UTIL | Puff-> | ->9/88 | 081 |
| 610 | UNARC.DOC | Instr., etc. for ARC | DOC | Puff-> | ->9/88 | 175 |
| 610 | READ.ME | More UNARC info., etc. | UTIL | Puff-> | ->9/88 | 017 |
| 610 | STUDPOKR.OBJ | DOS "L"- many options | GAME | | 10-88 | 217 |
| 610 | CAPATARI.BAS | Text Adventure -BASIC | GAME | J.Tesch | | 163 |
| 610 | INTRO.TXT | Part of Captain Atari | GAME | c.f. | | 007 |
| 610 | 30 'ROOMS' | Data files ->CAPATARI | GAME | c.f. | | 082 |
| 610 | STUDSCRE.EN | Part of STUDPOKER | GAME | | 10-88 | 046 |
| 610 | POKER.CMP | Part of STUDPOKER | GAME | | 10-88 | 062 |
| 610 | CARDS.FNT | Part of STUDPOKER | GAME | | 10-88 | 009 |

| VOL# | PROG/FILE ID | DESCRIPTION | TYPE | SOURCE | DATE | SECTORS |
|------|--------------|-------------------------|-------|---------|-------|---------|
| 611 | SETUP.COM | Part of DOS 2.5+ | UTIL | | 11-88 | 070 |
| 611 | COPY32.COM | Part of DOS 2.5+ | UTIL | | 11-88 | 056 |
| 611 | DISKFIX.COM | Part of DOS 2.5+ | UTIL | | 11-88 | 057 |
| 611 | AUTORUN.BAS | For DOS 2.5+; see DOC | SYS | | 11-88 | 007 |
| 611 | AUTORUN.SYS | Special for this disk | SYS | | 11-88 | 005 |
| 611 | DISK_1.DOC | Info. re DOS 2.5+ | DOC | | 11-88 | 043 |
| 611 | DISK_2.DOC | More info. re DOS 2.5+ | DOC | | 11-88 | 031 |
| 611 | FONT.SYS | Part of DOS 2.5+ | DATA | | 11-88 | 009 |
| 611 | HappyXL.v1A | For DOS 2.5+; see DOC | SYS | | 11-88 | 020 |
| 611 | HappyXL.v1C | For DOS 2.5+; see DOC | SYS | | 11-88 | 010 |
| 611 | RAMDISK.COM | Part of DOS 2.5+ | UTIL | | 11-88 | 020 |
| 611 | RAMDISK.D4 | Also for DOS 2.5+ | UTIL | | 11-88 | 008 |
| 611 | RAMDISK.D8 | More for DOS 2.5+ | UTIL | | 11-88 | 008 |
| 611 | RAMDISK.XL | More for DOS 2.5+ | UTIL | | 11-88 | 005 |
| 611 | VIEWER.BAS | For PICTures on back | UTIL | | 11-88 | 026 |
| 611 | SPARTAX.PRT | Review/SPARTADOS cart. | DOC | K.Joins | 11-88 | 201 |
| 611 | (7) PICS | "GTIA" PICTures - c.f. | PICS | c.f. | 11-88 | 496 |
| 612 | ACCESSRY.ACC | Dummy file - GOE Demo | ??? | TCS Co. | 10/88 | 001 |
| 612 | AUTOEXEC.BAT | Sparta X Startup- GOE | ??? | TCS Co. | 9-88 | 001 |
| 612 | STARTUP.BAT | Sparta II Startup GOE | dummy | TCS Co. | 9-88 | 001 |
| 612 | GOESK.COM | goDesk, desktop - GOE | DEMO | TCS Co. | 10-88 | 098 |
| 612 | GOE.COM | GOE Main OS | DEMO | TCS Co. | 9-88 | 074 |
| 612 | GOEPNTR.COM | Hand Pointer, OS | DEMO | TCS Co. | 9-88 | 075 |
| 612 | GOPAINT.COM | GOE DEMO paint program | DEMO | TCS Co. | 8-88 | 034 |
| 612 | GOTEXT.COM | Demo GOE program | DEMO | TCS Co. | 9-88 | 051 |
| 612 | GOE.DOC | Info. & instr. re GOE | DOC | TCS Co. | 9-88 | 078 |
| 612 | ORDERS.DOC | Order & discount info. | DOC | TCS Co. | 9-88 | 028 |
| 612 | DESKINFO.ICN | Info Screen Data - GOE | DEMO | TCS Co. | 10-88 | 004 |
| 612 | SYSTEM.SYS | Dummy file - GOE DEMO | dummy | TCS Co. | 10-88 | 001 |
| 612 | CONTENTS.TXT | file list of Demo disk | DEMO | TCS Co. | 10-88 | 007 |
| 612 | GENIE.TXT | GENIE info. re GOE pgm | DEMO | TCS Co. | 10-88 | 032 |
| 612 | HELP.TXT | GOE help file | ??? | TCS Co. | 9-88 | 037 |
| 612 | NOTICE.TXT | A special note!! | ??? | TCS Co. | 10-88 | 034 |
| 612 | DUMMY. | Dummy file for GOE (?) | dummy | TCS Co. | | 001 |
| 612 | AUTORUN.SYS | Special ARS -this disk | UTIL | TCS Co. | | 010 |
| 612 | BACKUP. | Sparta backup info. | UTIL | TCS Co. | | 009 |
| 612 | 25 songs | *Holiday Music+Players* | AMS | various | 12-88 | 692 |

////////////////////
PD QUICKVIEW /
////////////////////
Yours For The Asking

By Fred H. Koch
[F.KOCH]

Program Name : LED Panel
Filename : LEDPNL27.ZIP
Library Area : 2
Program Number : 34011
File Size : 21632
Program Type : Utility
Author : Christoph Zwerschke
Version Reviewed: v2.7
File Type : FreeWare

[] [] []

WHAT IT IS LED Panel displays a status line in the menu title line
***** which can show disk access, date, time and caps lock status.

FROM THE AUTHOR "LED Panel" is a TSR program which makes any access to
***** BIOS drives (floppy, harddisk, RAM disk etc.) visible
and distinguishes between kind of access (reading or writing). As extra
options the program can show the state of the CapsLock key and system
date and time. The LED Panel will not work with most sorts of graphic
cards and "true color".

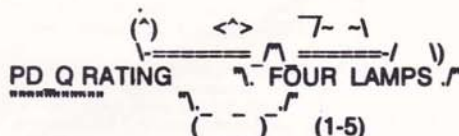
You can start LED Panel from the desktop or put it into the AUTO folder,
if you want it to start automatically. LED Panel should run as one of
the last programs in the AUTO folder.

You can configure LED Panel with an included config program. If the LED
Panel is active, you can watch the effects as you change them on the
screen. Configuration options include:

- Display all drives' status or only selected drives
- Show drive status by R/W or color changes of LED
- Distance of the LED Panel from the right side of the screen
- Show CapsLock status or not
- Choose symbol for CapsLock status display
- Display date and/or time or not
- Show date, time, date and time, or time and date when ALT pressed
- Choose space between LEDs
- Choose white or black background for status display

A lite version of the program is provided for those tight on memory which
can only perform the drive access functions of the LED Panel.

[] [] []



DOCUMENTATION GOOD

PD Q COMMENTS LED Panel is an interesting utility. It was written in Germany but has an English read me file which provides sufficient instructions for those of us who don't understand or don't remember enough of our German.

The program has just about every option you could want allowing selection of what information is displayed and how it is displayed. About the only thing missing is choosing the type of date format displayed.

If you ever considered wanting date, time or disk access displays available on your screen, this program can provide all three and is worth a serious look.

////////////////////////////////////
(c) Copyright 1994 T/TalkNET Online Publishing and GENie. To join GENie, set your modem to 2400 baud (or less) and half duplex (local echo). Have the modem dial 1-800-638-8369. When you get a CONNECT message, type HHH. At the U#= prompt, type: JOINGENIE and hit the [return] key. When you get the prompt asking for the signup code, type DSD524 and hit RETURN. The system will then prompt you for your sign-up information. Call (voice) 1-800-638-9636 for more information.
////////////////////////////////////

Holiday Greetings From El Presidente

I hope that all of you will have a merry holiday season and will help out the computer industry by buying all kinds of software and hardware for your Ataris and your other computers. I plan to buy a typing program for my daughters, so that when I ask them to, "play something educational," they will stop racing around the "Wacky Wheels" course that I can thank Lyle for giving them, and practice a marketable skill. I don't believe in that "hand-eye coordination" line that people use to justify what I call, "Nintendo-type games". I hope my daughters won't grow up to be professional keypad testers.

Now that Jim Hood has resigned from the Journal Staff and I have graciously assumed the role of putting some of the parts together and working with Steve Goldstein to create the Journal, I want to thank Jim for his participation. I know nothing about editing so I hope y'all will understand if the Journal looks a little different. I'm sure Steve will continue to make it look like a first class publication and maybe I'll learn something too. Of course, my thanks to all the other members who contribute their time and efforts to the publishing of the Journal: the Bobs, the other Jim, Glen, and of course, Bob's wife Sharon, and Jim Moran's wife Nancy who provide great input when we mail out the finished product.

I couldn't make it to the last PC/ST meeting, but next time I'll demo Entombed, a puzzle game that I got from Lyle. I haven't been interested in that kind of game but this one has an Egyptian/astronomical flavor to it that intrigued me. I also have some new scenery of Alaska and Kenya for Flight Simulator 5 that will interest you travellers. And would someone help me get poor Batman out of the Bat Cave? I got the ST version at the last General Meeting when Kevin McNair was so generous to donate all that ST software on the side table. THANKS KEVIN! Now please come back and show me how to make it work!

I also got some great educational (there's the "E" word again) software from Millie for a friend of mine that has an old Epson computer that can only run 360 K floppies; no hard drive. Thanks Millie; I can even understand some of the great programs for the pre-scoolers! My friend's 12 year old son has made corrections in the instructions I wrote on the disk jackets!

Have a Happy New Year and let's all support the computer companies by rushing out to buy Pentium 90's so we can run the latest Microsoft Space Simulator and the other software that wasn't written for it.

San Leandro
Computer Club
P.O. Box 1506 San Leandro, California • 94577-0574

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and Holiday Party
has been changed to
Monday December 12,
8:00 P.M. at the
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First Class Postage



First Class Member