

ATARI

VOLUME 3
April 1991

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INTERFACE

An Interview with Lexicor's Lee Seiler

TextPro Macros
A-T-A-R-I
It's Hammer Time

Reviews of

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The MIDI Funnel
Captive
ST Protection
Techniques
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Tax Spreadsheet for
the 8-bit Atari



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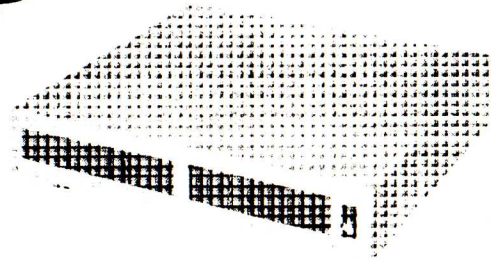
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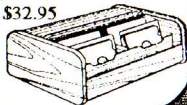
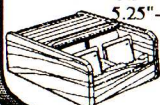
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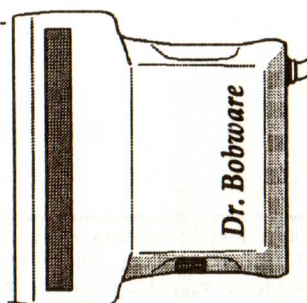
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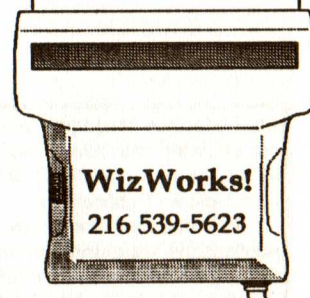
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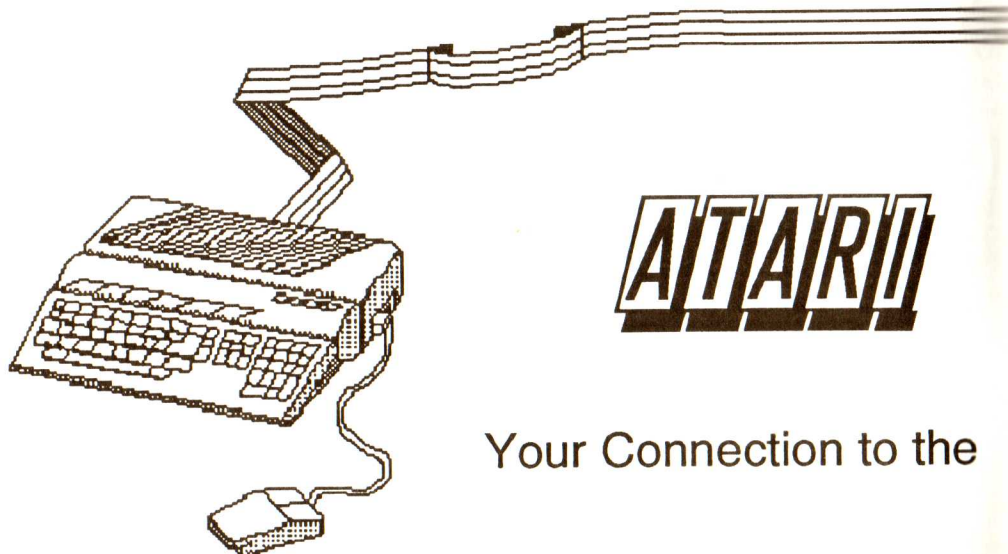
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ATARI

Your Connection to the

Volume 3

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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INTERFACE



Atari Users Community

April/May

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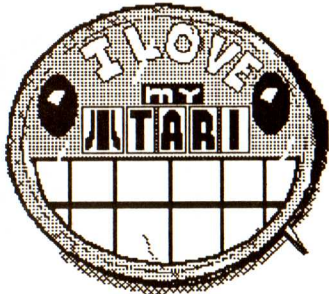
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On the Cover

Original artwork of Ralph Bakshi's character Necromon and X-99 from the CBS/FOX film Wizards commissioned by R. Birmingham. Created by Lee Seiler in Prism Paint in 256-color TT low rez.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream.



ATARI BULLETIN BOARD

Bill & Pattie Rayl

In an effort to revitalize their US market presence, Atari Corp. announced the hiring of ST-Report's Ralph Mariano to head up Atari's newly-formed US Marketing and Public Relations division.

This surprisingly bold move has shocked many Atarians who know Ralph Mariano as one of the most vocal critics of Atari's past policies.

When asked how he came to get the job, Ralph stated, "Actually, it seems it was mostly Bob Brodie's doing. The Atari Brass was in a meeting discussing plans for the US market and Bob recommended me for the position."

When we asked Bob Brodie why he had recommended Ralph to head up US marketing, he said, "It's the old 'user group officer strategy'." When it's time for elections, the guy who's been complaining the loudest about how the club is run one year is the guy you elect as president the next!"

Out with the Old

Atari Interface Magazine has ceased publication as of the March 1991 issue. When contacted to find out why, Editor-in-Chief Bill Rayl said, "Well, we could blame it on Atari or the market in general, but that's not very inventive...everyone's using that excuse. Maybe there is no reason." When asked about the April/May 1991 issue you now hold in your hand, Bill emphatically denied its existence.

In with the New

Antic Publishing has an-

nounced production of a sister publication to START magazine.

According to START Editor Tom Byron, the magazine is called FINISH and will focus on "the very worst software, hardware and discussion in the Atari market."

The magazine's editor, Frank Sommers (formerly of Current Notes), promises the magazine will be "filled with negative reviews and lots of depressing commentary on the how bad it is to be an Atari user."

The reason given for starting such a magazine is that it provides a much-needed counterbalance to START.

"Besides," says Tom Byron, "our new slogan of 'Everything the Atarian Needs—From START to FINISH' was just too good to pass up."

A Miracle Machine

Software Heaven, makers of the popular Dungeon Master game series, has recently announced a revolutionary new computer they are tentatively calling the "Graphic Oriented Device."

Supposedly, this machine automatically taps into every known network at bootup, recognizes and responds to human speech and thoughts, and can answer any question asked of it. According to Software Heaven's Wayne Holder, the computer can even heal anyone who touches its screen.

"The only problem we have yet to work out," says Holder, "is that the Device never does what the user tells it to do. In fact, the thing keeps outputting a list of its own commandments to its owner!"

Another possible problem on the horizon for Software Heaven is

that Apple Computer is reportedly gearing up for a major lawsuit to stop the release of this new machine. In the injunction served on Software Heaven just last week, Apple claims that the Macintosh is the "one true Graphic Oriented Device."

Another Miracle?

Since the demise of Practical Solutions a couple months ago, many online users have been expressing the hope that the company would reorganize and reappear.

Well, that's just what has happened—under the new company name of Impractical Solutions. According to Mark Sloatman, the company's president, market surveys done prior to PS's demise indicated that the public just wasn't interested in anything practical. Sloatman says the new company will be more oriented to the needs of the general public.

Already, joint ventures with major small home appliance manufacturers like Sunbeam and others have been signed.

"We're coming out with a whole new line of home appliances," Sloatman admitted.

Mixmaster PC, their first new product, will be aimed directly at the gourmet chef and housewife. Sloatman says Mixmaster PC will be "the perfect tool for computerized cookery."

Other announced products include Snackmaster PC and Drink-Master PC, both of which are "designed for the computer user who never has enough time to prepare a decent meal."

[Eds: April Fools!!]

Five Good Reasons to Attend the Windsor/Detroit International AtariFest

It's Unprecedented: This is the *first ever* US/Canadian International AtariFest. Representatives of both Atari US and Atari Canada will be onhand to show off their products and answer your questions.

It's BIG: The 11,000+ sq. ft. exhibition area will be filled with vendors, dealers and user groups from across the US and Canada.

It's Fun: Meet other users with similar interests and attend informal show get-togethers. If you've never been to an Atari computer show, you owe it to yourself (and your computer) to attend this one.

It's Educational: Seminars on topics such as Hard Drives, Speeding up Your ST, Online Services, BBS Systems, Desktop Publishing, Emulation and more give you in-depth, practical information to help you get more out of your Atari. In other words, the show is not only fun, it's good for you!

It's THE Midwest AtariFest for 1991!

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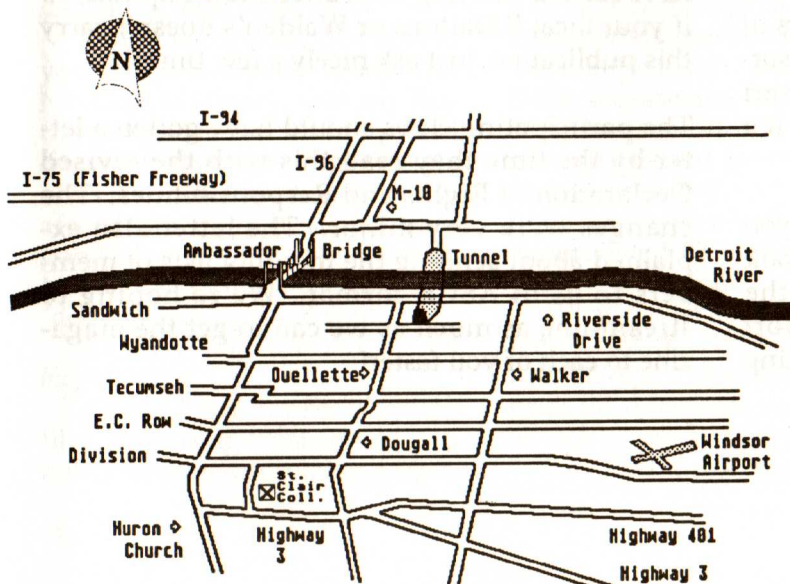
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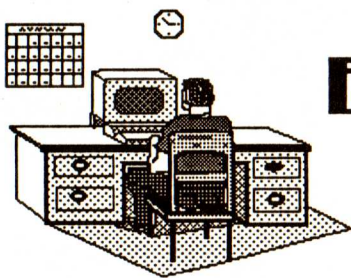
Admission: \$4 Canadian per day at the door. Children under 12 admitted free with paying adult. Advance tickets available for \$3 Canadian each from Windsor/Detroit AtariFest, 3487 Braeburn, Ann Arbor, MI 48108. Make check payable in Canadian funds or US equivalent exchange rate.

Call (313) 973-8825 for info on discount airfares to Detroit via Northwest Airlines, discount car/truck rentals from Budget Rental and special show rates for hotels.



WINDSOR/WASHTENAW ATARI USERS' GROUPS





EDITORIAL RAMBLINGS

As you may have seen if you flipped through the magazine before coming to this page, this issue marks our first 8Bit Disk of the Month. We're happy to offer it, but we can only have such a disk as long as there is an interest in it. Please help us support your computer by supporting the Disk of the Month.

You also are sure to have noticed this is the combined April/May issue. The May issue will not appear because we've gotten so behind in our schedule. Instead, we'll be right on target for the June issue. All clubs who've signed up for a year will be extended an issue to compensate. This will also happen to all our subscribers, whether magazine or disk. If you have any questions or comments, please feel free to call or write to us.

The delays are mostly caused by two shows: the London show in January and the upcoming Windsor/Detroit International Atarifest May 4 & 5. Because of the London show, we got the March issue off very late, and the planning for the Windsor/Detroit show has eaten up time we would have devoted to getting the magazine out the door! For those who don't know, we're officers of the Ann Arbor club, one of the two clubs sponsoring the show. The other WAUG, Windsor Atari User Group, is also hosting the show, making it a truly international event.

The show should be less than a week away as you read this, assuming the mail is prompt. We look forward to seeing many of our readers at the show, and you can be sure we'll have a report and photos on it in the July issue. We're looking

forward to getting back to a normal schedule once the show is over!

Other shows are happening around the country this summer, and we'll be traveling to the MIST show in Indianapolis, IN in July. This is a one day event and we don't have to plan it, so there should be no delays (cross our fingers!) involved for the magazine.

The summer months are approaching, and that traditionally means people spend more time outdoors and with family than in front of their favorite computer. How that affects AIM is there is usually less club news and usually fewer pages, so you'll most likely see the magazine decrease a little in size.

But, the magazine won't be decreasing in readership! AIM is now being read across the globe, with overseas distribution accounting for as many copies as currently go to our club members! US and Canadian distribution is increasing as well. The two local Ann Arbor bookstore chains have started carrying AIM after a few requests, so if your local B.Daltons or Walden's doesn't carry this publication, just ask nicely a few times!

The participating clubs should have gotten a letter by the time they read this with the revised Declaration of Rights and Responsibilities. The changes were very minor. The letter also explained about sending the monthly lists of members to us in ASCII format. We're hoping to stream-line as much as we can to get the magazine to each of you faster!



From The Reader's Viewpoint

Dear Editors,

The letter from John-Paul (Feb. 91 issue) on his troubles with NeoCept's WordUp was informative and not to be ignored.

I purchased my copy of WordUp version 3 at the Glendale Atari show after hearing a gentleman next to me say, "WordUp is Word Perfect for the Atari!" I had been interested in the program for a long time, had read the glowing reviews and it was "Such a Deal!" Next stop, reality. Read on.

E.Arthur Brown Offers WordUp

What sort of organization NeoCept is/was matters little at this point if you can believe the E. Arthur Brown company offering of WordUp that appears in Brown's latest flyer.

Brown says it is a great word processor at the unbelievable low price of \$49.95! But there is a catch. The catch, according to Brown, is "no program support" (assuming there ever was).

I don't know what that says to you, but it indicates to me that NeoCept is history, and any further support for WordUp will depend entirely on the generosity of its authors. The chances of this after death support has not been good, and my experience with NeoCept indicates their attitude is "don't call us; we'll call you!"

As John-Paul warned, *do not buy WordUp!*

As for John-Paul's WordUp files, converting them should be a minor but time-consuming project.

Assuming he finally received his copy of Version 3, he can simply load each file and save it as an ASCII doc file, which can then be loaded into his next, and hopefully better, word processor, reformatted and saved in the new format.

So far, I have had no problems *saving* WordUp files in ASCII.

Putting ASCII into WordUp

Importing into WordUp is another matter. I have tried importing under TOS 1.2 and 1.4. ASCII files such as .DOC and .TXT could not be could not be imported under either TOS version. I was able to import a First Word v.1.06 file using the First Word Plus import module under TOS 1.2.

TOS 1.4 closed that door and any attempt to import to WordUp now causes a two bomb crash. The lack of the ability to import, in my view, makes WordUp useless as a word processor regardless of its few good points.

The program does indeed have a lot to offer conceptually. In operation, what works and doesn't work depends on many factors. Desk accessories, TOS version, computer modifications, plug-in accessories and more all play a part in how many WordUp features may function. If you are an experienced ST computer user, you know the drill!

What can be done successfully with WordUp is type a document, use the spell checker and then print the document using the text mode and resident printer fonts.

The thesaurus causes a crash

(TOS 1.4), but the spell checker is an absolute marvel. It is fast in the extreme, has a huge dictionary and doesn't gag on plurals and apostrophes.

The spell checker, ASCII export and the faint hope of program fixes from somewhere are the only reasons I continue to use WordUp.

WordFlair Offer

As for trading to WordFlair II, I would advise caution at the risk of having to pay \$15 to \$20 more for a proven program at a *much* later date. WordFlair II is a relatively new offering and I can't remember having seen a review on it.

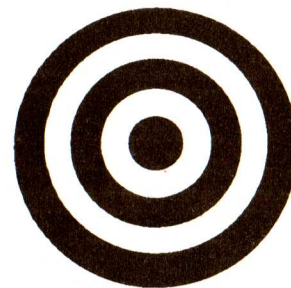
I saw the original WordFlair being demonstrated by the reviewer at our user group meeting, and it was a crashing disaster. The review he wrote recommended the program highly, as did the reviews on WordUp. Form your own conclusions.

My suggestion is to give it a little time to find out two things. One is the admittedly remote possibility of fixes for WordUp that might make the program useful coming from either the authors or perhaps some clever users out there. The fixes might find their way into the public domain of the AIM disk of the month.

Number two is to allow time for WordFlair II to acquit itself or fall on its nose. Take my word for it; 'tis far better to read about a disaster like John-Paul's than to be sitting at your desk watching it live!

Sincerely,
Wayne Padgett, SVACE

Right On Target



David Plotkin

Starting with SStart

By now, you have heard that SStart magazine has gone bimonthly. I have done most of my paid work for SStart in the past, and this development leaves me with a sense of foreboding I haven't felt in a long time.

The "official" reason is that the number of advertisers left won't support a monthly magazine (most magazines get the bulk of their funding from advertising, not subscriptions). I suspect also that the not-inconsiderable talents of the SStart staff, including Tom Byron, Amy Johnson and Jim Burton are being contributed to Antic Publication's new periodical, PC Home Journal. The first issue looked good, and, as of this writing, the second issue has been finished.

The sense of foreboding dates back to a much earlier time. The first magazine I remember that had significant Atari coverage was called Softside. Each of the computers of that time had its own section in the magazine. As I recall, there were sections for the Apple II, Commodore VIC20 and PET, and some other long-gone machines.

I first ran across Softside in late 1981 and avidly typed in the printed listings. Later, Softside added a disk of the month, with an adventure on each disk. In fact, I learned most of my early programming skills by studying the listing for the programs. I even learned some "other" computer BASICs, and provided some translations to Softside. But then, in late 1983, Soft-

side suddenly disappeared—owing me \$1000 for articles they published but didn't pay for. Boy, did that hurt! And, while I don't think SStart is in any danger of disappearing, what do I know? I didn't think Softside was in trouble either.

We are, of course, not without other resources. AIM, ST Informer, and the highly respected Current Notes are still available.

Still, it bothers me that the Atari market is no longer supported by a professionally developed, color monthly magazine in the US. This says some things to me about the health of the Atari market. I hope it says some things to Atari as well, but I have my doubts that they are listening.

Not All Is Gloomy

There are some bright spots, and as the second month of 1991 comes to a close, those spots are growing brighter all the time.

The first thing is that Atari seems to be settling on the industry-standard VME bus for new machines, including the Mega STE and TT. The Mega STE is a speeded-up version of the STE (16 MHz microprocessor), that has the stereo sound and better color palette of the STE. But the real star is the TT. This could well be the machine that puts Atari back in the computer business for real.

And, one thing I will predict—if the TT doesn't do the trick, Atari will never recover.

Any way you cut it, the TT is a pretty awesome machine. Put together in a compact case and designed to contain a hard drive, the tangle of wires is kept to a minimum. The new graphics modes,

the new monitors, and the 32 MHz speed make this machine something special.

The compatibility with older software is pretty good, and adjustments can be made to the software to make it better—provided the software company is still in business and cares to invest in this market (don't hold your breath for Timeworks to update their products!).

Monitoring Resolutions

Speaking of the monitors, the decision to split monitors into two versions—one for the "normal" modes and one for the extremely high resolution monochrome mode makes really good sense.

A monitor that included both color and the very high resolution would be *very* expensive—and many people don't need both. While I really wish that I didn't have to find room for two *more* monitors, I have to applaud the decision to make the split.

Besides, some smart guy like Jay Craswell will probably figure a way to connect the TT to one of the (expensive) commercial monitors that *can* handle all the resolutions (IBM 8514 compatible monitors may work, but I'm no expert).

The Other Players

Another good thing is the competition that is nipping at Atari's heels. You may have heard that Apple released a "new" line of Macs with lower prices. Now, I'm *not* impressed with Apple's new prices, but they are considerably lower than anything they have charged before.

Another development is the aggressive marketing of PC compat-

ibles based on the 80386SX chip. While this chip is not a full-blown 80386, it is still a powerful chip that can do full multitasking and run Windows 3.0.

With Windows 3.0, you can multitask both Windows applications and regular DOS applications (or most of them anyway, some stuff doesn't get along well with Windows). I grant you that Windows 3.0 is not our beloved ST desktop, but it is pretty close, and that's good enough for the general public.

A full system, with a 65 meg hard drive, super-VGA graphics (320x200, 256 colors, 640x400, 256 colors, 800x600, 16 colors), 3 meg of memory (enough to do multitasking), mouse, and two sizes of floppy drive, mounted in a small case, will run under \$1500.

Why is all this good? These more-or-less equivalent machines are putting downward pressure on Atari's prices—and Atari is responding like a smart company by reducing their prices. Thus, Atari machines, while getting an impressive dose of power, are getting easier to buy. I like that—a lot. Power without the Price is becoming a reality once again.

Notes from CeBit

In my last column, I chastised Atari (seems like I'm doing a lot of that lately) for the size and weight of their Stacy "portable." Interesting news coming out of CeBIT (German trade show) is that Atari has announced a true notebook computer that weighs in at one kilogram. I find that kind of hard to believe—one kilogram is 2.4 pounds, and the best that the PC people have been able to do is 4.4 pounds.

Of course I have no details—the weight undoubtedly doesn't include the batteries, and may not include the hard drive or floppy. Still, if Atari can bring a notebook-sized portable that weighs in at less than 6 pounds fully equipped, I'll be first in line to get one. That is, provided they don't do something imbecilic like forget to backlight the screen. We'll just have to see.

Well, looks like I'm out of room this month—so see you again real soon.



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874 Color monitor emulator for mono
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Developing the Atari

An Interview with Lexicor's Lee Seiler

Pattie Rayl

AIM: Lee, we've all seen your artwork (on the back of the Jan. 91 and front of Mar. 91 issues of Atari Interface). What got you started in art and drawing?

Lee: When I was a kid I did not do well at all. At some point, the teacher put me in the back of the room, with paper and crayons, and left me to do whatever I wanted.

This was at a time in California when there was experimental edu-

cation...phonetic spelling(sic) and the notion that the child should be left to do as he or she pleased.

Needless to say, I failed everything for the next two years and thereafter was always behind.

AIM: What do you enjoy drawing the most? What have you done professionally?

Lee: I like to create animalistic machines best. The relationships between the way humans have copied nature are wonderful. I am always drawn to this kind of creation when left to my own devices.

As far as professional work, my

work spans from mechanical illustrations in the Army in the mid '50s to current material on the Atari Computer. Along the way, I have done book and magazine covers, technical manuals, story treatments for a number of motion pictures.

In 1983, I won an EMMY for best technical achievement in a locally produced show...which happened to have a science fiction theme.

AIM: On these book and magazine covers...are these the type of thing we could go into our local bookstore, pick up a book, and say "Hey, Lee Seiler drew this!"?

Lee: Yes, if you can find one. Most are no longer in print, but every now and then I will come across my own work.

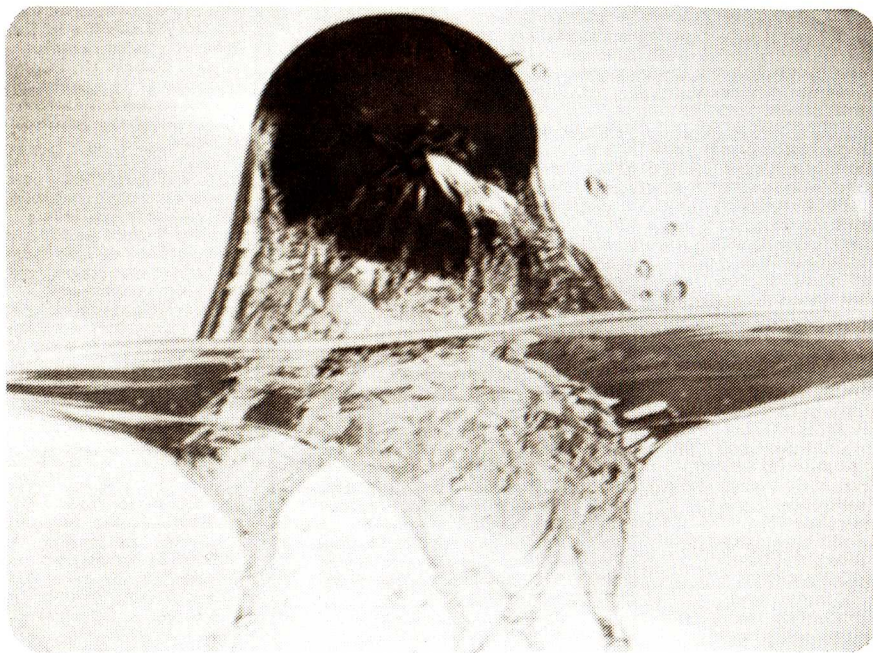
Unfortunately, most book covers are sold outright and don't carry an artist credit or copyright. Try finding these credits in current paperback publications. You will find that there is little recognition rewards for the artist. And, in most cases, the artists are contract artists who sign all copyrights away in order to get the work.

AIM: Are there any titles you can tell us for the books you did cover art?

Lee: Yes. Let me see if I can remember some..."Time Riders"... "Orbit"... "Subterraneanians"... "The Travelers"... Windsurf magazine, July 1988... Airbrush magazine, Volume 4 No 4.

AIM: We have a photo of you drawing a black and white picture of a woman...what is that?

Lee: That is a private commission to do an interpreted female version of Captain America. I used several reference books for ideas, colors....



the editor and compiler. But, I had gotten the hacker's manual and lots of developer materials so I could read about it.

I should mention that I had spent 12 years working in the engineering department of the University of California and had a research-level working knowledge of Cobol and Pascal, but only as it applied to our research programming needs.

I soon realized I would not be able to do on my 400 what was then beginning to appear on television as computer art in motion. I was able to do a nice little walking machine game using the alternate graphics symbols for the keyboard as object primitives.

Time passed, and in the fall of 1987, I passed a local Atari shop and thought I would just stop in and see what was going on with the Atari. There I saw Jim Kent's CyberPaint running on a Mega4.

That was all I needed to see. I got the computer and all the Antic software, thinking again that I could start using the computer to do on the monitor what I was currently doing on paper, wood and glass.

AIM: And could you—do on the monitor what you were doing on paper and glass?

Lee: NO! In fact, once I had mastered CyberPaint and the more traditional animation on the Mega4, I dove into CAD3D2 and ran smack dab into CyberControl, et. al....and was very disappointed with the whole idea I had in being able to use my skills and this wonderful computer to make things of impossible creative interest real...I was very disappointed.

AIM: Is that what got you started with your own company?

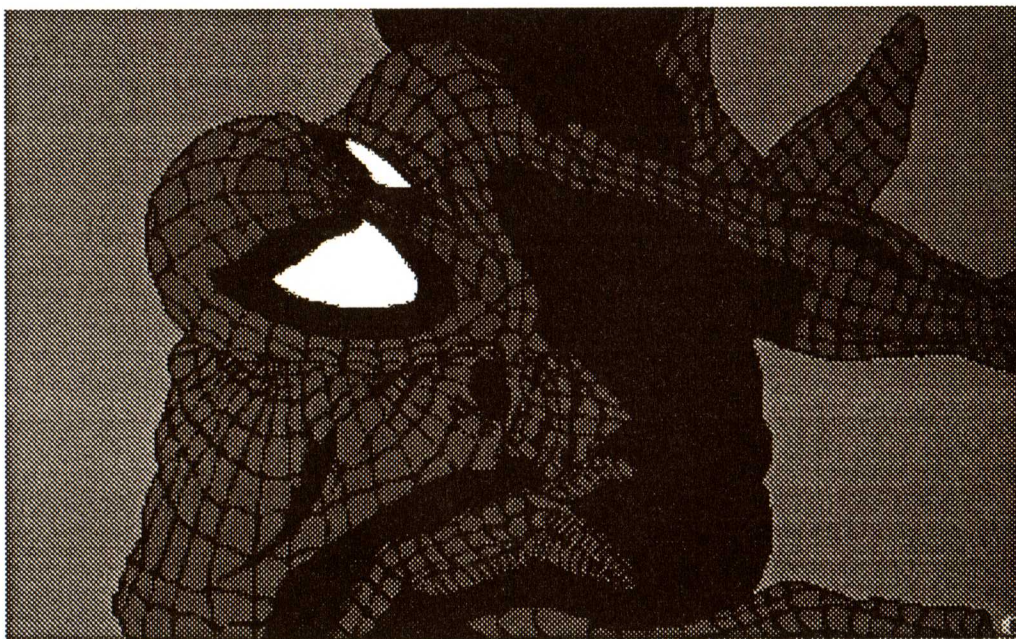
Lee: Eventually it was, but not at first...

AIM: What got you started with Antic?

Lee: A wrong number, actually, was the turning point. I called Antic for support when I was unable to get the tutorial examples to run in the CyberStudio editor. Instead of the support person, I got Charles Cherry.

Charles was later to move on to Atari in Sunnyvale as head of the developer's division. When I explained my problems to Charles and what I wanted to do, he invited me to become an Antic developer! So, I went from being a total CyberControl code failure to Developer in 20 minutes!!!!

For the next three months I learned the realities of the Atari World, computer graphics and how pro-



grams are created. I also met Dave Ramsden, Paul Dana and others who were developers for Antic.

AIM: This arrangement sounded like fun...what made you and Antic part ways?

Lee: It was fun and I learned a lot from Charles and the other developers. What happened was that Charles left Antic to join Atari one Friday...and through the ensuing weeks, it became clear that the assorted projects we were working on would not receive further support by Antic.

Eventually, some of us got together and agreed that, if I could put the financing together, we would form our own corporation in which the developer came first instead of the usual way in which the developer was really just an employee, or nearly so, and got a minimum return for a lot of work.

So, I set Lexicor Software up in such a way that the developer got paid in two ways. First, they get a percentage of the "front door gross" and then stock in the corporation, which meant the developer would share just as the other investors did. Our percentages are, give or take a percent, twice what Antic ever paid and possibly three times what might be expected for off-the-street sale of a program.

We also set up a flexible support system to provide hardware and cash to the developers so they could spend as much time as possible developing instead of worrying about 9-to-5 and developing evenings and weekends.

In this way, I have been able to get all my developers the latest Atari hardware and software tools. I can market their areas and get full and appropriate support from Atari.

We all have each other's best interest at heart, so the usual workplace petty bickering does not interfere with our creative efforts. And, best of all, the developers don't have to worry about getting ripped off by the

owners because, in a large measure, they are the owners.

AIM: Who makes up Lexicor Software? You speak of "my developers." Are you the main owner/figurehead?

Lee: First, right now, the developers are Dave Ramsden, Robert Birmingham, Paul Dana and myself. We have several subcontractors who supplement these main developers. Next, I am Vice President and a major stock holder, but I do not own the majority of the stock. The exact make-up of the Board of Directors and the specific role each developer stockholder functions is confidential.

Needless to say, we have offered to ourselves the best of all possible situations and actually are open to supporting more developers. Our problem is that there really are not many developers left in the Atari arena to join us. I should comment that such well known Atari developers such as Jim Kent are involved at several levels with Lexicor, partly because we are approaching the Atari from a professional point of view and partly because, at least in Jim's case, he is my near neighbor here in Marin county.

AIM: Now that we've laid the groundwork for what Lexicor is, can you tell us about what Lexicor makes? I mean, can you finally do on the monitor what you were doing on paper?

Lee: Last first. Yes, I can finally do on the Atari what I wanted to do back in 1979. Just look at our advertisements...they speak for themselves. This brings us to the first part of your question. What we are doing is making it possible for the average Atari owner to have and use a "Real Off Line Graphics Workstation."

This is happening right now...our first major applications are going to printers, being groomed and polished. In the coming months, given the user has the talent, patience and determination, he or she will be able to do the very same work I now do in promoting our software.

There is no doubt that many new and exciting things are coming to the current and future Atari user. Like all good tools, our first releases are just the beginning...by way of example I had a late evening meeting with Leonard Tramiel at Atari in which we discussed some new things we both want to bring to the Atari community. Obviously, I can't be specific for lots of reasons...the most fun reason is that it keeps everyone reading this interview guessing *what's next!*

AIM: Can you tell us if all of your packages depend on each other, or can an Atari owner just pick up one program and work with it alone? How sophisticated is the software, and how sophisticated does the user have to be?

Lee: Good question. There is no required program

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package as such. The user can get any of our software and use it right away. We have planned it to function in the same way as other High End systems. You have access to objects, object motion control, post production tools and several levels of finishing tools.

As far as how sophisticated the software is, my developers think it is very powerful and well thought out in design and execution. As far as being hard or easy to use, the user can create anything we have advertised and/or uploaded as sample demos without any programming at all. There is a minimal amount of keyboard use, which is mostly keystroke equivalents and basic file handling...like load and save. The whole idea was to create an environment which did not require elaborate control codes, so there aren't any.

AIM: *On the ST, there are several animation programs, each with a different format...will people who've created pictures and animations in other packages have to start from scratch with Lexicon products?*

Lee: No. We have used the Cyber series as a foundation as far as format goes. We also support GIF, IFF, Neochrome, Degas/Degas Elite pictures in high, medium and low resolution, and will support PC1 to PC6 files.

In addition, for those who are code-oriented, we save Image files, C code, and source code for some

graphics formats. This allows the user to create screen images which can be saved and programmed right into software. We have made every attempt to support other platform formats, such as PC P.I.X.A.R RIB files, Amiga Sculpt 3D object files, Mac Sculpt files and several others when we can get them working as we would like.

An example is Turbosilver. We have full support on this, but this may be a format that will be supported as an additional object file by mid-summer or as the demand requires.

AIM: *This sounds really exciting! I look forward to the release of your products. I understand part of the delay was due to a hardware dongle produced by Practical Solutions. They're no longer in business—will this hold you back on releasing your products?*

Lee: Had to mention that, eh? Well, it was a big problem and to set the record straight, the delays from Practical Solutions cost us a lot in lost time and effort.

Part of their fear may have been that we were not really going to be worth the effort. As it turned out, everything I assured PS came true. Our first commercial orders were far above anything we thought they would be, and now I am stranded with a pocket full of cash and orders and no dongle source. We wish we could find whoever walked off with the goods...we

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were in the process of reordering when PS vanished.

We have made other arrangements so that the US market won't be effected by a hardware snafu this time. We are hoping to fill all CeBIT orders in 15 days with our manufacturers shipping all orders in about the same timeframe.

Of course, I have to add that once we release to the market, we have no direct control of shipping priorities or speed.

AIM: Do you have a date set for release in the US?

Lee: Yes and NO...I discovered that if we were doing direct sales I could give you a date.

I did this last fall when I thought we were ready...we were not, and I take the blame for that one. Now that we are having our products made and sold by a distributor, the best I can do is say we have shipped the masters, manuals and whatever hardware is included (i.e., safekey, graphics tablet, color card (board), Genlock etc.) Then, it is up to them to get their work done in a timely fashion.

How's that for duck and dodge? We think that the end of March is a safe date to shoot for today.

AIM: We wish the best of luck to ya! As a closing question, could you comment on the Atari market and its future? Many developers are considering leaving, if they haven't already...what can you say to those who are still with us?



Lee: That's a complex question, so this may be a bit tenuous for a closing comment. First, from Atari Corporation's point of view the market is just terrific. They are selling every computer they make. Their problem is forecasting what and how many to ship where. Right now, TTs are back ordered in the US to the VAR customers.

From my point of view (i.e., Lexicor), the fewer developers, the better...little or no competition gives me better than two million potential sales. Of course, this is not a healthy situation and is not how it actually is...the current developer who takes software development seriously, follows all the rules and listens to the guidance from Atari, there is and will be a very satisfactory market in the US and the world.

From the point of view of the user, it has been a hard few years for very good reason. There are, and will continue to be, new and more and more powerful tools from Atari...those who leave now will wish they had waited. In just the next few months, the Atari will go from a limited (color and res) computer to being fully equal to and better than any VGA and Super-VGA system, price notwithstanding.

No one can guarantee that Atari or those who run it will not fall flat on their faces, but I don't believe from my associations that anyone in authority at Atari wants to fail or is running blind.

As to the future (here is where I get in trouble), I believe—and so do "my" developers—that there is a bright and profitable future for us in the Atari world. We will do everything we can to make it so...if the users and other developers do the same, then how can Atari fail if they just keep making their fine computers?

AIM: On that upbeat note, we'd like to thank you for your time and sharing your insights with our readers!

EdHak

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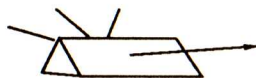
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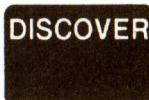
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Sledge Hammer Michigan Atari Group Not Usually Mentioned (MAGNUM)

Sledge Hammer here. Back again after a very disappointing year at Sledge Hammer Hardware & Software. It's years like 1990 that give us our bad attitude recognized world wide. Our three big projects slated for 1990 all ran into major unpredictable problems.

The MagnumMon (our bullet-proof monitor) weighed in at just under 4000 pounds. This created two problems.

Most people couldn't carry it home, except for this really big guy who was over seven feet tall, strong as an ox and smelled like one too. The other problem: 37 out of the 50 states required the monitors to be licensed with their Department of Motor Vehicles.

The Hammer Drive (our 160-head floppy drive—one for each track) had an interesting design flaw. All those heads riding along the disk surface made the unit act like a giant Van de Graaff generator. The heads would develop a charge of over 1.21 Gigawatts which randomly discharged into the computer and the user.

The Sledgerator (The Ultimate Accelerator) was very disappointing. We spent a good chunk of 1990 feverishly working to overcome the need to get the building up to 88 MPH. Finally, we had it licked. The Sledgerator worked while standing still.

One night, someone apparently left the Sledgerator turned on in our research and development complex. On the same night, that same stupid person failed to discharge the Hammer Drive. Some-

time during the night, the Sledgerator came on-line, the Hammer Drive discharged, and our entire R&D complex was transported to some other time.

Looking Ahead to 1991

Year 1991 looks to be much better for Sledge Hammer H&S. Because of the huge explosive success of our anti-pirating devices, we've been named the exclusive supplier of hardware to the American troops for the 1991 Saudi-Kuwait Military Olympics.

Our infamous reputation has also brought several shareware authors to our door asking us to develop a new method for distributing shareware. They are quite excited about our latest concept—demos that run for ten minutes, then delete the user.

Back in 1990, before R&D disappeared, some of our researchers were working on pyramid power.

Hearing scattered reports of razors staying sharp, fruit not rotting and even people thinking clearer if kept inside a pyramid-shaped structure, R&D thought they might be able to find a use for

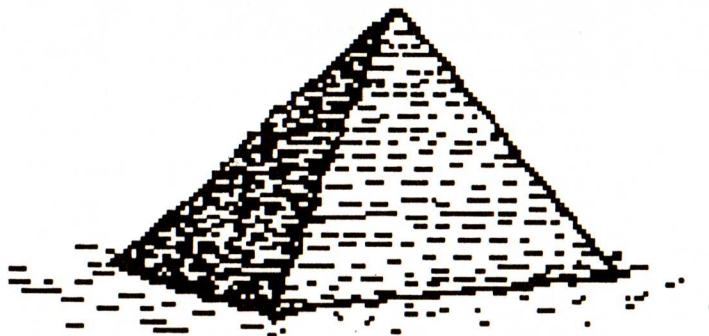
pyramid power in our product line.

In addition to pyramids, we also extensively researched a plethora of other shapes. All this has led nowhere. The only concrete fact we've proven to date: Sitting anywhere near Atari's Fuji symbol makes corporate officers completely incapable of making any wise business decisions.

Our big product for this year is to be the Super Hammer Hard Drive. The specifications on this baby are impressive. It has an eight-foot diameter, four-inch thick platter that spins at 360,000 RPMs and is driven by a military jet engine.

Storage capacity is astounding. We're not really sure what it tops out at yet. We stopped formatting after we reached a google-byte. The Super Hammer Hard Drive is capable of astronomical data transfer rates.

Just to show off, the guys and gals in R&D digitized a full-length movie—full color picture and stereo sound—from a Laser video-disc onto the hard drive. They can play the movie off the drive in real



time. R&D estimates the transfer rate at well over 800 Megabytes per second.

All has gone well with the project. It's a little slower than I had hoped for, but that's mostly due to OSHA demanding the test unit be housed in its own bunker 300 yards from any inhabited structure.

They've really been on my back lately about how many people we lose in R&D. I don't understand all the fuss. I treat all my people just like union employees, and, so far, we've lost only one person on the Super Hammer Hard Drive project.

I remember that day like it was yesterday. Just the thought brings a smile to my face. I was watching some testing being done on the unit. One researcher noticed a small problem on the control panel. The drive needed some adjustments.

The same dimwit who sent our R&D complex into never-never land headed out to the bunker to work on the Super Hammer Hard Drive. The bonehead attempted to realign the heads while the unit was running at full speed. He caused the most memorable, spectacular head crash anyone has ever seen. Who would have thought six feet of concrete would not stop an eight foot titanium disk? This is what life's all about: major industrial accidents. Without them, there would be no reason to live.

I have to go now. I see the man from OSHA snooping around the bunker rubble. I wonder if he'll find any of my land mines?

Until next time, "Trust us...We know what we're doing."



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ANSWERS-TIPS-AND-RELEVANT-INFORMATION

ATARI'S NEW AOS FOR COMPUTING ON THE ROAD

Paul Alhart (AFED)

In the 80s we saw many advances that were not too long ago just visions from the pages of science fiction novels. I sometimes wonder how I made it through high school in the 60s without a calculator. (Does anyone else remember slide-rules?)

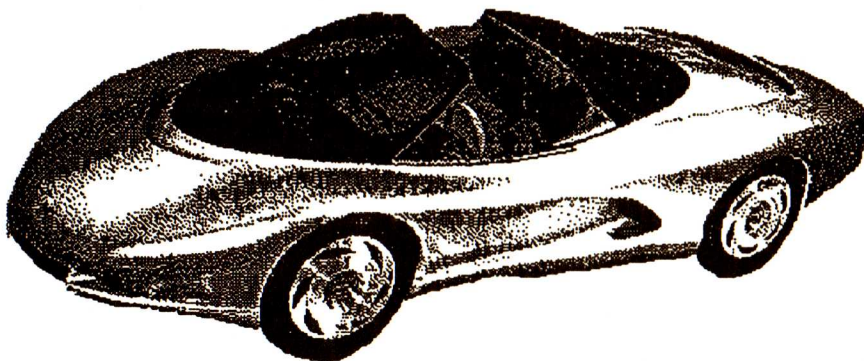
Why, we didn't even have microwave ovens to warm up left over pizza back then. "Color" TV was the big news of the day. Do you remember wrist watches with hands on them? I still have one in the drawer, but I'm not sure I know how to read it anymore.

Another item from the science fiction of my youth is the computer. No one was really sure what a computer would look like or what it would be able to do, but that didn't stop the imaginations of the writers or the readers.

Today, computers are everywhere and influence, if not control, almost every aspect of our lives. Still, we are coming up with new uses for them everyday. The majority of homes in the US have at least one personal computer, not to mention all the computer-controlled devices from VCRs to thermostats to make our life easier(?).

Several of the newer cars have their own computers too. These automotive computers control motor functions, breaks, heating and cooling, tell you when a door is ajar, and even run diagnostics on all the car's systems.

What else could you ask for? How about a car that drives itself? Science fiction again? Maybe not. Computer-controlled navigation



systems have been hot items for years on prototype "Concept Cars" seen at various car shows around the world. Although these Concept Car systems weren't functional, the dream has always been there.

One of the big hold-backs to this technology has always been the cost. Remember what an Atari 400 system cost back in 1980? Well, now with the vast number of inexpensive (*Power Without The Price*) personal computers available, we are ready to move ahead into the future once more. The latest rumor from Silicon Valley is that our boy Jack is already Beta testing AOS.

AOS or Automotive Operating System was written to run on a standard 64K 800XL. It is supplied on a 4 Meg bank-switched ROM cartridge that plugs into the normal cartridge port. Working hand-in-hand with Ford AeroSpace on the project, a working system has already been installed in a test car.

Not only are the normal engine, climate control, etc. functions supported by AOS, but virtually every function imaginable as well. From the voice-activated door lock/security system to the touch-sensitive dash displays, the trusty little 800XL controls it all.

The best part though, is the Auto Pilot Navigation System.

Type in your destination on the dash-mounted membrane keyboard (anywhere in the U.S.) and sit back and enjoy the ride.

Through an elaborate array of infrared and sonar sensors, all driving functions are controlled for you. A constant link to a central Tracking/Mapping Computer (TMC) via satellite and cellular telephone systems ensures you of the best route to your destination. The huge data base of the TMC is constantly being updated with information on road, weather and traffic conditions. This information allows the AOS to program alternate routes "on the fly" as required. You can override the AOS at any time to make side trips or one of those necessary rest stops.

Will we see this fantastic technology soon? You can bet on it. A few "small" problems do have to be ironed out first. Sources close to Jack have told me his first efforts to secure a satellite link were still "up in the air."

Seems that the people that own Comsat, a satellite primarily used for satellite TV, have trouble with the name Atari. Their first response was that they already have their quota of "entertainment channels" allotted.

A couple firmware "bugs" have

shown up as well. Most of the code for AOS was written in Europe. Their machines run on 50Hz AC power, not 60Hz like ours do. This did cause a small problem for the RPM/Velocity sensors on the Beta test car. Two speeding tickets later, this problem was temporarily resolved via the 800XLs keyboard.

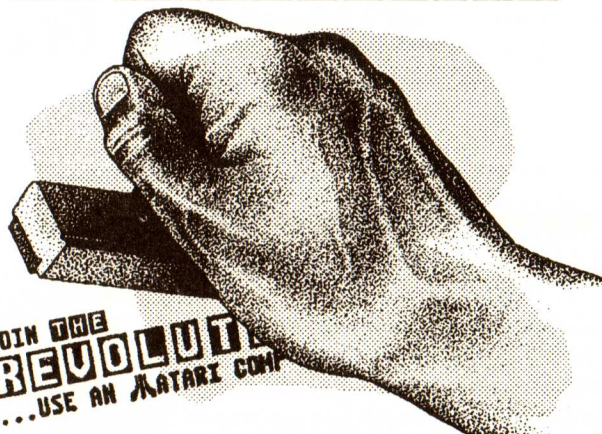
A potentially more dangerous problem was noted before the test car even got out of the parking lot. The European programmers, without thinking twice, coded AOS for a car with right side controls. This is great in Europe, but caused US-made cars to turn left when they should have turned right and vice versa. Again, a quick patch via the XLs keyboard allowed Beta testing to progress without too much delay.

To eliminate the need for US drivers to key in these patches every time they start their cars, Atari has promised a "Translator disk" real soon now.

One final problem still exists. It seems the test car was left unattended for a short time and some "curious" kids slipped in and started pressing buttons. The car was last seen heading South on Interstate 5, destination unknown.

A reward is being offered for any information regarding its whereabouts. Be on the look out for a blue 1991 Ford Fiesta with no driver. The test car, code named Atari Programmable Research Interface Link—Ford Operation OverLand, can be positively identified by its initials in large letters on the driver side front door. That's right, it says "APRIL FOOL."

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Captive from Mindscape

Paul Gittins (PAC)

After being sentenced to 250 years suspended animation for crimes unmentioned, you are placed in a chamber where the sentence is carried out. When you are awakened, apparently by a computer, you are in a small storage room, but where and when is a total mystery.

As you look around your new surroundings there are signs of destruction which you have slept through. The room is sealed except for a small window through which you can barely see.

Fortunately, there is a tube for intravenous feeding so your survival is assured. Lucky for you. A search of the room reveals a very unusual briefcase which displays holographic images. There is also an instruction manual for the operation of this case.

What you have found is a remote control device which allows you to control four robots. By using the full capabilities of the device, you will be able to explore the planets and moons of your system.

As you figure out the capabilities of the four droids and increase your experience, you will be able to destroy various creatures you encounter.

You don't need to worry about friend or foe. They will all try to kill you in one way or another. Each critter you dispatch will leave you with a small cache of gold pieces which you may trade in at local vendors for repairs, weapons, ammo or various other useful devices.

Your goal is to guide the droids

through the planets and dungeon chambers until you find and rescue the Captive...yourself!

There isn't a lot of documentation with this program. The attempt is to be as realistic as possible and to limit the clues. In short, you have to work for what you get. There are plenty of clues, you just have to figure out what they mean.

As you wander through the various dungeons, the game takes on a type of consistency that leads you to know what to expect, to a certain extent. You will find clipboards with passwords which can be used at certain locations. Save these passwords.

The monsters are always a surprise, and they always seem to have just a bit better skill level than you do. You can be sure there are plenty of them, too. Just when you have figured out how to take care of one type, another pops up and there you go again. This is a game where it really pays to save and save often.

The game play is similar to *Dungeon Master*. It has many different levels of play, and you develop experience points as you wander through the mazes and take out the various little beasties that seem to be waiting around every corner.

As with DM, your skills grow with experience and you become able to use more and better weapons. You also are able to purchase better armor, or should I say body parts. Because you are using droids, you may replace arms, legs, heads or any other body parts as you see fit and the opportunity presents itself.

The only hitch to all this is that

you must survive your little "close encounters" with as little damage as possible.

In early gameplay, I found myself getting hurt much too often and using all my gold for repairs of my body parts. Not much money was left for ammo or the other neat little utilities available.

I think the main reason for this is because I am a serious DM fan and have mastered the two-handed playing approach where my left hand works the arrow keys and the right uses the mouse. The Captive interface uses the number keypad instead and the 5 key does nothing. I know it isn't much of a difference, but when you are in a full scale panic, it is enough to cause a minor error which quickly gets you dead.

The game is very challenging and exciting to play. The graphics are excellent. Because of the space type scenario, there is no limit to the many types of monsters you will encounter. Some would have been welcome in DM and many are SF at its best. Like DM, the famous box-step is very productive in dealing with the monsters if you can find a room to do it in. You can also slam doors or walls on the monsters when you find them.

There are very few games I will spend a large amount of time playing. This is one of them. I would guess I have spent about six weeks so far and have finally completed the first mission. I must qualify this because I have full-time work and other obligations as well.

I probably get in about two hours a day, four or five times a week and maybe four hours on Saturday or Sunday. Still, it is a

fairly large amount of time. Only Dungeon Master and Chaos Strikes Back have given me similar challenges.

One good measure of a game's popularity and success is in the number of messages posted on the online services. Captive measures up very well. There are many important hints available for the curious or the stumped.

There is no music in this game, although you might think so from some of the messages in the boot screens. There are good sound effects, however, and a sharp ear can pick up several hints. Some of the screams the monsters make will truly curl your hair. This is especially true when you are hit from behind by a scream and then a fireball in short order. All you can think of is "What was that?" and "Where do I run?"

The game comes on two disks. Interestingly enough, Disk 1 is double sided and contains the complete game. If you have single-sided disks, you use both Disks 1 and 2. The game can be saved at any time—and take my word for it, do it!

I found it odd how the save games were done, but they work so I won't complain. You must format your save disk from within the Captive game using their custom disk formatter. This is a very slow process. Once the save disk is formatted you are given choices from 0-9 for your save games. All you need to do is remember which number you last used.

I also like the way the game uses both drives. If the

save disk is in Drive 2 and the game is in Drive 1, you can save as you go with little trouble. The only irk I have is that you must either die or kill all your droids in order to restore the save game. Even that isn't as bad as it could be, because the game loads itself into memory and reloads itself from memory after your most previous demise. I'm sure this depends on the amount of memory available, but for me at 2-1/2 megs it is sweet.

I can recommend this game without reservation. I have gotten way more than my money's worth. I understand there are over 65,000 levels of play possible, so even if you can complete one level a day you will be busy for a long time.

To recoup, it has good graphics, great sounds, it is winnable yet challenging and it can be very exciting to play. Many times I found myself ducking or shifting to one side or another in my seat as we (the droids and I) tried to dodge a lazer or cannon shot. I may even have uttered a phrase or two in exclamation of my excitement or frustration.

This game is sure to be a classic. I have no doubt of this. I am sure that two or three years from now people will still be asking questions about missions or levels or passwords or whatever else is stumping them at the time. Not only that, but where else will you get the chance to kill a Brontosaurus while wandering around looking for the entrance to the next dungeon?

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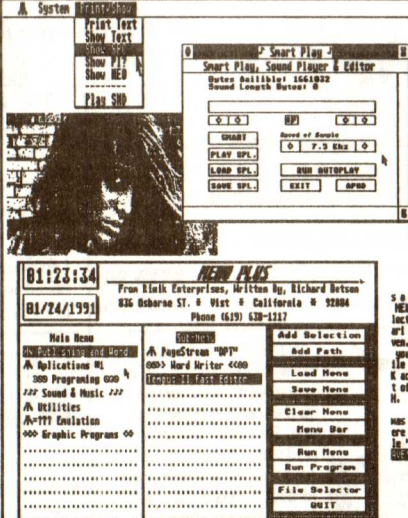
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Main Menu
A Applications M
SND Preparing 000 A
222 Sound & Music 222
A Utilities
A-TTY Emulation
000 Graphic Programs 00

Sub Menu
A PageStream "SP"
000 Word Writer 000
A-TTY Emulation

Add Selection
Add Path
Load Menu
Save Menu
Clear Menu
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Run Program
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K access to any one of the more than 160 menu
t of all Menu Plus ONLY TAKES UP 30K MEM
It.

was designed with casual (beginner) Start
ere are no hard commands or functions to
in "Print and Show" interactive allows you to
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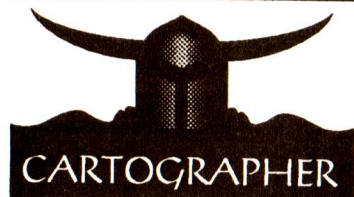
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Rocket Ranger

Boot Up and Blast Off!

Gordon Totty (MACE)

Change history! Save mankind! Your children's children's children, and then some, from 100 years in the future have asked for your help and sent you the tools to do the job.

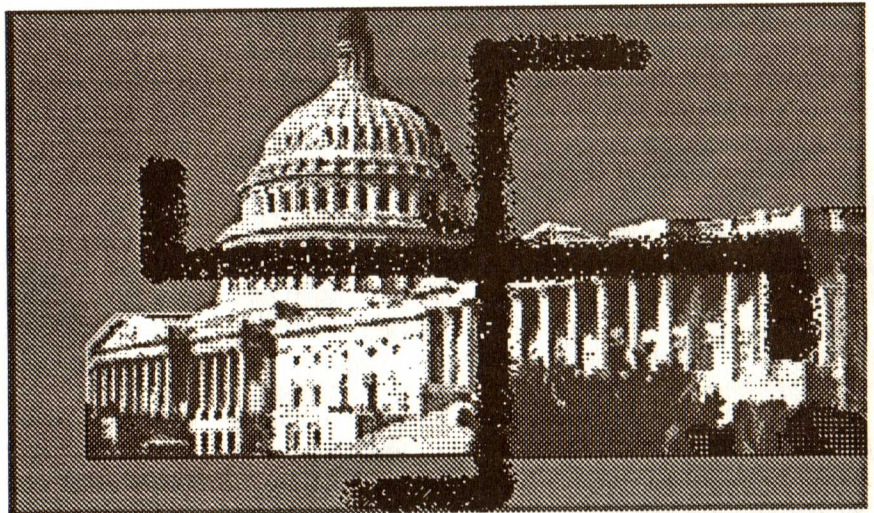
You have been sent a Himmelwurfer Rocket Pack (Model M-2000), a Schmeisser Radium Pistol, a Telefunken Wrist Monitor and a Secret Decoder Wheel. In case you can't figure this junk out, they also sent you a highly secret Gebrauchsanweisung Handbuch. Ja! You will read closely! You will not fail! Heil...oops.

Forget that "Heil," I got carried away. Actually, it's Hitler you have to stop. Without your personal intervention, you see, he will win WWII. It is now 1940. You have time left.

Well, what are you waiting for? Move, dammit, or you'll be arrested for treason during this emergency. Yes, treason for inaction, for sitting on your lazy bun bones when there's fighting to be done.

I know, because it happened to me in *Rocket Ranger*, the cinematic thriller from Cinemaware Corporation. I was hanging around the war room occupying my mind with the grand strategy of moving my minions around the globe to outfox Herr Hitler. We were infiltrating and promoting resistance movements. We were spying and peeking at his secret bases. I had made zero progress, but I needed more time.

Without warning, armed MPs came to get me. They arrested me



for taking too long. I had only been at it for a year, for Pete's sake!

Then, I was forced to watch as a huge Nazi flag was draped over the front of the White House. I gagged. I retched. I was powerless. It was all over.

The world was no longer safe for democracy, or something special like that. Your great, great grandchildren would walk like geese. (What a pity! They were such great, great kids.)

Thus ended my first session with *Rocket Ranger*. Let's back up and separate the imaginary from the real events of the game, so far.

There is a War Room, which is a map of the world. You point and click on countries for status reports, and they are color coded to provide you more information. You have five agents who can be sent to infiltrate any countries you wish, or up to all can be sent to one country (not recommended).

There is a fuel depot screen, where you can note your fuel supplies and transfer fuel to your rocket pack or rocket ship.

There is a rocket lab, where you can watch the assembly of your

rocket ship, which will be made from the parts that you can steal from the Nazis.

There is a takeoff screen where you can go to select a destination and blast off to even more colorful screens and plenty of action.

But, most of all, there is a cinematic quality to all of this, with some really good graphics. For example, when *Rocket Ranger* takes off, you are switched to a screen showing a world map, with a shadow of your caped figure flying through clouds.

On the map, tiny flags or colored pins plot your progress across the face of the world. Now, I ask you, how many old movies does that remind you of?

There's a reason for this, in addition to the fact that this game comes from Cinemaware. (What would you expect? They even label it as an "interactive movie." Of course it has a movie "feel" to it!) *Rocket Ranger* is based on "King of the Rocketmen," an honest-to-goodness 1949 Saturday matinee serial. Do you remember it?

I don't. I'm the wrong age. My

father told me about Buck Rogers, and I was a fan of Flash Gordon (for obvious reasons, eh?). By 1949 I was too "old" to enjoy Saturday serials, and far short of being mature enough to realize that fun is fun at any age.

If you want to catch up on what you remember, or missed, in addition to looking into this software you might want to see the original. (In an amazing coincidence, while I was writing this review I got an advertisement in the mail for the "Cliffhanger Serials." King of the Rocketmen, starring Tristram Coffin and Mae Clarke, can still be yours if you shop around. Tristram and Mae?)

The documentation for Rocket Ranger provides further background for you history buffs. Now, back to our story!

Gals, please skip this paragraph. Guys, I assure you that when you cast your eyes on the lovely Jane Barnstorff, your "girl friend" and/or former classmate in this game, you will enjoy the really outstanding...graphics. It will make you glad you succeeded in rescuing her and her Dad, Professor Otto Barnstorff, from the Nazi baddies. (I know you gals are reading this paragraph! Unfortunately for you, Otto looks like a slug.)

Rescuing Otto and Jane is one of the several challenges in Rocket Ranger. The fun of it is that even



after you rescue them, the Nazi dogs kidnap them again. Like in most action adventures, the challenges just never seem to cease.

Other challenges include air combat with Nazi ME-109 fighter planes, destroying aerial torpedoes, hand-to-hand combat, destroying gunners on the gondola of a zeppelin without hitting the big gas bag, firing a pistol, stealing rocket parts and fuel, finding rocket parts and fuel to steal, and more. Are you tired yet?

One problem with a game like this is that it tries to do so much that it cannot do everything well. For example, do not expect that your dogfights with the ME-109s are going to approach the level of reality, complexity or sophistication afforded by a game or simulation devoted to dogfights. It's just not possible with everything else packed in this package. Nevertheless, I think you'll find the dogfights to be challenging, though you cannot chase the opposition or do any more maneuvering other than decide if you want to be high, low, left or right as they approach you. You should find the perspective amusing.

Similarly, fist fights are not up to the complexity level of some of the martial arts games, though not bad. However, I think we should be forgiving of these possible shortfalls in a game that includes so much diversity.

Some of the scenes in Rocket Ranger approach photographic realism. I particularly enjoyed the Nazi flag on the White House, and a black and white scene shown on the Wrist Computer as Jane was about to be fed into some monstrous machine by the Nazi fiends. Gad, not even her outstanding graphics could save her!

There are other good pictures and scenes, including an interesting dissolve from black and white to color.

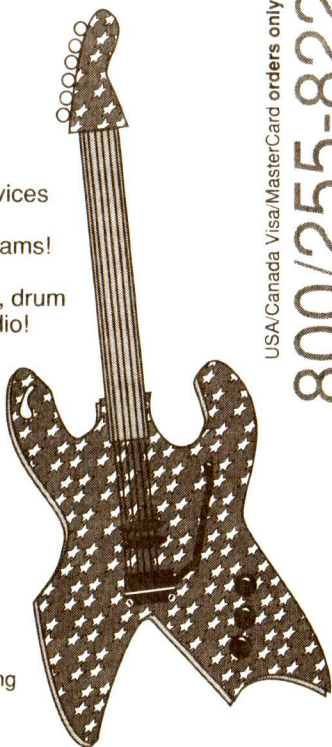
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colorization? For shame, the artistic merit has been undermined. I did not see his name in the extensive credits. As with a movie, credits for stuntmen are included on the disk (but not in the manual). What do you suppose a stuntman is in the programming business? One who turns out a particularly elegant bit of code to solve a problem or eliminate a bug? Actually, I think it is just intended to be a joke here. Watch for it in the credits on your screen.

Some Flaws

Joystick control seemed sluggish to me in parts. I found it hard to beat the aircraft, although the fist fights seemed easy (just keep punching below the belt). To be fair, I am not a very adept joystick jockey anyway. Maybe it's just my reflexes that are sluggish!

The game itself is very slow, with disk swaps (even using two drives) and a seeming lot of disk access. You'll go bonkers if you don't learn to use the ESC key and the joystick button to speed up or eliminate the many slow, non-interactive screens. Most of these are either in the introduction, which is extensive, or are screens of text that you do not need to read over and over as you play the game multiple times.

ESC skips the introduction, a necessary feature because there is no save game feature. Hitting the joystick button is supposed to speed you past the text, but there is no way to stop the text from printing to the screen in the first place. However, this is the price you pay for a game with all the features of Rocket Ranger. The three disks include about a megabyte of code, and I imagine that with a 520ST and one drive it might get a bit bothersome.

I thought Rocket Ranger had a lot of depth, and found it to be a different kind of experience for me. This is the first product from Cinemaware that I have looked at. On the basis of this one, I'd like to try another.

According to the advertising literature packed with the game, Cinemaware has six other titles out for the ST, including Defender of the Crown, King of Chicago and TV Sports: Football. They also market five more ST titles under a Spotlight label. A glance at this literature reveals that this company supports the ST as much as any other computer.

I have not yet completed Rocket Ranger. Sometimes I feel like I might be letting you readers down if I don't finish a game before writing the review. Other times, like now, I feel that enough information is available for a fair, balanced review even though some surprises are left for us to discover later. I haven't experienced the desert or jungle action yet, nor did I make it to the moon. (You can sure get around in Rocket Ranger!) The documentation hints at a secret waiting to be discovered on the moon...the secret behind the Nazi's mysterious leap in technology.

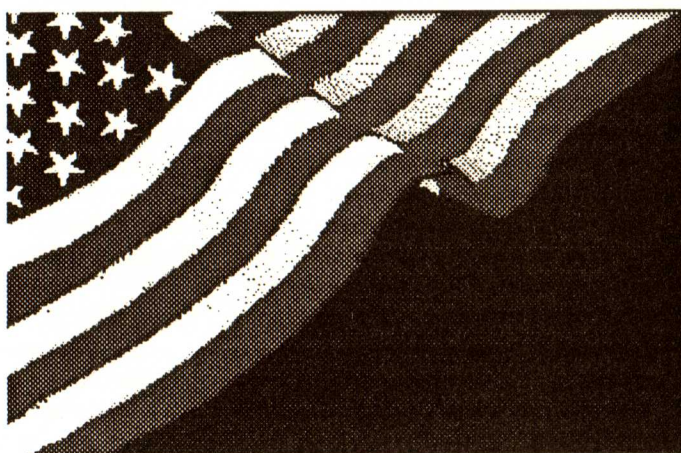
Whatever it is, it couldn't have anything to do with Werner von Braun. He was one of us!

I liked Rocket Ranger. I think you will enjoy it in

spite of the flaws noted above. It is better than average, and will provide you with good entertainment.

Finally, I enjoyed the challenge presented in the section of the documentation dealing with backup copies: "Please do not give away backup copies. Rocket Ranger is one of the most ambitious games ever created for the Atari ST. We would love to create even more ambitious products in the future, but will be unable to do so if software theft prevents us from paying our bills. If you support us, we will support you."

Based on my experiences with Rocket Ranger, I'd say that Cinemaware deserves our support.



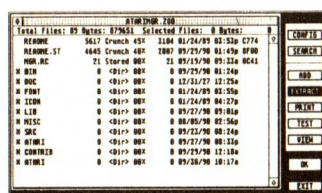
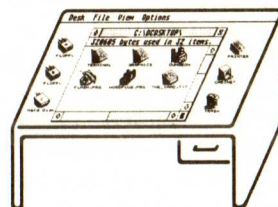
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TEXTPRO Macro Hintss

John McGowan

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This article is for users of TextPro version 4.54 or later (referred to throughout this article as TP) and assumes you know the basics of using the program and writing macros for it. If a series of more elementary articles is desired, please pass along requests for such.

This article also assumes you are using an XL with the START and HELP keys. If using an 800, the HELP macro can be accessed with OPTION-? (that is OPTION-SHIFT-/) and the START macro can be accessed with OPTION-# (that is, OPTION-SHIFT-3).

Hint #1:

Always have the START and HELP macros do *something*! For some simple macros that I have written, the START and HELP macros do nothing but print the macro file name on the command line so that I can see which macro I am using.

If your macro requires a certain configuration file, have the START key do a configuration load (SELECT-CTRL-L) of the relevant file, along with any font load commands (for those who do not understand the last comment, version 4.56 of TP allows the loading of new fonts *after* booting TP, while I have written a ML module to allow such later font loads in version

4.54, standard, XE or LOMEM versions).

If your macro is complicated, consider writing HELP screens (24 rows, 40 cols) and having the HELP key do a COPY to E: (or S:) command to display such.

If you have a macro file where either the HELP or START key does nothing, that macro is *not* of professional quality.

Hint #2:

Let every macro put a message on the command line. I have a macro which sets my Star NX10 to underlining...it also puts a message on the command line "UNDERLINE ON" so I know which key I pressed (useful in case you forget the key or press the wrong one).

NOTE: In version 4.56 and later you can put inverse Ps and Ls on the command line, but version 4.54 will interpret these inverse letters to mean use the last file name... NAME.ME if no prior file name is set.

Hint #3:

Consider using "double level macros" to support multiple printers and allow easy editing.

When I first wrote a TP macro to turn on underlining, I defined printer equate keys (INVERSE capital letters) for the printer equates (e.g. INVERSE-A set to 45 and INVERSE-B to 1, INVERSE-C to 0) and had the OPTION-U macro insert (in inverse) 1AB (Inverse-1 being defined, by default, as the escape key). Later, as I became smarter, I also had the macro put a message on the command line to state "UNDERLINE ON".

But still, editing such a file three months later was difficult,

for INVERSE-1AB did *not* immediately jump to my mind as "AHA... that is underlining!"

My current macro now puts \U in when I press OPTION-U and \INVERSE-U when I press OPTION-u (and prints "UNDERLINE ON" or "UNDERLINE OFF" on the command line). When I save such a file and load it later I can easily interpret the \U as a command to turn on underlining.

I create my text file (using the macros) and save it, but I *never* print it as it stands, for then \U would print out as "\U" rather than turn on underlining.

Instead, I have a macro, OPTION-CTRL-C to do Conversion. This macro does a GO TO TOP OF FILE (CTRL-H, CTRL-H) and then a GLOBAL search and replace of \U with INVERSE-1AB. Then, it again does a GO TO TOP OF FILE, followed by a GLOBAL search and replace of \INVERSE-U with INVERSE-1AC. The macro continues with CTRL-H, CTRL-H and global search and replace of the other \command macros supported by my macro file to replace the easily edited commands with the proper printer equates.

I *save* the file *before* using the OPTION-CTRL-C command (to preserve the understandable and editable commands), and use the OPTION-CTRL-C command *before* printing (to convert editable macros to print key equates).

If I get a new printer, all I have to do is change the global search and replace macros in order to be able to print the text on the new printer!

This use of one macro to place editable, understandable code in the text and another to convert to

codes for the printer is what I refer to as double level macros.

There are other hints and techniques which I have found useful, and will pass along to those interested.

Remember, TP is the best 40-column word processor around, and its macro capability (much better than PaperClip) gives it its own programmable language.

Support Ronnie Riche and TP...and other 8 bit programmers and users.

Support the 8 bit...if you don't, no one will!

Addendum

In version 4.54, unless you have corrected it, the defaults are *incorrect*. The documentation indicates that the INVERSE-1 key is set to 27. Actually, the INVERSE-0 key is set to 27. All defaults are off by one position.

You *can* redefine these defaults in a configuration file, and should...or else modify the program to correct the errors. I believe the TP456 file has a macro to correct the defaults.

Also, you *cannot* redefine the default equates in version 4.50! If you try to do so, you will find your new definitions in the configuration file, *but* version 4.50 gets its values for the INVERSE-1-6 keys from a different section of the program and ignores the configuration file...so I *strongly* suggest you get version 4.54 or later.



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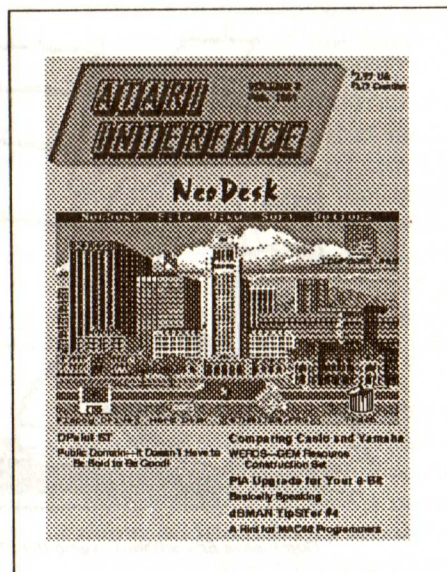
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Presswork's Assistant

Glenn Dulin (COAC)

Are you tired of having your text printouts "run over" the perforations at the bottom of the page or seeing the lines of print "wrap" at the end of the page? Well, Presswork's Assistant might be an answer to your problem.

What It Is

Presswork's Assistant (PA) is a program which lets you exert con-

trol over how you print a text file from the desktop. It allows you to control the margins, adjust the spacing, add line or page numbers and generally make an attractive looking printout.

It will also estimate the number of pages a printout will require.

How It Works

The program is fairly easy to use. All you have to do is select the options from the GEM menu with the mouse (including the file to be printed) and let your printer go!

Difficulties

PA does have a couple of problems, though. First, if you are running it on a minimal system (no hard drive, TOS 1.0), it does have a significant flaw in that it is not "smart" enough to be able to keep track of disk swaps.

Second, although largely redundant on such a simple program, the "help" function doesn't (function that is).

Conclusion

While this program works well, it is rather limited in scope. There are a number of other programs that are either shareware or public domain which will do about as much but are considerably cheaper or more versatile.

This reviewer recommends that the author, Chris Sorenson, either add more features or go the shareware route to hold down the distribution costs since as it stands, it is a very poor value.

Some features that might enhance this package include:

- The ability to send setup strings to the printer (for different print sizes)

- Two-column printing (for printing documentation)

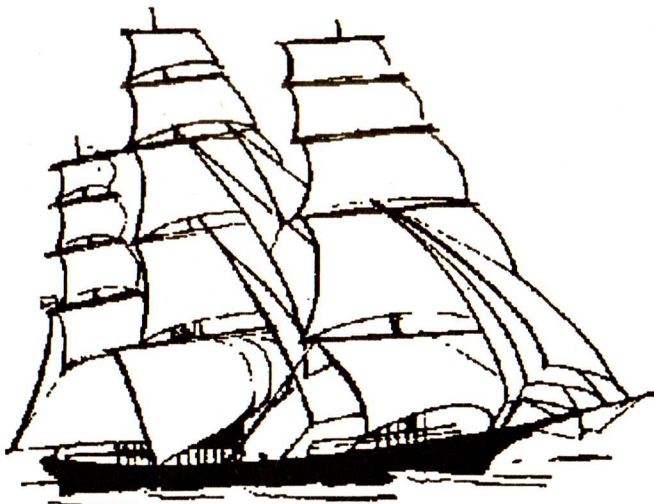
- Formatted output

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The Funnel MIDI Input Selector from Digital Music Corp.

Dave Thorson (PHAST)

Do you avoid using multiple MIDI devices to their fullest because of the hassle of changing MIDI cable connections? The Funnel might be just what you need!

I have a Casio CZ-101 keyboard/synthesizer and a Roland CM-64 sound module to connect to my ST. I normally play from the CZ-101 to a sequencer program in the ST, and from there to the CM-64 to create the sounds I want. This lets me record my playing, edit and rearrange it, and play it back whenever I want.

But, I find myself using the same sounds in my CZ-101 all the time, and I *never* upload new sounds or adjust the parameters in the CM-64. To do either of these, I need to re-route my MIDI cables. It's not that difficult to do, but I'm basically lazy and I don't like the extra stress placed on the connectors every time I do the MIDI plug shuffle.

Besides, I keep reading that you should never change MIDI cables with the power on, so any set up change also requires a complete cold start of my computer. Not the least bit convenient.

I read about MIDI patch bays, wonderful little devices that let you connect everything to one box. Then, via front panel or MIDI control, you can re-route anything to anything else, change MIDI channel assignments, force keyboard splits and other technological wizardry.

It sounded like what I wanted except for the price—about \$400 for a low-end patch bay. A trip to

Synphony Music led me to discover a box from J. L. Cooper Electronics called the NEXUS, an "affordable" MIDI patch bay.

This gizmo supports three inputs which can be switched to any of eight outputs. Three-position switches choose the input for each output and prevent you from inadvertently trying to merge two input signals into one. LEDs light up to show which inputs are active, and the whole box is a bit smaller than an SX-212 modem. The price was better, too, hovering about \$80 as I recall.

I was all set to buy when a trip to Price Club left me \$40 poorer and one Casio DH-100 MIDI Saxophone richer. Now a new dilemma faced me, I couldn't figure out how to wire everything through the NEXUS box without frequent cable changes. The NEXUS would help but wouldn't fully solve my problem.

Back to Synphony for advice. They had a different box from a different company that had *four* inputs and eight outputs, but cost about \$35 or \$40 more, effectively doubling the price of my MIDI sax.

This new box also took about twice the space of the NEXUS, and might cramp my mouse's grazing patterns even more. I hemmed and hawwed and hemmed some more, until the salesperson remembered another product—The Funnel.

I had visions of something that swirled all my notes together and spit them out a small spout into my ST. Then I saw it. Much smaller than either of the other boxes. Hmmm...*six* inputs on this one. Two of them seemed to be selectable, but the other four were all ganged together. And there was

only *one* output! Was this some sort of joke? How could this possibly be the answer to my quest?

As the salesperson explained the concept behind The Funnel it seemed more reasonable. It was developed to help people manage System Exclusive messages between multiple MIDI devices (typically sound modules), the idea being that normally only one of them needs to send data to the computer at any point in time.

Using MIDI thru ports or boxes like the NEXUS, a MIDI signal could be split and sent to several sound modules at once, which would not usually need to send anything back to the computer. When a System Exclusive message is sent to one of the boxes, only that box needs to respond.

The Funnel contains a very fast-acting circuit that looks for output from any of the sound modules and feeds that signal to the output port and on to the computer. Four of its input ports are automatically selected like this, obviating the need for manual switches like those on the NEXUS box.

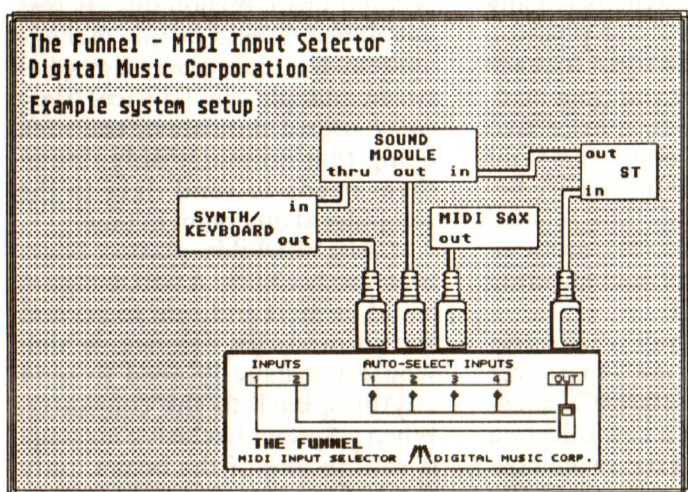
Digital Music Corp. also realized that some MIDI devices use a technique called "active sensing," where they send out a message every hundredth of a second or so to be sure something is listening on the other end of the MIDI cable (somehow they can turn off stuck notes when they find they're being ignored).

These pulses would cause that device to be constantly selected by The Funnel, precluding selection of other devices competing for a chance to send output to the computer. The Funnel provides two

additional inputs that must be manually selected, one at a time, instead of the automatic selection ports. Devices for which Active Sensing (or other time pulses) cannot be disarmed can be connected to these two inputs.

I stared at The Funnel some more, and described my MIDI requirements again to the salesperson, who explained how I could hook everything together using The Funnel.

The accompanying diagram shows my current setup. I run the outputs from my CZ-101, DH-100 and CM-64 to three of the automatic selection inputs on The Funnel. The Funnel's output goes to the ST's input.



One additional connection is needed, from the CM-64's MIDI Thru port to the input of the CZ-101 (the DH-100 has no MIDI In, so this all works fine).

Now I can play from the computer to either the CM-64 or CZ-101, or both at once, since the ST's MIDI Out goes to the CM-64 directly and is passed unchanged to the CZ-101 via the Thru port of the CM-64. I can play a note on the CZ-101 and The Funnel selects its line for output to the computer and into my sequencer program.

If I play a note on my MIDI sax, the Funnel quickly switches to the sax and sends its signal on to the computer. If I send a system exclusive message to the CM-64, its handshaking signals cause The Funnel to select the CM-64 for output and patches or reverb settings or anything else can be sent to or received from the CM-64. The same is possible with the CZ-101.

The only limitation I've found is that my ST must be turned on if I want a signal to get from the CZ-101 to the CM-64 (or DH-100 to CZ-101 or CM-64), and I've got to have a sequencer or other software running that echoes MIDI through. Not a serious drawback, since when I'm playing with MIDI anything, my ST is

running alongside. I've seen no timing problems or mis-fired MIDI messages either—The Funnel works like a dream. I don't need to hit any switches; in fact it's so ignorable I may eventually forget all about The Funnel someday....

The Funnel is also not designed to let two or more inputs be played simultaneously (such as a keyboard and MIDI sax). MIDI merge devices are available elsewhere if you have that requirement (the NEXUS PLUS has two inputs/eight outputs with merging, thin/transpose/split zone capabilities and a battery backed memory. Also, the September 1990 issue of Electronic Musician has a parts list, schematic and detailed instructions for building your own MIDI merger).

Other info: The Funnel has LEDs that light to show which input is selected for output (useful in debugging devices and cables to be sure they're sending MIDI data, and they seem to fascinate visitors for some reason). It draws its power from some MIDI cable somewhere, probably the ST's input port. No batteries, power adaptors or extra AC cords for my already crowded power strip farm.

The box has only one control, a three-position slide switch to select manually between input 1, input 2 or the group of four automatic selection inputs. The Funnel is about six inches long, two inches deep and one-and-one-quarter inches high; a black box with blue and white lettering.

Unobtrusive and almost attractive, definitely hi-tech. The Funnel comes with a *Five Year* warranty.

The manual is almost a joke, only four pages long (and small 4"x5" pages at that). Two of those pages are reserved for the front cover and back cover warranty description. This is no problem, though, since this little gem is so easy to use. It handled my setup needs almost perfectly and I've still got room for further expansion (maybe a MIDI-synchronized multitrack cassette deck? Dream On!).

In spite of all its amazing qualities, The Funnel can be purchased for around \$70, a lower price than any of the alternative devices I considered (I also looked into building my own simple patch bay, but after buying a slew of 5-pin connectors and switches, a case and some opto-isolators, I would have spent close to that amount).

Check out the diagram of The Funnel and you should be able to tell if it will help you get more out of your MIDI gear. It can be used as a "MIDI Control Center" as in my setup, or to add extra MIDI inputs to other patch bays. I highly recommend it!

Digital Music Corp. (The Funnel)
5312-J Derry Avenue
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(818) 991-3881

Tax Spreadsheet for the Atari 8-bit



Alan Frazer (Pinellas ACE)

Since I do my own taxes each year, I'm always searching for an easier way to do them. I recently bought a package for the IBM and figured I'd just go in Saturday to work and use one of those machines.

However, while looking at the ads in *STart/Antic Magazine*, I came across an ad for Tax Spreadsheet. I sent a check for \$22.95 on Tuesday, and by the following Monday I received the Tax Spreadsheet in the mail.

The package was not glossy, but adequate. The instructions are clear and comprehensive.

The program is in three parts. The main program is chosen from a menu as "1040." The other programs are "CONSISTENT" and "PRINT." Consistent checks for errors across all of the forms, and Print prints the values on a 1040 form, while all other forms are printed directly.

Running the program is very easy, with all available forms chosen from a menu. Forms 1040, 1040A, 2106 and 2441 are supported, with additional schedules A through F and SE, as well. All of the forms are integrated, so that as one is filled out the values are carried over into corresponding forms.

Cursor control is very easy, with a "B" entered to backup one line, "R" redrawing the form with the current line at the top and "Q" allowing you to quit the form.

The program has a built-in calculator: if a value is entered with a "+" or a "-" behind it, the value will

be added or subtracted from the line total as indicated. Hitting <Return> on the final value fills in the total.

As forms are completed, you have the option of saving them or continuing on with the other forms. The documentation recommends filling out Schedule B first, then the front of Form 1040, then Schedule A, and then the back of Form 1040. That way, the program doesn't give you a bunch of errors while it looks for data.

After I finished, I ran the Consistent program, and got errors at the tax calculation. However, on rechecking everything and looking up the tax in the tables, everything was okay. I presume the problem was using SpartaDOS, although the author indicated that the program is compatible with "most DOSes."

After I reviewed the forms, I ran the Print program. The results were excellent, although you may have to experiment to line up the forms. The documentation recommends using lined (green bar) paper if you submit the printed forms to the IRS.

There were a couple of drawbacks with the program. While the "calculator" is nice, a "notepad" would be better for listing interest on Schedule A. This is typed in on the Print program as it runs, but would be nice to have as you input the data on the form itself.

It was necessary to continue to refer to my notes or receipts as I worked, rather than typing it onto the screen. This was a feature of the Tax Advantage program.

Tax Advantage also had a "what if" option; you could input a hypothetical situation and see how

it affected your taxes without changing the final form until you told it to.

Although the Tax Spreadsheet program is in BASIC, there are a number of USR calls that make modification difficult.

One of the best things about the program was its lack of copy protection. However, the program is *copyrighted*. To obtain a copy see the address below. I certainly intend to support Steve Karasek, the author, next year if he comes out with an update.

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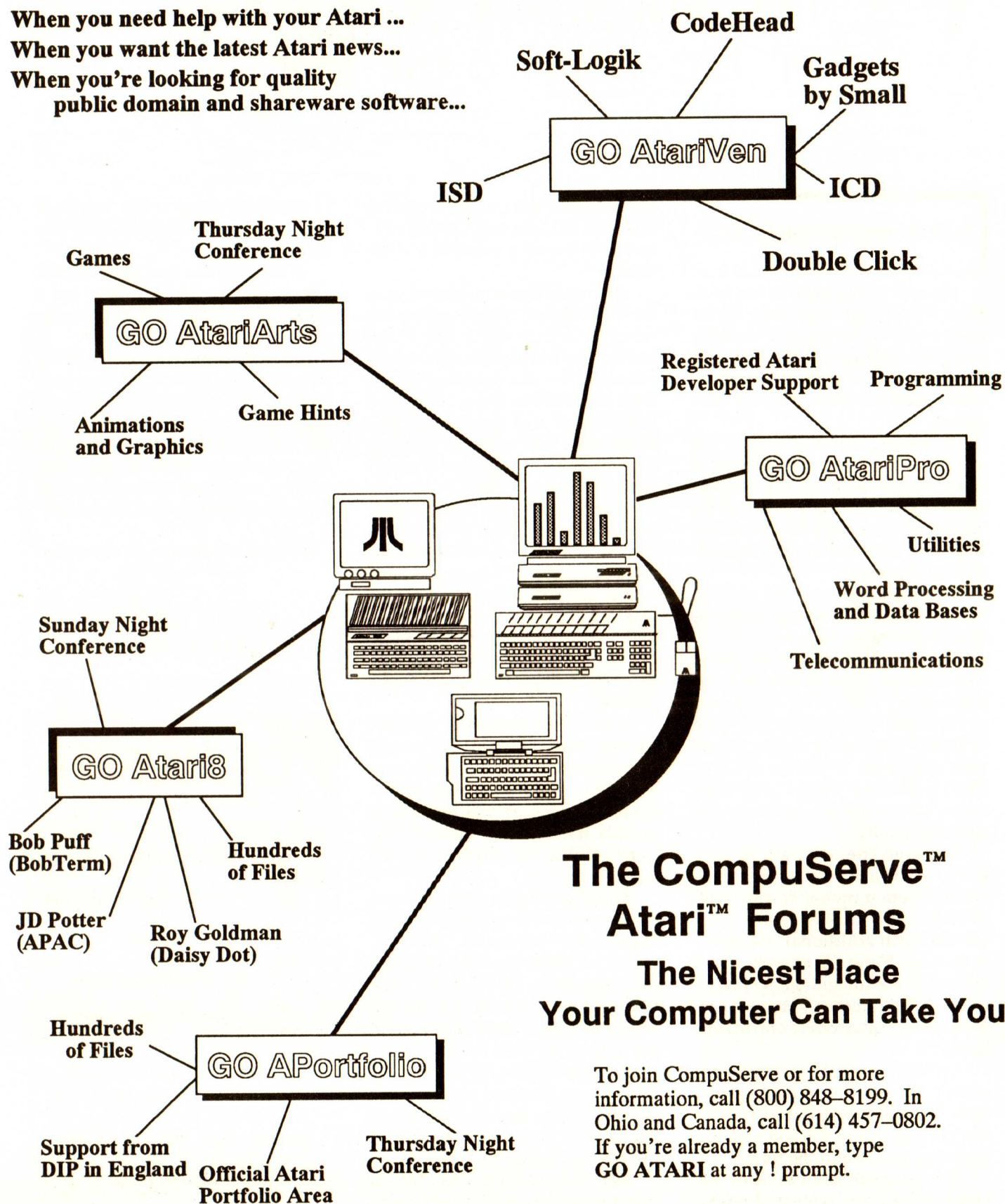
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ST Protection Techniques

from Alpha Systems

Bob Retelle (MACE)

This book is something of a puzzlement. Just as you think you've figured out what it's all about, it changes directions on you and leaves you wondering just what it's trying to tell you.

It's About Piracy

The ads for the book talk about advanced disk copy protection methods, and tell you that it will "guide you through the methods used to create the protection as well as the copying techniques to get around them." Aha! It's a book that will tell you how to crack copy protection and let you pirate all the latest games!

It's Against Piracy

Well, no...not exactly. The first section of the book tells you everything you ever wanted to know about software pirates. It tells you who they are, how they get the programs they steal, and how they trade their "warez" with other pirates. Then it tells about the financial damage done to software publishers, and society as a whole. Oh...then it's an anti-piracy book.

No, not that exactly either. It quotes pirates and gives their motivations for stealing software and their justification for their actions. Software is priced too high, and besides, copy protection denies legitimate purchasers their right to make backups of the programs.

Then suddenly, right in the middle of talking about electronic distribution of pirated software, the book makes a left turn and gets

into a discussion of "black boxes" to steal telephone services, complete with instructions on how to make one of your own. (However, they do tell you: "WARNING - The phone company can randomly check for black boxes. Persons caught using these devices may be subject to criminal prosecution.")

Blue boxes, red boxes, even purple and beige boxes, they're all discussed. However, while the book tells you all the wonderful things these boxes do for a phone phreak, it doesn't give details on anything but the simple "black box."

And there's the rub...and the problem with the book. Many things are hinted at and described in general terms, but there's very little detailed information to put anything into practice (assuming you'd want to).

It's About "Crackers?"

Anyway, back to the book. After telling how the phone companies are making things tough for phreakers, it shifts to a discussion of "crackers" (a sub-species of hackers who like to break into other people's computers), and

then goes into pirate bulletin board systems.

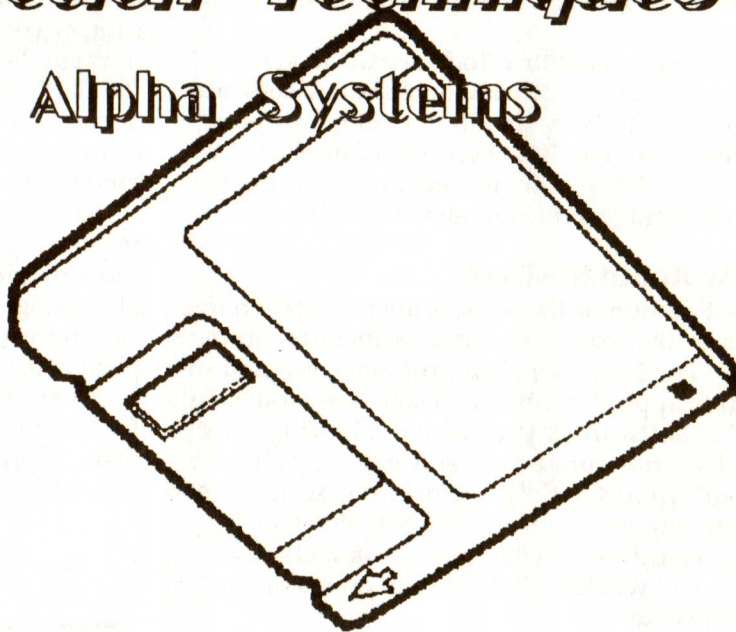
Finally the section ends with a discussion of problems facing pirates (and would-be pirates), including the fact that most pirates distrust other pirates.

And Now Protection!

At last, section two gets into the actual disks. After a brief treatment of the layout of a standard disk, the book covers copy protection methods, beginning with the most simple, and working up to more sophisticated techniques. The information in this section is interesting, but again it really doesn't tell you enough for the average person to be able to do anything with the material.

The next chapter goes into protecting online computer systems like private BBSes from hackers, followed by a chapter that talks about Viruses, Worms and Logic Bombs. This latter chapter tells how some viruses work, and some steps you can take to protect your system against them.

Suddenly the book shifts once more from hinting at how pirates get around copy protection to the laws available to protect software



from pirates. It tells you what legal protections are available, and even tells where to write to register your program's copyright. Then it goes on to discuss Freeware and Shareware as ways to distribute a program.

This section ends with a "look ahead" to see what lies in the future of the software publisher vs. software pirate wars and finishes on a (relatively) anti-pirate note. Section three consists of reviews of products that can be used to defeat copy protection, including the Discovery Cartridge, ProCopy, and Switch/Back.

And Now About the Disk

The last section of the book is documentation for the program that comes on the disk included in the package. "The Protector" is a program designed to allow you to apply "sophisticated software protection schemes" to software of your own. This will protect your disks from "unauthorized use, copying or tampering." Unfortunately, the previous section just got done telling you about products which will copy anything, regardless of what protection methods are attempted, so I wouldn't bet the farm on making any disks uncopyable.

The program is of more use in keeping others from reading or disassembling your text files and programs, and allows you to make "demo disks" of programs by limiting the number of times a disk can be run.

You can apply password protection to files, which will prevent anyone not knowing the password from using the files. The book warns several times to make backups of the disks before the encryption is done, as Alpha Systems will not release any details of the system used to encrypt the data, and will not unprotect any disks if you forget the password.

The "Limited Use" option of the Protector program will let you specify how many times the disk can be used, up to 99 times, and then to decide what action should be taken when that number is reached. You can simply have the computer display a message then lock up, or it can erase the file or even reformat the entire disk. This feature could be of value if you'd like to create demo disks or enforce a Shareware license.

The last option of the Protector is much more technical and interesting if you'd like more information on how disk formats work. It allows you to create custom formats and put errors onto a disk which could help prevent some copying attempts.

The disk also includes a set of C language calls you could include in your own programs to allow direct manipulation of the floppy disk controller. With these functions, you could include a measure of copy protection directly in your own programs.

Finally, the book ends with an appendix giving technical information on the standard ST disk format, with descriptions of what all the bytes in the boot sector and directories are used for. This one section contains more hard information than the rest of the book combined.

Final Thoughts

So, what is this book all about? Well, it's definitely not a "how-to" book telling how to crack copy protection. It's also definitely not a handbook telling how to protect your programs from pirates. While reading through the book, I got the feeling that it was sort of a "Sunday Supplement" kind of treatment of the subject of copy protection/piracy. An overview, some interesting anecdotes, but not much in the way of hard information.

ST Protection Techniques could make interesting reading if you've always wondered what all the talk of software piracy was about, and you have no intention of rushing right out and cracking the latest games, or starting your own software publishing company complete with copy protection schemes.

Available from Alpha Systems, 1012 Skyland Drive, Macedonia, OH 44056 for \$24.95 including the disk. Alpha also has a second book, *Advanced Protection*, which may go into more detail than this one did.

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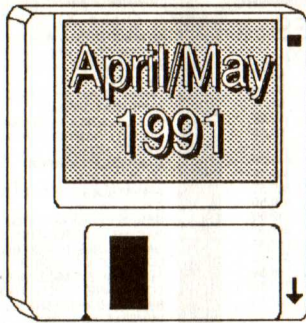
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AIM *ST Disk of the Month*

All files on this disk are self-extracting LZH archives created with Double Click's Self-Extracting ARC program DC SEA! To use these programs, simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the April '91 disk. For more complete docs, see the text files contained in most of these archives.

ABBREVTR.APP—Abbreviator ST allows you to type an abbreviation that will expand automatically...great for word processing or telecommunications. Demo version limited to 9 abbreviations loaded at one time.

ARCSHL23.APP—Version 2.3 of ARC Shell, now fully compatible with the Atari TT030 computer and ISAC hi-res color board. Also allows access to the 'Include Subdirectories' functions of LHARC. SHAREWARE! Copyright 1991 Charles F. Johnson and Little Green Footballs Software.

BARDSTE.APP—Allows you to play Bard's Tale from RAMdisk and allows the game to run on the STE!

BINGO.APP—Traditional Bingo game. Try to pick the winning card for each game. Color only.

BOOKER.APP—Printer utility for HP Laserjet/Desktop that prints ASCII files four to a page in booklet format. Turn those README files into manuals!

DCCRC.APP—Another useful utility from Double Click Software! DC CRC computes a file's CRC and saves it to disk. Later, you can check against the saved CRC to determine if the file has been corrupted. This is also a good way to protect from "link viruses."

DCDIRDMP.APP—DC Directory Dump lets you print any directory's contents to the screen, printer or a file. Another freeware release from Double Click Software!

DCFLPCFG.APP—DC Floppy Configurator lets you logically add or remove floppy drives from your system, as well as set the step rate (on any system). Another Double Click Software freeware release!

DC_FKEYS.APP—DC Function Keys lets you assign 49 function keys text macros of 40 characters each. A "text" data file is used for easy user editing. User assignable on/off keypress built-in. Another freeware release from Double Click Software.

D_VIEWER.APP—A text viewer that follows mouse movement to scroll through a file. Four different speed settings. Shareware from the authors of D_Term and Cheetah.

GER2ENG.APP—An easy to use program that converts German text to English! Seems to average around 45-55% success ratio...not perfect, but it makes most DOC files readable.

MIDITALK.APP—Lets you talk to any MIDI synthesizer via the ST keyboard, making data dumps a breeze.

MIDIMAZE.APP—MIDI Maze II from Germany! This shareware program is all the commercial game was and lots more! Program is in English, but docs are in German. Use GER2ENG to make sense out of 'em!

NOROACH.APP—NOROACH allows you to set the length of time TOS will wait before trying to boot from hard disk on a Mega STE or TT. For ST, Mega and STE owners, it also has the useful side effect of guarding against floppy disk viruses. Also lets you load a custom icon to display at startup. Several icons are included, many of which can be used in your DES-KICON.RSC file if you have a Mega-

STE or TT and know how to use the Resource Construction Set. From Atari Corp.

SNAP_IT.APP—Snapit is a DEGAS screen snapshot program that can be turned ON or OFF without rebooting. Works in all resolutions.

VIEWGIF2.APP—ViewGif 1.2 allows your ST to show GIF, IFF, LBM, MAC, CP8, NEO and Degas pictures; create GIF, MAC, NEO and Degas; translate GIF to SPU, IM (AIM) and CP8 formats; GEM-based; works in all three resolutions. SHAREWARE.

VOICESEL.APP—Desk accessory that lets you send program change requests from the ST to any MIDI synthesizer. Very useful when using a sequencer.

WORDBID.APP—Here is a FUN and educational game. Bid on letters as the word platform decends closer to its doom. Graphics, sound, color. This is a LOW rez demo of the game.

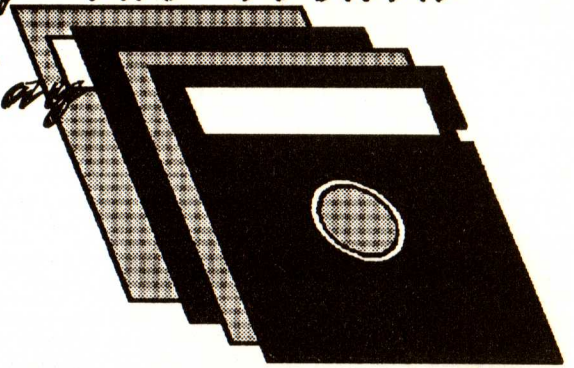
ZEST.APP—Nice program that simulates the look of the NeXT desktop in GFA. Source code included. Includes a calendar, database (address book), typewriter and paint program. Use the ZeST interface for your own GFA program! Mono only.

Readers can purchase this disk from their local AIM Participating user group or by sending \$6 (\$5 + \$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the April '91 ST disk when ordering.

AIM 8Bit Disk of the Month

April/May

1991



Each AIM 8Bit Disk of the Month is a single-sided, single density "Flippy" packed with ARCD software. To extract .ARC files, use UNARC.COM on Side 1.

Here's a short description of the files on the April '91 disk. For more complete docs, see the text files contained in most of these archives.

Side 1 of the April 1991 AIM 8-bit Disk of the Month contains:

UNARC.COM—SuperUnARC by Bob Puff. Use this program to extract files from the .ARC files on this disk. This utility is NOT ARCD.

CABLEBRD.ARC—BASIC program that gives you a cable TV message board or advertising board for public display. UNARC to a disk and reboot without BASIC/Cartridge loaded. Program will autorun.

EBS.ARC—For cable TV, this BASIC program runs a test of the Emergency Broadcast System.

GRASSCAL.ARC—Full-featured calculator written in BASIC by the GRASS user group of Grand Rapids, MI.

TPFNTLOD.ARC—Programs/utls for loading fonts for TextPro wordprocessor. Accompanies John McGowan's article in the April '91 issue of AIM.

LM16.ARC—Shareware Label maker/printer from Black Moon Systems.

SIO.ARC—Software Inventory Organizer, a pretty good disk cataloguer. An oldie, but a goodie.

AROP.ARC—Pacman game from Jon Snyder. From DOS, use 'L' to load, then press 'M' to run at memory location 7800. Press START to play.

Side 2 of the AIM April '91 disk contains:

DISKCOM3.UTL—Bob Puff's program to crunch an entire disk into one file. This utility is NOT ARCD, for your convenience.

CYBORG.ARC—Demo of Cyborg Warrior from Marcel Programming. Note: May be necessary on some systems to "Run at address" 2000 after loading this game.

SARC24.ARC—Complete SuperARC and UNARC programs with full documentation. Shareware from Bob Puff.

SYNTRON2.ARC—Shoot-em-up space arcade game from Jon Snyder. How long can you last against the hordes of aliens?

DEGASRD1.ARC—Load and view Atari ST pictures created with DEGAS. Sample picture enclosed. Great graphics utility from J.D. Potter.

Readers can purchase this disk from their local AIM participating user group or by sending \$6 (\$5 + \$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108.

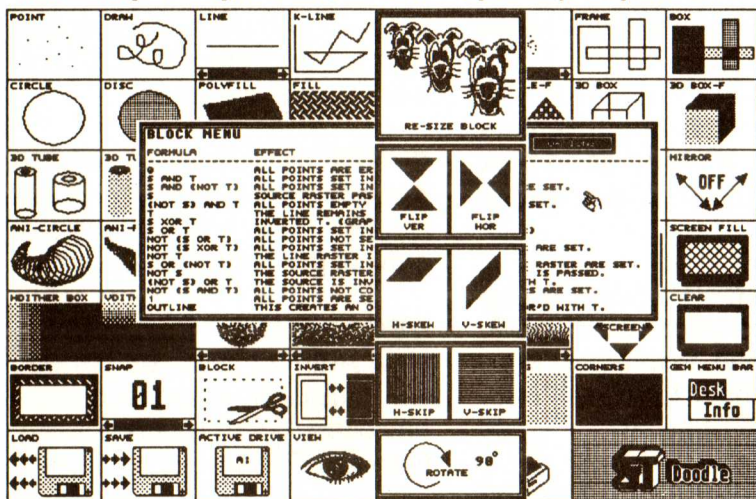
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Shown here is the main screen of ST DOODLE 1.0. The user has selected the block options menu.

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Each of the above disks are double sided and are listed by category. Most disks have multiple files relating to the title of each disk. Every PD order now comes with a surprise gift! Only \$1.00 each!

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AAAUA ATARI 8-BIT USER GROUP

Alamo Area Atari User Association (AAAUA), P.O. Box 79-1426, San Antonio, TX 78279-1426

The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, Texas, from 6:30 to 9:30 PM. General meetings feature a presentation of general interest and small group problem solving. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Public Domain Library of about 700 disk titles as well as a sizable hard copy library of magazines and newsletters. Each month we publish (FR)ANTIC, our user group newsletter, covering happenings of local interest as well as other topics, both technical and non-technical.

Members also receive a subscription to AIM Magazine as part of their member benefits. Dues for Regular family membership are \$24 per year or \$15 for six months. Dues for Subscribing membership are \$15 per year domestic and \$18 per year for most foreign countries. For further information write AAAUA at the above address or call Al Sherrill, President, at (512) 492-6633, or Thelma Sunvison, Executive Assistant, at (512) 344-3522.

Presidential Ponderings

The Atari 8-bit computer, or more specifically, the 800, 800XL and 130XE, is probably the best computer buy available today for many home users, especially those with limited funds. Granted, these computers currently are not being produced, and generally are advertised only on the used market. So, why are they the best computer buy today for many people? Because the prevailing "wisdom" is that they are only game machines with archaic games and no good as a computer. Add this to the advertising pressure to have the very latest in computer technology and you have literally thousands of people selling, or otherwise disposing of, their 8-bits. It's an economic fact that when this happens, the monetary value of the computer plummets. Of course, the real value is unaffected. This is bad news for the seller, but a golden opportunity for the wise buyer who is able to withstand social pressure and think for himself.

That is why you can get a perfectly good computer with disk drive today, that will do everything most people are likely to want to do, for under \$150, and perhaps much lower. Moreover, this is a CLASSIC computer and a piece of our technological history. Of course, you have to do a little searching to do this; you just can't walk in to a Toys R Us or Sears, and certainly not the average computer store, and expect to get one of these bargains. But, those who are willing to put forth the effort to find them will be justly rewarded. Those of you who already own an Atari 8-bit, try not to smirk. Just feel justifiably proud and support your local user group.

But, "There's no new software for the 8-bit!" You'll hear people complain. Well, that's ALMOST true. Actually, some IS being written, but not much. On the other hand, how many word processors, data bases, or spreadsheets does one need? How many drawing or music programs can you use? How many games can you play? There are still many excellent commercial programs around; just look at the advertisements in this issue of AIM and other selected publications. But, if you don't want to pay the generally reduced prices, there are many good public domain (PD) programs available that are virtually free. How does one acquire PD programs? The easiest and most enjoyable way is to join and support your local user group. Most user groups have large PD libraries with a wide variety of programs available to members. By joining a user group, you will be doing be doing yourself a great favor and you will be helping other 8-bit owners. In numbers there is strength.

If you don't have a user group near you, I invite you to join AAAUA as a subscribing member. See above for rates and benefits. As a subscribing member, you will have access to our public domain library by mail for only \$1 per disk in the United States and slightly higher for foreign addresses to cover costs. Programs are also available by modem with special arrangements.

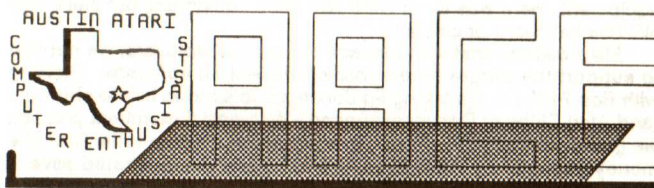
So, how about it, those of you who have difficulty getting support? Join a user group near you or join AAAUA as a subscribing member. Send your dues to the above address; or write or call for further information. Also, tell your friends about user groups and the best buy in computerland! Isn't the tremendous bargain worth the extra effort?

Presidential Ponderings

Have you ever thought about the changing nature of the user group? The average user group today is a far cry from the average user group of ten years ago. In the early 1980's, the 8-bit computer was at the "leading edge" of computer technology. It was the best available for the home user at a price that was not out of reach for many people. Having said that, I need to remind you that the Atari 800 initially sold for around \$1200, and, if you could afford a disk drive, that was another \$600 or so. Not cheap, but many dipped into their savings to get this technological wonder. In addition, not too much was known about how these machines worked. Even the authors of the many books that later flooded the market needed to do much of their own research. Users did the logical thing; they gathered together in groups to share their computer knowledge.

These initial groups were composed in large part of the young experimenter, the hobbyist, the "hacker", if you will. Most were loosely organized and consisted of "users" getting together to share what they had learned. From these groups, many of today's programmers and developers emerged. Unfortunately, many of the groups had, as their primary objective, the proliferation of pirated software. Happily, much of this has changed. Over the ensuing years, through attrition of old users and the acquisition of new, the membership matured and became more responsible. Rather than being composed mostly of young folks, user groups began to encompass all ages with varying interests that range from only wanting to know how to use a word processor, to programming and hardware modification.

Where are user groups going from here? There are those who say they have outlived their usefulness. They cite bulletin boards, books and magazines as filling this gap. I, for one, do not believe this. I believe there is every bit as much need for user groups today as ten years ago, perhaps more. More people are accepting the presence of computers in their daily lives and want to learn about them. We in the user groups much expand our functions. We must turn our interests outward and become a service to the community. We can give presentations and demonstrations to schools and groups of youth organizations such as the Girl Scouts and Boy Scouts. We can provide a source of information for computer users at all levels of experience. The golden irony is that we, the user group members, will be the primary beneficiaries of this evolved concept. We can make a positive contribution. Shall we?



Our new slate of Officers has generated some new activity in the Club. We have a new MIDI SIG that is six months old, and have just started our second C class. This one is different, part tutorial, part hands on. The only problems were installing the new compiler for the 8 bit users and getting the Mark Johnson C in the ST library to work at all (we didn't have anyone who spoke fluent UNIX). All in all this class was more fun than the last one.

We are still looking for a semi permanent meeting room. All of the options turned into duds because of location, size, parking, and most importantly-liability insurance (it's a killer). It really is too bad that our old place turned into a dud. But we'll meet the first Wednesday instead of the first Thursday since it's time for a change. Our current meeting is a combined Disk Party, General Meeting, and Officers meeting, but it gets kind of cramped both in space and time.

Both our ST and 8 Bit libraries have been revamped, with more changes coming. They will be easier to access, and have more data per disk at the same price-the ST will be double sided and the 8 Bit will be floppy (SD). 8 Bit lists are available, with new disk update lists printed as needed. Early summer should see the 8 Bit library finished with more new lists printed. Also in early summer will be the AUSTIN COMPUTER FAIR. We have attended that in the past and may this year provided we can get a lot more volunteers and more organized than last.

the Atari Clubs of Denver

ATARI CLUB OF DENVER
 Emperor Chet Cox
 303-399-9354
 Librarian Paul
 Nirc
 303-499-8647
 Treasurer
 Guy Daniels
 303-299-2366
 Exec Director
 (name
 nothing)
 Joe McWilliams
 303-799-7119

STARFLEET
 President C.J. Bender
 303-465-1762
 Vice Chris Guenther
 303-279-4432
 Secretary Thomas
 Oughton 444-6344
 Treasurer
 Charles Robique
 303-424-2897
 Librarian
 (name
 nothing)
 Wesley Crusher
 (name
 nothing) (Don't ask!)

EDITORIAL MIKE
 Mike McCutcheon
 EDITORIAL SCOTT
 Scott Andersen
 JF



ST Interest Group
 (STIG)
 Ed Fason - 371-6614
 Librarian Lou Mendoza
 & Joe Ronda
 Scribe - Chet Cox
 PictureDancer
 Jeremy Fason

Atari Club Minutes - From February 5, 1991 Meeting

The meeting began with very few announcements. Club members were reminded to take advantage of the club's public domain library. Any member who buys a disk from the library and demos the software on that disk at a meeting gets subsequent disks free as long as each disk is demoed at a club meeting.

The majority of the meeting was a demo of the Club's bulletin board by the board's sysop. We actually called the board from the meeting and the sysop stepped the members through the features on the board. We left messages, learned about access levels, and were exposed to the various menu functions of the board. Members also saw Bobterm (the excellent terminal program by Bob Puff) in action.

A short and bug filled demo of a new database program written by the president concluded the meeting. Another version of the program was promised for the March meeting. This program is being developed in an effort to catalog the club's public domain library and give the members an interactive database for finding the software that they need.

Also, donations for Bob Puff were taken at the January meeting. The final total for the donations will be announced at the March meeting, and a letter to be sent with the money will be passed around for the members to read.

STARFLEET MEETING MINUTES by Thomas Oughton

February 8, 1991 Officers present: Guenther, Robique, Oughton

The meeting started with a total of 5 members present. Anyone who wants to attend our meeting, we now meet at Pomona High school in Arvada, Colorado.

Mike, who went on vacation last month, when to Las Vegas and attended the CES (Consumer Electronics Show). He showed pictures of the Atari booth. There was lots of ST and Lynx equipment, there was even 7800 and 2600 equipment, but there was NO 8bit hardware or software.

Mike decided that with the lack of new 8 bit software, we needed to support the programmers that produce 8 bit software. Starting with Bob Puff, we are taking up donations to send to him to show our (and Atari Clubs of Denver's) support. With only 5 members present, we gathered \$15 in pledges. This will be sent with a letter, and the money gathered by ACCD to Bob Puff. Mike demonstrated several programs created by Bob, including Superarc 2.4 and Discomm 3.2.

In December, the Atari Club of Denver started to catalog all the disks in their library. To speed up the process Larry Richardson wrote an Action! program to catalog the disks in the P.D. library. This program has been updated since December and is even easier to use. There was still a bug when used with a Happy equipped drive. I hope that it is soon fixed and available in the Starfleet library.

To conclude the meeting, I demonstrated the Electronics Arts program "D-Bug". In this program the player has to "d-bug" a simulated computer. While he/she is "playing" a game, the computer will fail and exhibit a symptom. Using this symptom the player has to decide which area of the computer has failed. Parts need to be bought and then replaced. While this game is designed for children, anyone who wants to know how a computer works could use this program. This game is fun to play for a while, but a lack of options make this game boring after a short while. It spends months in the disk box not being used.

The meeting broke up at 10:00 p.m.

The STig meeting opened on January 15, 1991 at 7:15 p.m. at our new meeting place the Aurora Public Library. While Ed talked to the new people about what the STig is, there was a demo on pictures that Jeremy Fason made.

The basic topic was how to properly take care of a mouse. Members were then asked if anyone was interested in buying disks from the STig at the price of \$.50 each. There was a good response so Lou will order about 100 disks.

Ed then showed us how to hook up a monitor using an Omniswitch box. Next was a demo of the game OverLoad. This is a very good game that sells for about \$50.

The best demo of the evening was on how Midi Maze uses the midi ports on the ST to play up to sixteen STs at one time. The January meeting starts the 6th year for the STig. The meeting broke up for the general talk session at about 8:45 p.m.

The Atari Club Minutes

March 5, 1991

At the February meeting our president, Larry, attempted to demo his latest version of The File Information Program only to have it not recognize the data disk. In the month since the meeting Larry fixed the problem and added more enhancements.

Larry had a last minute engagement and could not attend the March meeting. Mike graciously agreed to fill in bringing with him the latest version of the File Information Program v 1.1 dated 2-26-91. Mike proceeded to demonstrate the new features of the program.

(1) In display mode the letter 'B' will display the previous record. Using the 'B' is much more convenient than having to use 'P' since the 'N' and 'B' are right next to each other.

(2) Pressing the # sign and then entering a record number will jump directly to that record. This method is much quicker than stepping through a large number of records.

(3) category selection no longer requires scrolling through the entire list. Pressing a letter will display the first category in the list that begins with that letter. Example: Press 'D' and "Data Base" is displayed in the category field.

(4) While entering a description, the previous contents of the detail field may be recalled by pressing CONTROL R. This feature can save a lot of typing when entering many files whose descriptions are just slightly different.

Mike had a total of 20 records on the data disk when he demonstrated the search routine. The program took only a fraction of a second to search through 19 records and find the match in the 20th record. According to Larry's estimates the program should be able to search 600 records in about 5 seconds. With that kind of speed this is just the program that we have been looking for to catalog the club's disk library.

Several people made suggestions for possible improvements in future versions. The remainder of the meeting consisted of questions and answers pertaining to The File Information Program.

NOTICE!!! NOTICE!!! NOTICE!!!

JUNE 4, 1991 will be the next swap meet for the Atari Club of Denver. Be sure to bring those unused items that you want to sell. Also be sure to bring some money so that you can pick up those special items that you have been wanting.

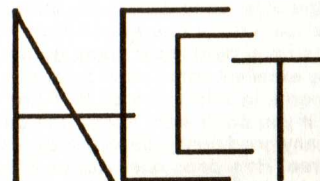
Starfleet User Group Minutes

March 8, 1991

The March minutes for Starfleet is almost an exact duplicate of the Atari Club minutes. Mike again demonstrated the File Information program. Several more suggestions for minor improvements were made.

Our newest member donated \$10 to our collection for Bob Puff. The new total is \$70. We will be sending Bob Puff a Money Order for \$70 along with a letter of appreciation for the many programs that he has written for the Atari 8-bit.

The meeting ended with some disk copying and informal discussions.



Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface magazine and access to the 8bit and ST public domain software libraries. Disks are \$2/8bit and \$4/ST. Non-members may purchase disks at a slightly higher cost.

ACCT meets on the second Monday of the month, from 7-9 pm at Bassett's Health Foods, 3301 W. Central Ave (Westgate Shopping Center), Toledo, OH. ST Sig held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. ACCT may be contacted at 4487 289th, Toledo, OH 42611 or by calling Dave Micka at (419) 729-1891 or Michael Justice at (419) 242-7797.

President	David Micka	(419) 729-1891
VP	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	
Disk Drive-Thru BBS		(419) 885-3441

ACCEPT ATARI Computer Club of EL PASO, TEXAS

ACCEPT (Atari Computer Club of El Paso Texas) ACCEPT is the only Atari club in the entire El Paso southwest. Membership to ACCEPT is \$20 a year. A membership in ACCEPT will get you the magazine your holding for an entire year, discounts at Jenkins' Computers and on various ST publications. Technical help, and access to one of the largest PD libraries in the US are also thrown in for good measure. Special access to the STE-EP BBS, an ACCEPT members BBS is also a privilege of membership. Make checks payable to: ACCEPT 10953 Yogi Berra El Paso, Texas 79934

BBS support for ACCEPT: STEP El Paso: 915-755-STEP STE-EP BBS El Paso: 915-821-9220

ACCEPT executive committee Steve Bruck, Tim Holt, L.R. 'Pete' Rosh, Dave Davis

From the Prez...by Tim Holt

Musings on a rainy afternoon: I don't remember SMAUG, but it was the Atari 8 bit user group that was alive and well in El Paso during the days of the XL/XL and all the other permutations of the original Atari home computer. From what I heard, a few things that happened to SMAUG that I think this club could learn from. (SMAUG by the way, stood for Sun Metro Atari Users Group. It also was the dragon in the Hobbit, and it croaks in the end. So did the user group.) A few of the original members of SMAUG formed the ST Club, which is now ACCEPT.

SMAUG started out as a user group to help people with problems in running their computers. SMAUG became an elitist group of just a few people, that got together once in a while, and from what I gather, became a group of pirates. When the ST came out, those that could afford STs bought STs, (these were the guys in power by the way) and those that were left with the old 8 bits got left in the dust. The group fell apart because the ones that had the 8 bits would not say anything to those that had the STs, feelings got hurt, and since no one showed up at the meetings, the group fell apart.

Essentially, APATHY was what killed SMAUG. No one cared anymore, so the once great dragon crawled into his cave and died. Sad story, but what does it have to do with ACCEPT? Well, I feel quite a lot. Let me explain:

I missed the February meeting of ACCEPT. What happened there? Well, from what I hear, a bunch of you sat around a twiddled your thumbs until you decided there was no show for that day, and you went home, upset because there was no one there to lead you; like a bunch of lost sheep. No Tim, no show, let's go home. Now, for those of you that got mad AT ME, let's look back a few months at these notes: I asked members to start bringing their systems to the meetings. How many STs were brought to the meetings?? I asked for ANYONE to volunteer to do a demo, of ANYTHING! How many of you took me up on that? NONE!(If you do not believe me, look at the December and January AIM's)

Listen folks, I have news for you, I am not the only person in El Paso that knows how to run an Atari ST, and there are a bunch of you in the group that know much more than me. I am not the only person that buys programs. If one person brought a system and one program, you would have had something to talk about. If one person volunteered to do a demo, then you would have had something to do.

Okay, I hear the cries now: "My system is too COMPLICATED to unhook, and bring down to the library." Hey, I have been unhooking my system with hard drive, modem, two monitors, midi cables, synthesizer, and printer for the good part of two years now. If I can do it, you sure as heck can do it too. "I have no programs, so I can't demo anything." Look, you have a computer, you must have a pd program or two. Bring it and show how to run a pd program that grabs your fancy. Who gives a flip if you put on a song and dance, this is a user group, not a beauty contest.

I was on STE-EP and asked the question: If I died, would the club die too? I guess so, cuz it looks like you folks don't have a neuron between you when it comes to getting a meeting on. It doesn't take Einstein to do a demo. I am evidence of that! If you

have the idea that the officers of the club OWE you anything, well you are dead wrong. The club is just as good as YOU make it. If the club doesn't meet your needs, it's because you aren't doing anything to help it. And no, showing up at the meetings and sitting like a vegetable is NOT doing your part. Sorry if you got that idea from somewhere.

Okay, so, what does all this have to do with SMAUG? Well, SMAUG died for the same reason that there was no demo at the last meeting: APATHY. No one cared enough to make it work. No one cared to bring a computer to the meeting. And what happens when folks start buying TT's? Will we start falling even farther apart? I hope not, but only you folks will determine if we do or not...

Finally...

I would like to take this opportunity to thank all the members of ACCEPT that brought their computers to the meeting on the 9th of March. James Blount, Ricky Meleschi, Paul Stampfli, Pete Rosh, and Thomas Wagner. James Blount was showing off his desktop publishing, Ricky was showing the new D&D game, Paul was showing what a good Macintosh his Mega makes, especially with Spectre 3.0 running smoothly, and Thomas was showing his switchable TOS 1.0 to 1.4. Thank you all. I also had my ST set up, so we had 6 machines running. And the lights didn't even dim. I thought they were going to when we plugged the Coke machine into my power strip, but thank goodness no.

If you missed the meeting, this was the type of meeting I had envisioned for about a year now. There was enough going on for everyone to be happy, there wasn't anyone without at least something to look at, and everyone was happy. I guess my little tirade on STE-EP and in last month's minutes may have made an impact. PLEASE PLEASE PLEASE continue to bring your systems to the meetings! The meeting was 300% better than in the past. If you haven't come to a meeting in a while, remember to bring your computer when you do!

I would like to welcome some NEW members to the club: William Boyd Sr., and John Treible. I would also like to welcome back to the club: Ricky Meleschi, Bill Marquis, and Jay Hartley.

Let's keep the ball rolling. Tell your friends about Atari, invite your MAC and IBM friends to join our group, and keep on computing!

Tim



The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, based in room 262S. Before each meeting, a STarter class for the ST meets at 6:25 pm and a Basically Speaking class for the 8-bit starts at 7:00 pm.

ACORN operates a BBS at (716)436-3078 with 52 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692. Dues are \$18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basic. Speak. Class	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
Kernel Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePierro	(716) 223-7838
Ex. Newsletters	Helen Kiker	(716) 924-4809



ATARI COMPUTER OWNERS RESOURCE NETWORK FORT WAYNE, INDIANA

ACORN, the Fort Wayne area Atari users group, meets at the Georgetown branch of the Allen County Public Library on the first Saturday of each month beginning on at 10 AM. Annual membership dues are \$18. Call our BBS at (219) 744-1396 for more information or write to us at ACORN c/o Ken Helms, 3627 Iowa Court, Fort Wayne, IN 46815.

CALENDAR: Tentative schedule for the demonstrations at the monthly meetings are: February, Computer Utilities; March, Business Software; April, Programming Languages; May, Music; June, Telecommunications; July, Three Rivers Festival

Notes from the Fort Wayne's ACORN.

February 1991 -- Highlights of the February Meeting: Scott Schaffer demonstrated Home Filing Manager on the XL/XE and Karl Fatus demonstrated NeoDesk for the ST. Mike Surface from T&H Electronics demonstrated several new games released for the ST.

Several members are planning on attending the Windsor/Detroit International AtariFest on May 4. The date, unfortunately, is when we would usually conduct our May meeting so we need to discuss delaying our May meeting until the 11th.

We have received the application for our Three Rivers Festival event. This will be the fourth year we have sponsored "The Magic of MIDI Music and Much More!" so everyone mark their calendars for July 13th, St. Francis College in Fort Wayne, Indiana beginning at noon. Volunteers to help with the planning are always welcome. We have always had a professional musician at the event and any suggestions for this year are welcome.

Notes from Fort Wayne, Indiana's ACORN

March 17, 1991

March Business Meeting: A vote was taken to proceed with an association with the local chapter of the IEEE. It was also decided to proceed with our Three Rivers Festival event: The Magic of MIDI Music and Much More! It is planned for July 13th at Saint Francis College and this will be our fourth year with the event. Spread sheets were the scheduled topic for the demonstrations at the March meeting. Scott Sorg demonstrated Opus, a shareware spread sheet for the ST. Eric Converse demonstrated Calc Magic for the XL/XE which is on one of the monthly Antic disks. Mike Surface demonstrated Hard Drivin' II (which includes an extensive track editor), F-29 Retaliator, and Lost Patrol.

Officer's Meeting: The application form for the Three Rivers Festival event has been submitted. A revised Memorandum of Association has been drafted and given to the IEEE chapter president for approval. With several members planning on attending the Windsor AtariFest in May, the May meeting will probably be rescheduled to another weekend.

Atari Federation, P.O. Box 5367, Vandenberg AFB, CA 93437

Secretary's report: Feb.'s meeting had a turn out of 13 or 14 people (could be better). Phil reviewed what was new with the Atari world. (This seems like a minor item for the minutes, but I'd just like to let Phil know that I for one, appreciate all his hard work in preparing and presenting 'What's new with Atari' each month.)

We have a new BBS serving our club (and others) 24 hours a day, "Sunny's Garage" at (805) 734-2100. A vote was taken of the members present, it was decided that our club will be purchasing the AIM 8-bit Disk of the Month. We should be seeing it soon. The Demo's for this month took a back seat to everyone's socializing.

Support your club, show up for the next meeting. Next meetings: April 1st - May 6th - June 3rd.

Atari Federation, P.O. Box 5367, Vandenberg AFB, CA 93437

Secretary's report: March's meeting was led by Bob Ribortone, our VP, filling in for Phil. Bob did the review of 'What's new with Atari'. Also, that there is someone considering the feasibility of coming out with an ST emulator for the PC. (I guess it's our turn now.) We had two ST demos, Bob showed off what the shareware program 'Go-Go ST' could do. And Mike gave a very indepth demonstration of 'Hot Wire' and some of its extra accessories.

Just to let our members know, we did subscribe to the new AIM 8-bit Disk-of-the-Month. We are expecting our first issue soon. Eric Daniels stopped in for a visit. He wanted to remind all of our 8-bit users that his BBS is up and running. Give him a call at (805) 929-1624. Also, the suggestion was brought up to use Sonny's Garage BBS, (805) 734-2100, as the club's main board. Any comments?

One last thing, the group showing up for the monthly meetings is getting smaller and smaller. Support your club, get out if the house once a month, come to a meeting!



President	James Gilreath	(205) 854-1075
Vice President	Todd Price	(205) 787-8208
Librarian	Dennis Evans	(205) 923-8756
Treasurer	Alan Brewster	(205) 591-9906

Club dues are \$15 for regular and \$25 for advanced. Advanced includes an AIM monthly disk, specify ST or 8bit. BACE meets the second Monday of every month at 7pm in the Vestavia Hills Public Library, downstairs.

For membership info, call Alan Brewster, or the Matrix BBS Conference #7 (205) 323-2016, or 251-2344, and leave a message.



Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger



B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of have extra privileges on The Abyss BBS (606) 223-2782.

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Sec./Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	



Bay Area Atari Users Group, PO Box 4637, Santa Clara, CA 95054

BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary

BRAG ST



Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

Our January 17, 1991 meeting was opened by Chairman Mark Pierro at 7:35 pm. We noticed that there were 3 new faces (and potential new members) present, so Mark gave a quick review of the purpose and function of the group.

The first demo was Shadow Warrior, which was tried out by our games expert, Jeff Hontz. While Jeff tried to keep alive in the game, we went into a discussion on indispensable software. The categories and programs were broken down as follows:

My favorite software: Hot-Wire, Word Up, Dcopy, Data Manager ST, DC Desktop, DC Squish, Falcon, Calamus and Cyber Paint.

Boot disk programs (AUTO Folder and Accessories): Maxifile, Little Green File Selector, Quick ST, DC Showit, Folderxxx, G+Plus.

Stuff I wish I had: Hard drive, LDW Power, Gadgets 68030 board, More Memory, TT 030, Silhouette, Omni Switch, Model Trains (to which a member promptly pointed out could be ordered from ANTICI).

We then had our usual break for disk sales and raffle. John Forgettee was the lucky winner (again) of Shadow Warrior.

The meeting then continued with an open discussion. Then, our newest member, Michael Burkley, gave us a world-wind tour of many of the programs in his collection - Calamus, Shuffle Puck Cafe, DC Utilities, just to name a few.

It was quite a productive evening, with the group picking up two new members. The meeting adjourned at 9:50 pm.

The February 21, 1991 general meeting was called to order at 7:30 PM and got off to a great start with two individuals signing on as new members of BRAG ST. After a general discussion of the latest news in the Atari world, Chairman Mark Pierro passed around a copy of the recently revised PD/Shareware listings. The 'new' library is now on double-sided disks (single sided drive owners can get the disk of their choice made up for them at the meeting) and includes the latest versions of popular programs.

The first demo of the night began with Michael Burkley showing off WordFlair, a fairly comprehensive "document processor". While the program was impressive, it really needs 1 meg of memory and a hard drive to use it to its fullest (monochrome monitor recommended).

At the break, we raffled off "Shuffle Puck Cafe" and the lucky winner was Gerry Genson.

Our next demo by Mark Pierro was STalker, a powerful telecommunications program with a built-in mini-word processor, STeno. The main feature of this program is that it operates completely in the background. Both programs can work as either a desk accessory or a stand alone program. Highly recommended.

Next, Mark gave a run through of the BRAG ST "starter" disk for a new member who requested some help in basic file operations.

The meeting ended with an open forum discussion that lasted until 9:45 PM.



COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally by The Generic BBS, Terry Rapp - Sysop.—C.A.C.E.

President	Dan Hale	(615) 526-8002
Secretary	Robert Pecora	(615) 528-7116



Capital District ATARI Computer Enthusiasts

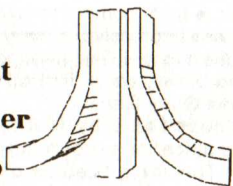
The Capital District Atari Computer Enthusiasts was founded in 1981, is located in Albany, N.Y. and serves Albany, Schenectady, Rensselaer, Saratoga and surrounding counties in upstate New York. XL/XE meetings are currently held four times a year on a quarterly basis and ST meetings on the last Wednesday of the month. CDACE meetings are held at the Computer Cellar, located in Westgate Plaza, Albany, N.Y.

The club has extensive public domain libraries for both computers which are available to members beginning at 6:30 PM on meeting nights. ST disks are priced at \$2 while the XE library continues to remain free to all members.

Dues are currently \$20 per year for each family. This includes a subscription to AIM magazine, full access to the club BBS, and our monthly newsletter. The club actively promotes the use of all Atari computers through demonstration and application and welcomes non-members as well as members to visit a meeting and share ideas.

President	Bob Thompson	518-439-5356
ST VPresident	Joe Pasquini	518-426-3509
XE VPresident	Ian Herrick	518-432-8513
Secretary	Bill Crowley	518-371-0416
Treasurer	Joe Bogaard	518-785-4071
BBS Sysop	Ed Lafortune	518-235-7044
ST Librarian	Bernie LaGrave	518-783-0552
XE Librarian	Ian Herrick	518-432-8513
CDACE BBS	300-2400 24Hrs, 7 days	518-237-1232

Central Connecticut Computer Club



The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at 127 Pinnacle Rd., Bristol, Ct. 06010

Prospective members may call Rich Scheidel (203)589-3738 or call Gary Jones (203)225-4611, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are \$25 per year, \$30 for families. Includes Voting membership, Atari Interface magazine, access to Club library (8-bit and ST) and access to the Club magazine library.

Hello again. As you no doubt noticed, I have been lax in keeping you informed of Club activities and happenings. I hope to keep up with the deadlines from now on. Let's go back a few months and catch up.

Oooo! That far back, eh? OK.....Went to the New England Atarifest in Boston waaay back in October. I was pleasantly surprised to run into Joe Miranda towing his camera and fiancée around the main hall at a rapid pace. We then hit up all the User Group and vendor displays. Even got to rib Rick Flashman about where in the world was my Neo 3 update (which, incidently, arrived several days later). I even split with some dollars and picked up an ICD Micro host adapter for my Mega. Impressive show...I made arrangements for a video of the Fest made by South Shore Atari Group for the members that couldn't make it.

November..Held meeting at 7:30, my place. Prime subject for the night was NeoDesk 3...MY NeoDesk 3. We ran it through all its paces and generally got it set up to run off floppy. Yeah, yeah, I know. Get a hard drive. You want to front the money?? Anyhow, we all had a good look at NeoDesk, a production unit this time. Next up was the AIM disk. Ran that through and gave it a "thumbs up"...good job.

December meeting...Prime subject? Portfolio! Joe brought his (gratis to WAACE) unit and the latest peripherals for the 'folio. Interest was high as we hooked it up to my Mega and transferred info back and forth. Several of the members use IBM at work and could see possibilities there. Fired up the AIM disk and checked it out...more good stuff. Keep it coming! Last up was to let members play with Lucasfilms 'Their Finest Hour'. Also Tim Brandt, our librarian, showed up!! Know what it's like to see someone that you thought fell off the face of the earth? Welcome back.

January meeting...started off with AUA newsletter disk only to get interrupted by the war. Gary didn't show up with the AIM disk and we drifted to the tube to watch CNN do its thing. I got ahold of the 'New' Atari Explorer magazine and several British mags and passed them out to check out. Good luck to Explorer....we need U.S. magazines.

February meeting?? Not yet, but its looking good. Speaking of February, I actually recieved my AIM in the same month! Oooo! Guess what? I also recieved the video of the Atarifest today (Feb.11th) They could have used a little filmwork coaching, but all in all, not a bad job. Loved the credits at the end..they used a Commodore Amiga 2500 for the titling..heh. I also had the opportunity to help out a user in New York. He called me up using our ad in Computer Shopper. He needed a copy of Atari DOS 2.5...it was on its way in 2 hours, right after I got home. Now that's the way it should work!

CRAG

Calumet Region Atari Group

CRAG Calumet Region Atari Group PO Box 10995 Merrillville, IN 46411-0995 CRAG, is a club for users of the Atari ST, STE and MEGA ST computers. CRAG meetings are held on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 West 81st. Ave.(U.S. 30), Merrillville, Indiana. Meetings begin at 7pm.

Membership in CRAG is open to anyone. Dues are \$15.00 a year and entitle you to a subscription to Atari Interface Magazine, as well as discounted prices on CRAG's Public Domain/ShareWare Library disks. Library disks are double sided. Cost per disk is \$2.50 for members \$4 for non-members. For more information call:

Jeff Coe (219) 663-5117 Randy Noak (219) 663-6912

President's Ramblings by Jeff Coe

This is a brief message to other Atari clubs out there in magazine land.

Since CRAG decided to pitch in with the other fine User's Groups that are using AIM as their club newsletter, or at least as a suppliment to their newsletter, we've been contacted by a large number of other groups. While we certainly appreciate being included on these mailing lists, I have to admit to feeling a little bit guilty. You see, the main reason for our switch over to AIM, instead of publishing our own newsletter was that AIM is less expensive! Other than a one page flyer every month (just a memory jogger about the up-coming meeting), CRAG no longer publishes anything, therefore we have nothing to offer in exchange.

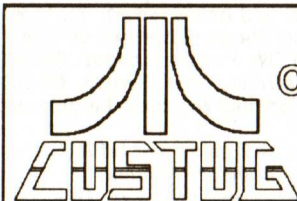
So as I said before, we love reading your newsletters every month, and we appreciate the fact that you send them to us. We hope you'll continue to do so. But please don't be offended by our lack of response, as we have nothing to respond with.

Club Notes...

The PD Library WILL be re-organized by the time you read this. I promise! We finally found a program we like that has the features we need, so you'll all get an updated list at the next meeting. Keep in mind that we're also offering the AIM Disk of the Month, as well as our own compilations of PD/ShareWare programs, so you all have a big selection of software to choose from. Coming up is a new utilities disk. The good folks at Double Click Software have been giving us a program a week lately, and it's all been good stuff. Lots of other goodies will be on there too.

I'm still having trouble coming up with meeting demo topics each month. I'm not getting any feedback from you folks as to what you want to see. More importantly, I'm not getting any offers from you to do demos yourselves. I'm sure you must be sick of me fumbling along each month, so please, volunteer.

That's about it this month. Remember, support the people that support Atari computers. Don't pirate software.



Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy
Jimmie Myers
Lee Johnson
Tim Brumleve

President
Vice President
Secretary/Treasurer
Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442



Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Bob Stiles	(503)389-5206
ST VP	Jim Downes	(503)382-0123
8-Bit VP	Mark Hitson	(503)648-0513
Secretary	Marly Rickard	(503)389-2032
Treasurer	Glenn Dulin	(503)382-3956

Address: P.O. BOX 6824, BEND, OR 97708

Our membership dues are \$12/Yr. \$1/Yr for each additional family member. We meet the FIRST SATURDAY of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Rd.



The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton II. All meetings are open to the public. No club dues. PD library, club newsletter EAUG-Log, newsletter membership \$18 per year. Member of the Midwest Atari Regional Council, MARC.

Club BBS's: Eastside BBS 618-254-6077 and Garage BBS 618-344-8466. EAUG's address is 2425 Crislisa Dr, Alton, IL. Call 618-465-0342 for EAUG information.

Hank Vize	President/Editor
Dave Pintar	Vice-President
Kelly Webb	Secretary
Larry Hutchison	Treasurer
Tom Guelker	ST Librarian
Kent Savage	8-bit Librarian
Dave Holden	Co-editor



First Atari Computer Club of Spokane

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369



President	Jeff Yoe	(913) 682-2883
Vice President	Jeff Barker	682-9253
Treasurer	Jim Muri	651-0600
BBS Sysop	Dave Hagan	682-2452
Librarian	J.D. Johnston	682-2883

FRACUS Fresno Regional Atari Computer User Support

FRACUS (Fresno Regional Atari Computer User Support)

President	Tom Hancock	(209) 885-2817
Vice President	Phil Kasson	(209) 221-1623
Treasurer	Greg Jennes	(209) 348-0759
Secretary	Dianna Sikes	(209) 251-3252
FRACUS BBS		(209) 251-5338
SysOp	Mike Pound	

The FRACUS user group meets the last Saturday each month, at 6PM, at the Four Seasons Mobile Home Park Rec. room in Fresno, CA. We have a large public domain library with over 400 programs. The club also has a 24hour BBS. All 8bit Atari users are welcome to our meetings and to use our BBS (members have an additional sig on the BBS). Dues are currently \$20 annually or \$5 quarterly which includes a subscription to AIM and issues of our periodically published newsletter. We currently have 16 active members and are continuously growing.



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW.,		Wyoming, MI 49509
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593



G.T.A.U.G.



The Newsletter of the Golden Triangle Atarians

The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September.) and is pro-rated at \$2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O. Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

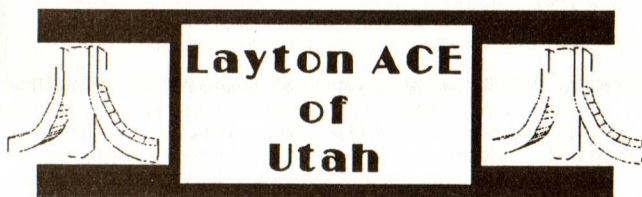


Jersey Atari Computer Society, P.O. Box 710, Clementon, NJ 08021 BBS: (609) 346-1224. The Jersey Atari Computer Society is the oldest and most experienced user group in the South Jersey/Delaware/Philadelphia area, having been formed in 1983.

The regular JACS meeting is usually held on the third Tuesday of each month, at the Camden County Library from 7 to 9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit & 16/32-bit computers. Yearly membership dues (August, 1990 - July, 1991) are \$24. As a JACS member, you'll receive a subscription to Between Bytes and AIM, and full access to our 24-hour bulletin board. Copies of the Z*Net newsletter are available for all members at our regular monthly meetings.

JACS public domain disk libraries (for all Atari computers) currently includes over 200 disks, available for \$3 (members) or \$4 (non-members). JACS ST library now includes the AIM DOM. Send a stamped, self-addressed business size envelope to receive a copy of our current disk catalog - please specify 8-bit or ST!

Pres & BBS Sysop	Mike Hopkins	783-1423
ST Vice P & Member.	Al Guretsch	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas & ST Librarian	Forrest Blood	764-0857



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coord	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m. Next meeting May 8, 1991

Middle
Georgia



Atari
Users
Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 1 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

March Meeting: The March meeting saw a good turnout with some members coming that we have not seen in a while. We had about 20 members with many lively discussions going on. Members seem to have their hopes up that Atari may be ready to do something in the North American market this year.

Lee Mavity was nice enough to bring his European Magazines to the meeting. It is always nice to see what's going on overseas especially for you joystick fans. Some new releases that caught my eye are TEST DRIVE II, HARD DRIVIN II, BLUE MAX, DAS BOOT, STRATEGO, MIG 29 FULCRUM and SIM EARTH to just name a few.

Lee also had two PC upgrades for sale PC SPEED (\$100) and PC DITTO II. Anyone interested in these bargains should give Lee a call.

We had some demos at the meeting. First of all everyone was able to see the Atari used with the NEC 3D monitor for the first time. The monitor works great but is probably too costly for most members. Also in use with the NEC was the OMNISWITCH from Talon Industries. OMNISWITCH has buttons for selection between color and mono monitors if you have both, or 9 and 15 pin connectors for the connection of a multisync monitor such as the NEC. It also has 2 disk drive connectors and a switch so that you can switch between disk drives if you wish to add a third drive or a 5 1/2 in. drive. Finally there are composite video and audio jacks. The audio jack is a must for Multisync monitors because they do not have an internal speaker.

We also were able to see a Demo of HARD DISK TURBO KIT in action. HARD DISK TURBO KIT allows you to back up your hard disk as an Image or DOS file. It also allows you to repair any fragmentation that may be occurring on your hard disk. Fragmentation occurs when for instance you read a DOC file into your word processor and add some work to the file. When you save the file back to the hard disk it will no longer fit into the space where it was before so the hard disk tacks it onto the end of the data on the partition and a hole is created at the spot where the data was before. The next time the hard disk gets this file it must go farther out on the hard disk and it takes just a little bit longer than it did before. If this is allowed to continue without repair then disk read and writes will slow down. HARD DISK TURBO KIT allows you to repair this Fragmentation by rewriting the directory so that no holes exist. You can also optimize it for reading or writing. Reading will locate all of the files at the beginning of the partition for fast access, writing will locate all files at the end of the partition to leave more empty space at the beginning for faster writing. Also included on the program disk is M-Cache a disk cache program. Hopefully next month we will have an upgrade for this program with a new manual. I understand that there is a newer version than I have and I have sent for the upgrade.

Also demoed at the club was the soon to be commercially released adventure game HERO II. This appears to be a fun adventure game that uses the joystick for most movement and menu selection. There are plenty of baddies to hack up and rooms to explore. Be sure to get a demo at the club meeting and check it out. A must for you light adventure fans and easy enough for most children to understand.

We also at this meeting had both the March AIM disk of the month and a disk offered by myself from the club archives. It was also discussed that perhaps the club should purchase a DC Utilities so that we can make all of our ARC and LZH files self extracting to make it easier especially on new members. For those of you that need some PD software you can give me a call and we can set up a time to come to my home for you to pick up what you might be interested in. Or you can give me a list at the meeting and I will bring your disk to the next meeting.

The next meeting is May 12, hope to see you there.

February Meeting

The February meeting had a good turnout with about 15 members showing up. As most of you know I have been involved with Desert Shield and have been working some long hours. For the first time since the start of the club I did not take my computer to the meeting. Lee Benjamin was once again able to fill the gap and bring his computer.

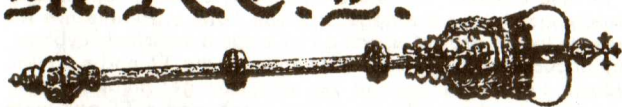
If you will forgive me for this lapse then I will have a special treat for you at the next meeting. Its your first look at a MultiSync Monitor being used with the ST. I am now typing this using my new NEC 3D monitor - let me tell you that the price was high but well worth it. I also purchased the Omniswitch from Talon Industries and it works great.

The NEC in color works and looks better than the regular Atari Monitor. You can see shades of color a lot better, especially the darker colors. The colors are not quite as bright but objects are defined better. For instance when playing Falcon you can make out objects on the ground and air sooner and you can tell what they are quicker. Dark objects show out a lot better and I can now see things that I couldn't see before on the Atari monitor.

In monochrome mode the screen is sharper than ever and is more pleasing to the eye. The Atari Monitor, although quite sharp, seemed to me to be a little bright and to have a slight shimmer to it. My eyes seemed to get tired after looking at it for awhile, the NEC monitor has no shimmer at all and is very easy to look at over long periods of time.

The AIM disk of the month has not showed up yet so we did not have a disk of the month for this month. Hopefully it will come soon. I understand that Pattiefrom Unicorn Pub. does all of the monthly disks by hand - quite a job - so everyone be patient. I was certainly pleased with the high quality and selection of programs that we received with the first disk. We have picked up a couple of people who may be interested in the club from Waycross and Atlanta. I hope that they will try to join the club or come to some of the meetings. AIM appears to be showing up in more book stores and some Georgia ST owners are getting our number out of the back of the magazine.

M.A.C.E.



The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696.

Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

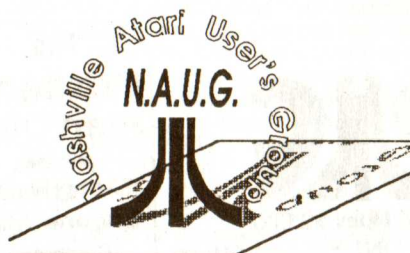
MID-OHIO ATARI USER GROUP



The Mid-Ohio Atari User's Group (MAUG) is again without a place to meet. If you know of any appropriate place which is available, please contact Chuck Steinman as soon as possible.

MAUG membership dues are \$8.50 per year for residents of Ohio, and \$12.50 for non-residents. Included with membership is a subscription to the Atari Interface Magazine (AIM) at no extra charge. ST users may elect to also receive the AIM ST Disk of the Month, for a total fee of \$20 per year (\$30/year for non-Ohio residents).

Please make payments out to Chuck Steinman/Maug, and mail them to Post Office Box 134, Ontario, OH, 44862. Payment must be received by the 10th of the month preceding publication, to assure receipt of that month's magazine. Please notice your membership expiration date is printed on your address label, and renew at least 30 days in advance of that date to assure uninterrupted service.



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212. NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for \$12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071



The Nova Scotia Atari Computer User Group (NSAUG) is a registered non-profit organization dedicated to sharing information about computing on Atari computers. We will be meeting as one group starting in October (date, place and time to be announced). We own and operate XEST BBS (at 856-0101) which is accessible to all owners of Atari computers. Non-members have limited access to features of the BBS. We are always looking for new members. If you own or are thinking about buying an Atari computer, come on in and see what we do.

We can be contacted either by phone through the executive board or at one of our meetings or by writing NSACUG, 170 Nestor Crescent, Dartmouth, Nova Scotia, B2W 4B1.

President, Treas.	Mike Hundiak	429-2639
ST Vice President	Dave Mason	826-7101
XL/XE Vice President	Hilary McCarron	275-3688
Secretary	Marlene Abriel	434-4430
Newsletter Editor	Steve McCarron	275-368



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!



Annual Dues \$25.00

Newsletter ONLY (year) \$10.00



Portland Atari Club PO Box 1692, Beaverton, Oregon, 97005

President	David Hunt	286-6276
Vice Pres.	Ben Smith	256-9974
BBS	ACE OF AMERICA	285-4417

The Portland Atari Club meets the first Monday of each month at the Northwest Service Center on NW 18th and Everett from 7pm till 9:30 pm. We welcome both 8 bitters and ST users. All are welcome.

March was a swap meet. We usually enjoy a much better attendance during these meetings and good bargains are frequently found. I would guess that half my personal software was purchased in this manner and at about a quarter of the listed prices. When it comes to games and the like, if you can wait, you can't go wrong. I also have done very well the few times I sold some of my excess stuff.

As a club member you are entitled to a free table at the swap meets to sell your wares from and you are not limited to computer items. The board of directors, under the guidance of our President, David Hunt, is working on advertising our meetings locally and has decided to make some type of advertising a regular routine. We are serious about bringing the knowledge of the club and its benefits to every Atari Owner in the area.

We would like to take a moment and thank Ivan from IB Computers for his surprise visit during our February meeting. He spoke to us about the dealer networks and shared his knowledge of the Atari support network ect. The support between IB and PAC was reaffirmed and strengthened. You may find club membership applications at the store as well as the disks from our club library.

We will continue the swap meets on a quarterly basis. It follows that June, Sept, and December will be the others this year. Please remember that PAC has a strong anti-piracy commitment and will tolerate no sales of pirated wares at any club function.

AIM has announced the availability of monthly disks for the 8-bit and you will find these disks at the regular club meetings. Naturally we jumped at the idea of the 8-bit disk and take our hats off to Bill and Patty of Unicorn Pub. for their fine efforts. You will still find our regular library of pd software for both the 8-bit and ST plus the monthly AIM disk for the ST at regular club meetings.



PORTS ATARI

P.A.C.E.
COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Don Pfeiffer	724-0563

Membership to PACE is \$30 ST and \$20 8bit per year or \$9 per quarter. Meetings are held at 6:30pm on the third Sunday of every month. Membership includes a monthly newsletter, FREE Disk-of-the-Month, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari 8/16/32bit Computers. PACE hardware assets: 130XE, 1050 Drive, MacInker and a 520STfm. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

Spring has arrived if you haven't already noticed. Did you buy a LYNX for your kids last Christmas? If not, you may still have a chance to please your kids during the next long trip to Grandma's this summer. The LYNX is now selling for under \$100. Prices for the STe are reportedly dropping to \$499! I will be buying one as soon as I can sell my 1040STf.

The TT030 and Mega STe appear to be the real winners this year. The TT gives the power-user more than they can handle with the Motorola 68030 32Mhz chip. True multitasking is only a click away. Ultra-high resolution of 1280x960 and an industry-standard VME expansion slot for even higher resolutions in the future. LAN capabilities, two serial ports, built-in SCSI harddisk, 2 megs of RAM expandable to 26, MIDI and stereo sound, only scratch the surface of this most powerful Atari computer. No, don't even bother COMPARING the TT to other brands ('386, Mac II or Amiga 3000). Atari has got themselves a real powerhouse!

The Mega STe positions itself between the TT030 and the 1040STe. It sports a 16Mhz 68000 chip; twice as fast as our 1040's. The doubling of cycles only seem make the Mega STe 30-40% faster than its little brother. There are most likely other enhancements internally that take advantage of those 16Mhz. Pluses are it's encased in the TT cabinet, sports a very elegant detached keyboard, an enhanced desktop (TOS 2.05) similar to the TT and a built-in harddisk. I can't wait for the day when we get inquiries from prospective members who have just purchased a TT and want guidance and wisdom from our group of experts!

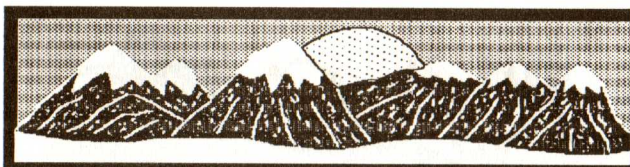
Next meeting will be April 21st, 6:30pm, Androy Hotel in the Mezzanine.

Summer has arrived in the Northland once again and, I've been told, interest in computing declines markedly. I don't know about the rest of you, but I have been logging an enormous amount of time on my ST. Two programs in particular can take credit for a good chunk this time. Band-In-A-Box 4 and Master Tracks Pro 3.6. Now if I could only Multi-Task and run both of these programs together... No, I'll just tackle them one at a time for now.

I will be receiving information soon about the new 8-bit DOM now available from AIM. We will be acquiring this for our 8-bit users. Hope the disk contains some of those fabulous European programs we have all been hearing about. I'm sure each disk will contain a mixture of the best of the best. I have read that the 65/130XE continue to ship to many parts of the world, including the US. Atari is supporting the machine the best way possible, but support for the 8-bit in the US is declining sharply.

Formal summer meetings for the months of June, July and August will again be suspended for 1991. Lack of attendance in the past has been the reason for this action. However, like previous years, we always seem to get together once or twice in the summer to talk 'tari. Think of this time as a respite and an opportunity to get to familiarize yourself with fellow members on a more personal basis.

Rumor mill: Watch for a new table-top video machine to appear in 1992. Using a 68000 running at 16Mhz, the "Panther" will have phenomenal sound and graphics. A slight clerical mistake at AIM has interrupted several of our DOM's for the ST. Hopefully, they will begin again soon uninterrupted. PACE loves their AIM DOM's!!! Our club is in excellent financial shape and is continuing to "run itself."



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Terry Quinn	548-1954
VPXE:	Dave Koster	550-1410
Treasurer:	Sam Cherry	528-5071
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dan Rumery	392-3568
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

We really are off to a great start. Both SIGs are going strong. 17 people have either renewed, rejoined or joined as new members in the first two months of the year. We are still looking for an 8-bit VP, even though the SIG meetings are still going well.

At the February 8-bit SIG we continued to review various wordprocessors. We looked at Diamond Write, TextPro 4.56, and First Xlent. Diamond Write has a ways to go before it becomes very viable. It's cute and interesting concept concept but not very functional yet. There should be article in AIM soon. We just scratched the surface on TextPro and will continue a discussion of the macro features and the memory banking features. Roger Meston gave an outstanding demonstration of First Xlent's wordprocessor. He even had a handout. First Xlent turned out to be a real powerhouse and very intuitive to use. Roger even learned a few neat tricks from one of the people who joined at the meeting that night. We also took a quick look an the 8-bit Tax program advertised in STart. It was functional, but hopefully will be upgraded in future years. We should get a review posted in AIM soon as well on this.

The February ST SIG is planned to be a hardware hacking program. ST VP, Terry Quinn, also requested member request for future SIG meetings. After the meeting, Dave sold several copies of MidiMaze and members warmed up for the MidiMaze tournament, the next day.

Eight STs showed up at Dave's house for the tournament. It was a total blast. The Koster provided plenty of munchies (and MIDI cables). We also took a look at MidiMaze II from Germany. All the novices loved it, since you can handicap the pros. Some of the feature that players can buy are really deadly (like AutoAnswer). It probably is possible to play this game for days straight.

For those of you who didn't get the word, "Maggie's Place" (the library) has changed its phone number to 531-5531. For those who haven't heard, Steve Leser's hard drive bit the dust so his board is down. Hopefully, he will up again by the time you read this.

In other club actions, we renewed our subscriptions to PSAN, Current Notes and the AIM DOM. Be sure to check these items out at the next SIG.



President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



Rushmore ATARI Computer Enthusiasts

9512 A Adams Dr. Ellsworth AFB, SD 57106

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the fourth Saturday of each month, 2pm, at the Rapid City Public Library. Annual dues are \$12 for basic membership and \$15 for membership and newsletter (subscription to AIM!). RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the State of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President Rick Burton (605)-642-5353 V. President Duane Charter (605)-923-3274 Secretary Joe Weigel Treasurer Ken Kayl (605)-343-7289 NL Editor Mike Harbison ST Librarian Viren Lemmer XE Librarian Ken Kayl (605)-343-7289

President's Particulars

As some of you may have noticed (RACE members or otherwise) I have not been very regular at writing fresh Particulars each month for a while. Rest assured that this does not mean that the club or I have evaporated! Sometimes I do have a tendency to put 30 hrs. of activity into a 24 hr. day and something tends to get crowded out. Yours truly SHOULD have realized this was the case a long time ago but I'm back in the saddle again. (hold the applause)

RACE recently held a MIDI music show with the cooperation of, and at the location of Westmoor Music which is in a local shopping mall. We were set up from about noon to 3:00 on Sat. afternoon and attracted many interested folks who had a chance to see and hear "power without the price" for themselves. This left the store manager pleased that his Yamaha keyboards also got the spotlight and leaves the club with an opening to do another show in the future at the same place. We need to let the world at large know what we are all about-PR & advertising if you will.

Pioneer hacking in the Dakotas: South Dakota has a population less than that of Denver for example. This can make for a geographical challenge to get Atari users together at times- but RACE continues to brave the frontier. A self-described one-man MIDI band from North Dakota contacted me recently with a request for membership. We Atarians must stick together so I'll arrange for a correspondence membership.

We have had some great demos, rap sessions, problem solving, AND have been raffling both 16-bit and 8-bit goodies at our meetings. Don't miss out! See all you RACE drivers at the next get-together. Long live Atari.

S.A.G.E.



SAGE, PO Box 10562, Erie, PA 16514-0562

The Spectrum Atari Group of Erie, PA was founded in December of 1984 to provide communication and support among owners of all Atari computers. Our newsletter is the SAGE Scroll which is published monthly. In addition to being distributed to all of our members, the Scroll is exchanged with over 50 other Atari computer user groups nationwide. SAGE maintains extensive libraries of public domain software for both the Atari 8-bit and ST computers.

The SAGE BBS has been operating for 5 years at 814-833-4073 (2400 bps, 24 hours). The SAGE BBS offers public access to all of the message bases, and, in cooperation with the Erie County Library offers a unique on-line reference service known as GET R.A.D. (Get Reference After Dark).

The Spectrum Atari Group of Erie meets on the third Sunday of each month at 2 PM at St. John's Lutheran Church in Erie, PA. We also have SIG meetings monthly covering Telecomputing, the ST/ Mega/TT computers and programming in GFA BASIC.

President Dennis McGuire 814-833-4724
Vice-President Patti Irwin 814-825-0834
Secretary Earl Hill

RACC

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

Rockford Atari Computer Club is comprised of avid, dedicated users of all Atari computers. We support and promote the use of 8-BIT, and ST/MEGA machines with extensive PD libraries, monthly meetings, and semi-regular SIGS.

We have had a change of meeting place this year, as our previous site is being used for adult education on Saturdays. We may be able to secure a regular space there, if we can agree to meet at some other time/day (possibly evenings?). Any suggestions, or other alternatives should be mentioned at the meeting. Our regular business meeting is held from 9 to noon, the third Saturday of the month.

We have accepted the gracious hospitality, of the Springbrook Congregational Churches as an alternative meeting place. It is located, off Alpine, just as you make the turn onto Springbrook road, from Spring Creek road. Our mailing address is 3902 15th Avenue 1 - Rockford, IL 61108. Our phone number is [815] 397-5316.

Let's see, I missed a few months getting my AIM report in. But hey! So I remebered this time (at the 11th hour)!

I dropped my monitor into a snowbank as I hurried off to February's meeting (late as usual). It got snow right thru the vent holes, and into the guts I imagined.

Now prudence would have suggested that I really let the thing dry out, say overnight? Well she wasn't there, so I did for....an hour or so. It didn't work when we plugged it into the club ST. Oh yes, I dropped that also, but I had hoped the soft snowbank would have cushioned the blow. Seemed as though the computer was booting, but I didn't have the guts to ask one of the other guys to sacrifice either of their monitors, or computer to test my poor hardware out.

Still unemployed, I shuddered at the thought of a repair bill, I could not afford. (Hmm... there is no intention of rhyming back there) After trying several things, I thought, "Oh well, I still have my MONO monitor." So I was not totally out of business. I made a spur of the moment decision.

It had worked with my hard drive, so why not a monitor? Lifting the beast from the table, with no fanfare, I gave it a smack... then a shake ... then another harder smack!!! "That'll do her I reckon!", not truly expecting it to work. The other club members stared in disbelief. I had told them of my remedy to the hard drive, but I think that they never really believed me.

VOILA! She has a green and white ST desktop! I guess it was the last hearty smack. "Musta been been something loose in there, HUH?" Kids do not try this procedure at home. Leave this kind of professional problem to us...the truly incompetent!!

Meeting Highlights

We finally voted in our by-laws. One of my ideas is that you can (and probably will) be nominated and elected to serve your RACC club, even if you don't attend the next few meetings during nominations and elections. So it might pay for you to show up and nominate a candidate, or just show up so you are NOT elected in abstentia!

Nominations for the five officers positions, are now open, and will run for the next two meetings (March and April). Elections will be held in MAY, with the new board being installed at the June picnic. We really hadn't intended to stay in office for this long.

Frankly, leading a club takes a lot of the fun out of being in a club. And couple that, with being unemployed, my enthusiasm was way down. I wanted to move the elections up, and have have someone else take over the "reins". But ya know something, I am seeing some renewed interest in our 'lil club.

We have three new members, from our "membership" drive. They are:

Chuck Liljegen
Dennis Renner
Shane Nicely

I am really glad to see some new guys, and welcome them! I guess our campaign has worked, and am truly pleased to see some enthusiasm, work and support, from some of the older members.

Hopefully my Mega STE will be in by then, and Jeff's Stacy will be back from repair, so we can "Show off"!!

R.A.C.E.

Eric Schofield	President	851-5134
Brian Casper	Vice President	851-8092
Lewis Midyette	Secretary	828-4319
Tony Manino	Librarian	851-8092
Jim Harrop	Treasurer	851-5134

Hey gang! Things are cooking up in the Raleigh area and the club is doing great. All of the officers are keeping very busy and I am up to my arm pits in work and things to do. Therefore, this month will have a very short article.

The most important thing is that you all know when the April meeting will be. The April meeting will be held on April 23 from 7-9 p.m. We will be showing members various ways to SPEED up your ST! From software to hardware, we'll try to cover it all. See ya on the 23rd!

Well gang, the new year is well on it's way and things are slowly but surely starting to roll in the proper direction for Atari. The Mega STE's are FINALLY shipping and the TT MUST have FCC Class B certification by the time you read this. The Lynx has been repackaged at \$99 which is only \$10 more than the plain and drab Gameboy and Atari is redesigning the STacy and the Portfolio. Atari revealed an ST compatible notebook computer (much like the STacy except it should weigh around 7 lbs. and is much more compact), this ST Notebook computer should be able to run for over 10 hours off of the batteries and this is with a hard drive in use! Atari also came out with a computer that has no keyboard at all. This computer comes with a touch sensitive screen and is capable of learning you hand-writing. You're supposed to be able to "write" your commands into the computer. This unit still has some work ahead of it before it is ready for production though. Atari has been busy and there are plenty of GOODIES in the pipeline!

Is it my imagination or does the Atari SLM-605 laser printer resemble the Epson EPL-6000 laser printer? The design is exactly the same, the print speed is exactly the same, I'm quite curious by this. Does anyone out there know? Is our beloved SLM-605 really an Epson in disguise?

The club is always striving to offer the Atari community better support. You already receive this terrific magazine for joining the club, how about another FREE magazine as well? Yes it's true. How do you get it? The only way you can get the magazine for FREE is to come to the club meetings. The magazine is called Atari User magazine and it is being published monthly by the founders of ST Journal magazine out in California. Since we are a users group, we should be getting free issues every month. Enough for all club members but you must come to the meetings in order to get this baby for free!

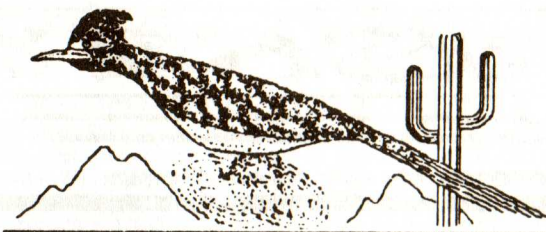
Next month's meeting will be held on May 21 at 7p.m. at the Richard B. Harrison Library. We will elect new club officers and we will feature the Joppa Send FAX Modem. It is very important that you show up for this meeting because we need new officers. No one ever wants to become an officer but there are benefits for being an officer and the work load really isn't that much if there is enough team work between everyone. If you don't participate, it will surely mean the end of our club. I hope to see you all there.

ST ★ R

ST ATLANTA ROUNDTABLE

STAR (ST Atlanta Roundtable) Atlanta, Georgia, meets the third Monday of each month at 7PM. Membership dues are \$30 per year. Each member receives a copy of AIM and PD disks. Bring a friend.

Rick Ostapower	President	(404) 487-4845
Bruce Hein	P. President	(404) 926-0095
David Westbrook	V. President	(404) 921-6462
Sidney Ayscue	Treasurer	(404) 633-2015
Tommy Mersinger	Libraian	(404) 938-2718
Jim Menegos	Newsletter	(404) 473-9885



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx,Az. from 12pm to 2pm in room #109.

President Robert Dytmire (602)870-8360 Vice President Needed ? Treasurer Wayne Myers (602)264-5737 Membership Secretary/ Sgt. at Arms Mike Zachary (602)273-1185 Recording Secretary Jim Keho (602)934-9181 Disk Librarian Dave Thorson (602)954-6033 Publications Librarian Donald E. Thompson (602)486-1593

Club Minutes for Sat. Feb. 9, 1991 -by Jim Keho

The meeting started at 12 noon. There was 14 total in attendance. Where were YOU??? Treasurers report: we have \$268.16 in the treasury.

You won't want to miss the March 9th meeting!! Our special guest will be Bob Brodie. He's supposed to be bringing along a TT and MegaSTe for use to see!! And he's going to give me the TT! Just kidding! Just checking to see if you really read these minutes! :-). It was better for both him and PHAST to have him here in March instead of the Feb. Meeting.. Should be a fun meeting..

By the time you read this it'll be April, so it'll be all over with... But be looking here for how the meeting went next time if you couldn't make it! We had quite a few demos: Deluxe Paint, The Empire Noise Tracker, Planetarium, and the Gravis Mousestick..

In case you missed our new meeting place: Devry College 2149 W. Dunlap Phx,AZ. Room #101 at 12noon! Well that's about it... Until next month, March 9th. Be There!!!

The PHAST monthly meetings are held on the second Saturday of every month at Devry College 2149 W. Dunlap Ave. Phx,Az. from 12pm to 2pm in room #109.

PHAST Club Minutes for Sat. March 9, 1991 -by Jim Keho

The meeting started at 12 noon. There was about 65 in attendance! Boy, wish I could say that every month! <grin>

Of course this was the Bob Brodie meeting and that's why. Wonder if he'd come here every month? <grin> Nah, we're just really glad he has been able to make it once last year and this year too! THANKS BOB BRODIE!! He brought along an Atari TT and MegaSTe computer for us to see. They look great!! In my opinion after seeing the TT and MegaSTe, I think I'd get a TT if and when I purchase my next Atari computer. I currently have a 1040STe and don't see major improvements (that I really need) going to the MegaSTe. But we'll see.. I hope we'll be seeing them available soon at a dealer near us!!

Well that's about it for this time, again I'd like to say THANKS to Bob Brodie, we all enjoyed the informative meeting and seeing the new Atari computers! We also had a raffle for a PHASTdisk of the month, congratulations to the winner! Be watching for more monthly raffles at future meetings too!! We have some good STuff to raffle! In case you missed our new meeting place: Devry College 2149 W. Dunlap Ave. Phx,AZ. Room #101 at 12noon! Until next month, April 13th. Be There!!!



SPACE, the Southcentral Pennsylvania Atari Computer Enthusiasts meet on the third Monday of the month at the Camp Hill Mall Community Room. The doors open at 7 and the meeting begins at 7:30. Dues are \$15 per year and include a subscription to AIM and SPACE Probes, our official newsletter. SPACE was founded in 1982 and is still going strong. We support both ST and 8bit computers.

For more information, call either John Slade, President at (717) 938-3656 or John Hileman, Newsletter Editor at (717) 938-8753 or write to: SPACE, PO Box 11446, Harrisburg, PA 17108.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter.

President	Marc Dyer	(602) 897-0314
Vice President	John Rojewski	(602) 869-0438
Treasurer	Lee Whiteside	(602) 962-9415
Secretary	David Lyle	(602) 993-2043

SEVAC Report for 2-16

Treasury Report \$630

We have 520ST and are upgrading it with the JRI simms board with 2 Meg and starting a ST BBS with Michtron BBS software. No date yet for its operation start. March 16th we will be having a swap meet for any 8Bit and ST hardware and software at our current location in TEMP. After the swap meet SEVAC will be moving, but the location has not yet been decided. We are going to get a Migraph Scanner and Touchup software to be auctioned off at the meeting when we get it. We had two demos. One was changing a 10 Meg hard drive to a 85 Meg hard drive and the other was Marc Dyer making the flyers for the swap meet.

April 20 will be PD day..bring your favorite PD software to show.

May 17 will be Game day..bring your favorite game to show.

June 15 will be Program day..bring your favorite program to show.

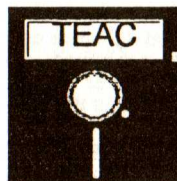


The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology computers. P.O. Box 27285 Salt Lake City, Ut. 84118. STUN operates a 24 hour BBS -- (801)272-4243. Open meetings are held on the 3rd Wednesday of each month at 7 P.M. in the Murray High School.

We enjoyed the demonstration of how the ST and a fax machine can be used together for sending fax documents without scanning and scanning in line art and text for use in publishing. Thanks again to the guys at DreamPark Development.

Our club will be holding elections for new officers in May. Prepare yourselves to run or to nominate someone for the election.

In the next 2 months most of the STUN members will have their annual membership come due. In addition, elections for club officers will be conducted in May. Serving in the club can bring personal satisfaction to the volunteer but it means much more to those in need of the club and what it offers. A nominations/membership committee will probably be calling to remind you to renew your membership and get your input on who may stand for election to the various STUN club offices.



TEAC

The Educator's Atari Club

Yearly membership fee of \$25 includes 6 issues of the TEAC newsletter, the TEAC Educational 8-bit Disk Library catalog and a one year subscription to Atari Interface Magazine. For more information, contact TEAC at PO Box 1024, Laytonville, CA 95454.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

SCAT (Suburban Chicago Atarians)

SCAT general meetings are held on the third Saturday of each month at 10AM, unless otherwise indicated on the SCAT BBS. The location for the meeting is College of Dupage, Student Resource Center, Lambert Road between Roosevelt and Butterfield Roads, Glen Ellyn, IL. SCAT is a not-for-profit computer group for the purpose of helping people better understand and utilize Atari 8 Bit/16 bit/32 bit series of computers for business and pleasure. Meetings are open to all.

Membership dues are \$20 per year per family. Membership benefits include subscription to Atari Interface magazine (AIM) and special club events. SCAT and AIM are not affiliated with Atari Corp. in any way.

Anyone wishing to become a member can just come to a meeting and sign up or call SCAT's 24 Hour Bulletin board (708) 231-7227 or write SCAT, P.O. Box 72266, Roselle, IL 60172



The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are April 13th and May 11th and June 15th, 1991.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	Jim Fleming	793-9792
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are \$3 for a double-sided disk packed full of goodies (2 for \$5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

February Meeting:

We received the information for the The Atari/ Windsor show in early May (4th-5th) and it was relayed to our membership. Next meeting, the information on signing up for the GOLD card at the show will be discussed. Further information on the show can be obtained from Unicorn Publications.

Al could not attend the meeting to demo Base Two but we had an in-depth review of Superbase Personal by Bryant. Superbase Personal is a low-cost database (~\$45, mail-order) that can be used for anything that a person would encounter in their home. The enhanced version (Superbase Professional 3.0) is the ultimate database in terms of cost (~\$200) and features for the business or professional user. Superbase Personal is the most convenient database on the ST market for personal use (according to Bryant). There are many features in this database that are usually seen in those \$100 database programs. For someone interested in a database that can do more than a mailing list program at a price under \$50, this database is for you.

For the March 16th Meeting:

There isn't much to report about the March meeting, since only three people showed up. President Bryant wasn't able to attend, and substitute meeting chairman Marty Schmidt went skiing at the last minute. We therefore have no equipment volunteers yet for the April meeting.

We are trying to buy the latest version of WORDFLAIR II and have a demo ready for the April or May meeting. The program will be raffled off after the demo. As always, only current club members are eligible for the raffle.

At the May 11 meeting there will be an in-depth explanation of how one should construct ASSIGN.SYS files using GDOS and GPLUS+. We'll notify you by postcard of the finalized plans for the meetings.

SST

Sacramento ST Users Group

The Sacramento ST users group supports the ST and TT family of computers and meets on the second Wednesday of every month at the Pac Bell auditorium at 2700 Watt Avenue. The meeting starts at 7p.m. with an informal beginners session with the regular meeting starting at about 7:25.

Dues are \$24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

President	Mark Warner	(916)344-1150
Vice-President	Keith Kejlvik	(916)334-6130
Treasurer	Steve Kipker	(916)661-1234
Disk Librarian	Ric Kalford	(916)723-0237
Membership	Robin Meriano	(916)332-5840
Midi Sig	David Bachman	(916)452-2105
ST-KEEP BBS	David Bachman	(916)339-0726
		(916)729-2968



General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public.

Annual SDACE subscription dues are \$18 which includes increased BBS access, AIM subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President	Michael Bergman	(619)558-7866
Vice President	Danny Rickey	(619)565-2179
Treasurer	Steve Dato	(619)565-2588
Sec/Newsletter Ed	Vladimir Vooss	(619)534-4593
8-Bit Coordinator	Terry Scott	
Wizop/Memberships	Steven Kiepe	(619)549-3207
BBS	24hrs, 300-2400 68MB	(619)689-815

We're BACK! SDACE has returned to AIM after a brief sabbatical to find ourselves (we're still lost). In the meantime, we have elected new officers and regenerated our membership. Atari machines are still a going concern in our community, with lots of activity as we have recently gained many first time members.

Our biggest event in March was our first ever swapmeet. It was a resounding success as the membership had the opportunity to sell/trade their unused software and hardware while stocking up on someone else's stuff! The universal sentiment was that we should consider doing this again at least semi-annually.

By the time you read this, SDACE's BBS should have E and F Mail capability. Thanks to the courteous assistance of John Eidsvoog of CodeHead fame, we have obtained some sample E-Mail MCL routines for use with the Michtron BBS v3.0 that we use on our BBS.

If you pass through the San Diego area, please stop in and pay us a visit! Our BBS is always open.

WAUG

Windsor Atari Users' Group

The Windsor Atari Users' Group (W.A.U.G.), founded in 1982, is among the oldest computer clubs in North America to serve the Atari community. We are an international family of Atari owners with members from across Southwestern Ontario and the state of Michigan.

Our club meets every third Thursday from September through June with the exception of December when we meet on the second Thursday so as not to conflict with Christmas scheduling. We meet at 7:30 p.m. at the Roseville Gardens Community Centre, 6500 Roseville Garden Drive, Windsor, Ontario, CANADA.

Our club dues are \$25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, 'exTRACTs'. In addition, each membership gives you access to our ever growing public domain library, packed with programming from around the world. Each club disk sells for \$4.00 (Canadian) with the occasional monthly special as offered by our club librarians.

President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coor.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom Woodrich	(519) 948 5448
Associate Editor	Shawn Cassidy	(519) 966 0305
Past President	Ray Caille	(519) 734 8183



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 451-0524.

The February meeting of WAUG was held on Tuesday, 2/12 in the Anderson Room of the Michigan Union. President Craig Harvey announced at 7:40pm that the meeting had started at 7:30 (neat trick, Craig!) starting things off with an announcement about the "Colossal Computer Sale" that is coming up this weekend. Craig noted that he is often times informed by members that they think it would be great to have club representation at these shows, so he beat everyone to the punch by asking for volunteers to man the booth. Looks like we won't be attending this show...

Craig, with the help of Bill and Pattie Rayl, described their trip to Toronto to meet with "Denise" of Atari Canada. They had an appointment to meet with her to discuss Atari's involvement in the Atarifest but when they got there they found that Denise no longer worked there. None of the members seemed surprised by this, Atari being Atari and all that. The intrepid trio met up unexpectedly with Nathan Potechin who was a great help in getting them in the door to speak with ANYONE. The end result was that the good guys left with the impression that Atari WILL be attending the show, although there is nothing in writing. The next show planning meeting will be held on 2/16 at ADP in Ann Arbor.

Pattie described the new features of The Treasure Chest BBS.

Seems they've gone multi-line at AIM headquarters, which will allow for online conferencing. Pattie also apologized that the March issue would be a little late, what with their recent trip to London.

Dave B. demonstrated Billboard, an 8-bit pic viewer that can handle most (all?) of the variety of formats in that environment. Dave showed us a pic of Lady Di, and it was a scream to watch her turn green when the XL went into ATTRACT mode.

The topic of the evening was PRINTERS. Bill discussed uses and accessories that make the HP LaserJet indispensable in their production of AIM. Bill then gave a good description of Linotron and BurmySetter hi-res printing and showed samples. Printouts of pics that had been scanned at the January general meeting were displayed showing the different quality one can expect from various printers, and since they were all printing the same picture it was a reasonable apples-to-apples comparison.

Craig announced upcoming meeting topics: March - Sound Tools and professional music production; April - X10 Home Controllers; May - Atarifest slide show, hi-speed modems; June - Elections, Swap Night.

Russ C. reviewed condition of the treasury and membership roster followed by Bill's description of the contents of the January and February AIM disks-of-the-month.

The meeting was adjourned at around 9:30, after which Bill gave an informal guided tour of the Mega STe he had brought along. This looks to be a GREAT machine, Atari FINALLY gave us real keyboards!

The March meeting of WAUG was held on 3/12 in the Anderson Room of the Michigan Union. Craig, "as advertised," called the meeting to order at precisely 7:30pm announcing that the meeting topic would be Musical Applications. Craig immediately turned to meeting over to Dave B. who led a short discussion about the AMS Player system for 8-bit systems.

Craig started an in-depth discussion of plans for the upcoming Atarifest. It seems Atari IS putting its weight behind this show, considering this show to be the official midwest regional show for '91. This acknowledgement is the proverbial shot-in-the-arm we needed to attract those vendors who have not yet formally decided whether or not to attend.

It turns out, somewhat fortuitously, that on Sunday, the second day of the show, St. Clair College will also be hosting the annual Ontario Horticultural Show which is usually well attended. While this may afford our own attendees an optional added attraction to bring the whole family to Windsor for the day, it is also quite possible that we will pick up some traffic consisting of people who might otherwise never know we had invaded Windsor at all!

Craig distributed flyers to the membership asking them to deliver them to places they travel to during the coming months. Bruce U. has been promoting the show on the CrossNet. Dave B. spoke for a few minutes about transportation logistics followed by Dan C.'s discussion of the show workforce and Gold Card plan.

There was some discussion about the structure and organization of the ST disk library. Our best laid plans to make the library available to rent has never been exercised, and so it has been exORcised. Dissolving the rental copies of the library disks will return over 100 disks to the librarian for use in ordinary library sales, thus saving the club \$\$\$ by not having to buy blank disks at this time. Craig also announced that WAUG has officially subscribed to the new AIM 8-Bit Disk of the Month, which should help the club's lagging 8-bit disk sales.

Craig announced the upcoming meeting topics: April - X10 home controllers; May - slide show of Atarifest & discussion of high speed modems; June - officer elections/annual "flea market"

Craig introduced Jean-Michel Creviere of Pentone Productions who gave an excellent demonstration of how he uses his Mega2 in conjunction with a Sony DAT recorder to create master tapes for the production of CDs. J-M had recorded a show before a live audience and, using SoundTools (DigiDesign), he could edit the contents of the "sampled" sound and use the resulting files to produce a new tape that could be sent to a CD production facility for commercial reproduction. J-M received a round of applause for his demonstration.

Russ C. reported on the status of the club treasury and membership roster, followed by a quick Q&A session led by Craig, after which the meeting was adjourned at about 9:30pm.



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondence to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Treasurer	David Shane	875-5350
Secretary	John Kasupski	
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

Western NY Atari Users Group, February Meeting

A funny thing happened to me while I was on the way to the WNYAUG meeting. As I was walking through the parking lot of the Buffalo State College Campus, heading toward 16 E. Bacon Hall, I happened to walk past Kevin Packard's vehicle. As I passed by, I noticed from the corner of my eye, a shiny object resting on the back seat.

Peering through the road salt and splattered insect remains which decorated the window, I saw that the object that had caught my eye was a horseshoe. My opportunistic subconscious wondered, "Could this be the shoe that makes it possible for Kevin to win the split club jackpot all the time?"

I filed the location of the horseshoe in an obscure corner of my memory and headed for the meeting room. I sat there until 7:45, when our President, Mike Husband, called the meeting to order by announcing that WNYAUG would pick up the tab for any parking tickets our members received. So that was it! The campus police had, after two years, suddenly started enforcing the parking regulations, and there had been a scramble to move cars before they were ticketed. In the confusion that followed, Kevin had apparently forgotten his horseshoe!

This was an opportunity that could be ignored. I sat there on the edge of my seat, taking down the minutes like a good secretary should, as the business portion of the meeting began with a discussion of the different methods of putting the contents of our old POKEY issues on disk.

Mike then called for the treasurer's report, and Dave Shane reported that our balance was \$891.78. He further reported that our donation check to Robert Puff had not yet been returned. I was directed to write Mr. Puff and see if he had received our check or not.

Dave reported on his progress in getting the CHAOS addition to the WNYAUG library organized. All the self-booting disks from the utilities section are ready to go, and a new menu program was demonstrated and approved for use on those disks which do not already boot on their own menu. The motion to adopt the new menu was made by Mike and seconded by Don Koepf and carried by voice vote.

Mike then called for the secretary's report. I reported that we had a new member, Richard Ho. I then summarized the mail the group had received since the last meeting, which included various newsletters from other groups and some catalogs from Toad Computers in Severna Park, MD.

Don suggested that we contact the groups that send us their newsletters to express our appreciation. I agreed that it would be a good idea, and this will be acted upon.

WNYAUG also gained another new member at the meeting, as Mike Cummings, alias Captain Video, attended along with his wife Debbie, and signed on for a one year hitch as a member in good standing. That capped a lively and productive business portion of the meeting and we then moved on to the program portion.

Mike H. demonstrated Turbo Basic XL, the public domain structured BASIC by Frank Ostrowski in Holland. WNYAUG was the driving force behind bringing Turbo Basic XL to the US, and we were proud to present the language, along with documentation, compiler program and runtime version, on the February disk of the month. Mike also demonstrated BASIC XE, another structured BASIC for OSS, and MicroSoft BASIC, one of the earliest third-party dialects of BASIC for the Atari.

And then, finally, it was time for the split club jackpot. My

trembling fingers peeled a dollar from a small wad of bills that I had drawn from my pocket. I handed the bill to Dave, and was immediately awarded with a ticket. Most of the other 14 persons in attendance also bought at least one ticket, and as Mike began to run the program that would pick a winner, I stole a furtive glance in Kevin's direction.

I saw his hand disappear behind his back. He felt for the horseshoe, and found nothing. And then his jaw dropped and his eyes widened in horrified disbelief as he realized that this time, he was going to be on an even keel with everyone else in the drawing!

Except for me. I now had the edge, because I alone knew the whereabouts of the absent horseshoe and the significance of Kevin's expression. And so it was that when the screen displayed the winning number, it was the same number that appeared on the ticket I held in my perspiring hand.

I collected and counted my booty while a shaken Kevin Packard recovered from his shock and demonstrated his innovative technique for had disassembly of machine code, then distributed the latest issue of The Porkard Report. As Kevin finished, the meeting broke up into several sags.

Later, I lingered over a cup of coffee and pondered what had occurred. I hadn't thought to see if Kevin had locked his car. Should I have stolen his horseshoe? Would this have been ethical or not? And would it have made any difference in the subsequent turn of events?

I'll guess I'll never know. But that free coffee sure tasted good, and I'll stay alert for another chance at the horseshoe. So, Kevin, if you're reading this, remember: the price of freedom is eternal vigilance.

John Kasupski

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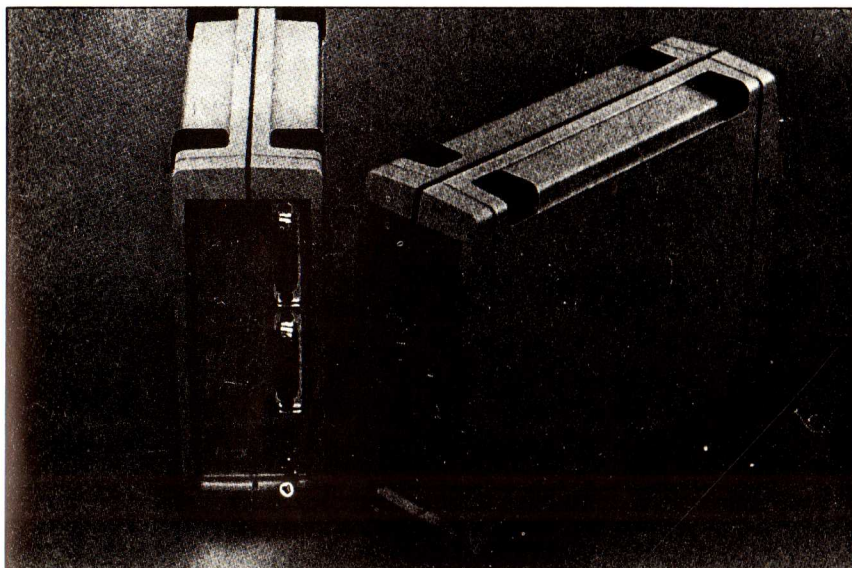
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