

# ATARI INTERFACE

VOLUME 3  
JUNE 1991

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Meeting**

**Windsor/Detroit Report**

**A-T-A-R-I**

**AMP Enhancement**

**The Right Brain**

**California Dreaming**

**Reviews of**

**SLICCTOP**

**JRI RAM+ Board**

**SyQuest 44**

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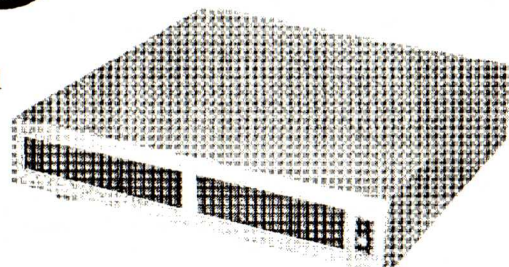
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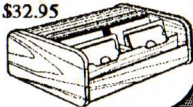
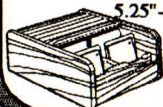
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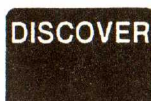
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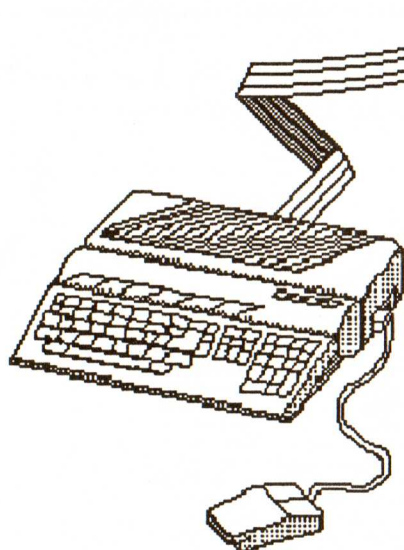
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# ATARI

Your Connection to the

## Volume 3

### FEATURE ARTICLES

#### SLICCTOP

Gary Klugman (SVACE) reviews SLICCWARE's multi-tasking entry in the ST replacement desktop market.

#### ATARI 1991 Shareholders Meeting

John Pilge reports on Atari's annual stockholder's meeting.

#### Windsor/Detroit Show Report

Despite lower than expected attendance, this show was a big hit for developers and attendees. Report by Dan Stidham.

#### Battlehawks 1942

Gordon Totty (MACE) reviews this WWII simulation from Lucasfilm Games.

#### On the Cover

The Atari TT, showing off its color CAD capabilities. ISD's DynaCAD on the TT was one of many sights to see at the recent Windsor/Detroit show. Read the show report in this issue for details!

Managing Editor: Patricia Snyder-Rayl  
Editor: Bill Rayl

AIM is produced with an Atari Mega/STe 4, HP Laserjet II with PacificPage Postscript cartridge and Soft-Logik's PageStream.

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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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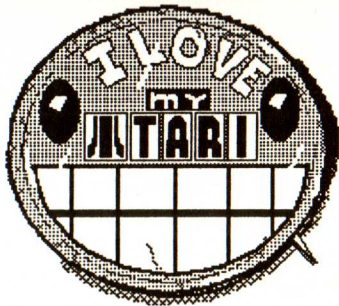


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June 1991

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<b>ACCD</b> Denver, CO	<b>FRACUS</b> Fresno, CA	<b>SPACE</b> Harrisburgh, PA
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<b>ACE of St. Louis</b> St. Louis, MO	<b>JACS</b> Clementon, NJ	<b>STAR</b> Atlanta, GA
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<b>BaPAUG</b> Dorset, England	<b>NAUG</b> Nashville, TN	<b>TASTE</b> Thunder Bay, Ontario, Canada
<b>BRACE</b> Lexington, KY	<b>NSAUG</b> Dartmouth, Nova Scotia, Canada	<b>TEAC</b> Laytonville, CA
<b>BRAG ST</b> Buffalo, NY	<b>O-ACES</b> Omaha, NE	<b>WACO</b> North Huntingdon, PA
<b>CACE</b> Jackson, MI	<b>PAC</b> Portland, OR	<b>WAUG</b> Ann Arbor, MI
<b>CACE</b> Cookeville, TN	<b>PACE</b> Duluth, MN	<b>WAUG</b> Windsor, Ontario, Canada
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# ATARI BULLETIN BOARD

## Bill & Pattie Rayl

Well, it's been awhile since we've done a "real" Bulletin Board column, and the news has been piling up!

### Atari News

Atari Corp. has finally received FCC Class B certification on the Mega/STE. Earlier reports that this new machine had passed Class B—some of which came direct from Atari employees—were incorrect. The confusion caused from these reports, especially to Atari dealers, can be laid to rest because the machine is now certified for home use.

In last month's issue, Dave Plotkin mentioned Atari's new ST Notebook. Here are a few more details. The Notebook is 30 x 21 cm (approx. 11-1/2 x 8-1/4 in) in size and is about 2 inches high when closed. The little ST weighs about 2.5 pounds, without hard drive or floppy.

The Notebook is planned to be sold with internal 20, 40 or 60 meg hard drive (user's choice). The screen is similar to the STacy's LCD monochrome screen, with a resolution of 640 x 400. Parallel, serial, MIDI, DMA and mouse/joystick ports are standard equipment on the Notebook, with some sort of "expansion bus" also reportedly included.

The Notebook is expected to be available, at least in Europe, by the end of 1991. No price has been announced.

Atari's other surprise showing at CeBIT in Germany was what is now being called the STylus. This

"computer" takes input from a pen that touches its pressure-sensitive screen. Looked on as "the wave of the future" by some analysts, the STylus would be able to recognize handwriting input.

Computer industry giants IBM and Apple are also working on such systems. Preliminary information on the Newton, Apple Computer's entry into this market, has begun leaking out from time to time.

Details on price and availability for Atari's STylus have not yet been announced, although Sam Tramiel stated in his recent letter to stockholders that they are shooting for release by the end of this year!

### STart Stops

The biggest news item for this month is that Antic has ceased publication of STart magazine. The April/May issue was the last released issue, and unless a buyer is found or other arrangements made, that will be the last issue ever to be released.

STart was the last US-based "slick" commercial magazine devoted to the Atari computer. Antic will continue to publish its new PC Home magazine for the IBM user.

In an effort to help out STart subscribers, whose subscription refunds or continuations are questionable at this time, Unicorn Publications is offering a discount trial subscription to Atari Interface. STart subscribers can get a 12-issue subscription to AIM for only \$12.

A free ST or 8-bit disk and CompuServe Intro kit with \$15 usage credit will also be included in this offer. For those STart subscribers who, for obvious reasons, don't

want to go for a year's subscription, a 6-issue subscription is being offered for only \$6. The 6-month subscription does not include the free disk.

To take advantage of this offer, STart subscribers must send in a check or money order, along with a recent valid mailing label from their STart magazine (or a xerox of the April/May STart disk label). All orders must be postmarked on or before August 31, 1991. Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108 (313) 973-8825.

With the passing of STart, it is probable that Antic Software will also cease ST support. (According to Antic employee Paul Lefevre, much of the Cyber software series has already been or is being ported to the IBM platform.) Unfortunately, this may leave Flash 2.0 in limbo! According to our sources, Flash 2.0 is ready for release. On CompuServe, Lexicor's Lee Seiler indicated his interest in distributing Flash 2.0. We can only hope!

### Lexicor Software Ships!

Speaking of Lexicor, their long-awaited Phase 4 products have begun shipping to dealers via RIO Datel. The packages include the ROSETTA-3D animation translator/viewer, CHRONOS Key Frame Animator and PRISM PAINT drawing package.

Having seen demo versions of Prism Paint and Chronos, we have to say these are going to be extremely popular items. If you're into graphics and/or animation, the stuff is simply a "must have!"

RIO Datel, 3430 Tropicana Ave. #65, Las Vegas, NV 89121, (800) 782-9110.

## Dover Research

Dover Research now has a 600 megabyte read/write optical disk drive available for the ST. The drive, which plugs in to the DMA port and is usable on any ST, STE or TT, retails for \$3,495. While this wouldn't be considered low-cost by most standards, it is well over \$1,000 less than the retail price of similar drives available for the IBM.

Jay Craswell of Dover also says their new color board, Albert, is available for the Mega/STE and TT. The board plugs into the VME slot, giving resolutions of 800 x 600 and 1024 x 768 with 16 out of 4,096 colors on-screen at one time. The display is non-interlaced, and therefore avoids the "flicker" problems associated with interlaced displays such as on the Amiga and some IBM VGA setups.

Lexicor's software takes advantage of the board, and Jay says PageStream also takes advantage of the color display. Retail is \$799. Their ISAC color board for the Mega ST is currently being sold at a special discount price of \$599.

As if that weren't enough, Jay reports that a number of new software products will be coming from his company shortly, both for the ST and IBM PC platforms. One of these products is an 8088 to 68000 assembly source cross-compiler. Dover Research, 321 W. 4th St., Jordan, MN 55352, (612) 492-3913.

## Another Color Board

CyberCube Research has announced the CyReL Skyline M16-1280, a RISC-based 16 million color board for the Mega STE/TT and ST/Mega. The board plugs into the VME slot on Mega/STE or TT and has an optional ASCII interface for other STs. The board is capable of up to 1280 x 1024 resolution and sports full PAL or NTSC support for GENLOCKing! CyberCube Research, Ltd., 126 126 Grenadier Crescent, Thornhill, Ontario, Canada L4J 7V7, (416) 882-0294, FAX: (416) 886-3261.

## PageStream 2.1

By the time you read this, Soft-Logik should have begun shipment of PageStream 2.1. This is a *major* upgrade to an already great DTP package. The package is supports AGFA Compugraphic's hinted outline Intelifonts (10 of these fonts are included in with PageStream 2.1). Adobe Type 1 IBM-format fonts are also supported, with the ability to output these fonts to even standard 9-pin and other non-Postscript printers!

Other enhancements include the option to load and save Tags independent from documents, the ability to easily "bleed" objects off the page, and enhanced color capabilities. Add to that the importing of GIF, ProDraw, DR2D and Aegis graphics and GEM metafiles containing text!

Retail price for PageStream 2.1 is \$299.95. Soft-Logik Publishing, PO Box 290070, St. Louis, MO 63129, (800) 829-8608.

## ICD 8-bit Super Blowout!

Sadly, ICD is clearing out all of its existing 8-bit inventory. The press release from ICD says "Our basic reason for this sale is that we can no longer show any profit margins for these products, nor produce any large quantities to keep in stock, but we can and will continue to support the end-users."

With discounts of over 50% on most items—from SpartaDOS X to MIOs—this may be your last chance to pick up those great ICD 8-bit products or to get replacement manuals, spare parts, etc. Since these products will be going fast, your best bet is to call ICD voice or call their BBS (you can place credit card or COD orders online!). Also, anyone interested in purchasing the rights to these products should call ICD to discuss terms. ICD, Inc., 1220 Rock St., Rockford, IL 61101, (815) 968-2228, BBS: (815) 968-2229.

## TransKey Goes to DataQue

DataQue Software is now the distributor of the TransKey product for the Atari 8-bit. TransKey allows 8-bit users to connect a standard IBM keyboard to their computer. At this writing, new pricing has not been announced. DataQue Software, PO Box 134, Ontario, OH 44862.

## Diamond GOS Update

The 8-bit Diamond GOS cartridge from Reevesoft has been updated. Version 3.0 features enhancements to speed up the operating system and includes a new manual and rewritten Diamond Paint (3.0) and Diamond Write (3.0). A special price of \$54.95 is available for a limited time, and registered owners can upgrade for \$30. Diamond News Station has also been upgraded to version 3.0 and costs \$29.95 (or \$5 upgrade for registered owners).

Diamond Develop, the developer's kit for Diamond, is available absolutely free to anyone who will develop a "substantial GOS application." Reevesoft, 29W150 Old Farm Lane, Warrenville, IL 60555.

## GFA Software

GFA Basic and other GFA products are again available in the US. This time, GFA is directly supplying the US market, rather than going through a third-party like Michtron or Antic. A new version of GFA Basic (3.5) that takes advantage of the new machines (like the TT) is now available. Also, registered ST GFAers can take advantage of a half off deal on the MS-DOS version of GFA Basic.

Online support for GFA products has begun on CompuServe. GFA Software Technologies, 27 Congress, Salem, MA 01970, (800) 766-6432.

## Universal NETWORK

Developers of UIS III have introduced the Universal NETWORK, a hardware independent software solution that can work with all network devices currently

on the market. Universal NETwork can multi-task between network nodes, while simultaneously carrying out foreground tasks. Included with the network software are installation and configuration editing programs, programmer tools and a background file transfer utility. Price is \$85 per node. A&D is also selling MIDI-net adaptors that plug into the ST's MIDI ports and allow use of ordinary phone wire to connect STs. Price is \$30 per ST. A&D Software, 280 Peach Street, Merlin, OR 97532, (503) 476-0071.

## CalAssistant

A great new desk accessory from Spar Systems gives detailed help to Calamus users. Using text, icons and pictures, CalAssistant gives step-by-step tips and tricks for getting the most out of the Calamus DTP package. The help "messages" are page-referenced to the original Calamus manual for those times when you might want to refer to it for more details. CalAssistant comes with tutorial .CDK files, fonts and font utilities for Calamus and more. Suggested retail is \$34.95. Spar Systems, 381 Autumn Ave., Brooklyn, NY 11208, (718) 235-3169.

## Rimik Enterprises

Rich Betson, formerly of Talon Technology, has started his own company and is off to a great start. Rimik's first release is Menu Plus, a "program launching system and more." Menu Plus uses a "menu tree" system for organizing sub-menus of programs, etc. Each "menu" can store over 160 programs. and Menu Plus uses only 32K of memory when other programs are running. The software also allows users to view Degas, Neochrome and Spectrum pics, view/print text files or play sound files. All this for only \$39.95.

At the recent Windsor/Detroit show, Rimik was also showing MultiGEM, a German import. This software allows for true multi-tasking of GEM and TOS programs in individual windows. Reports from Germany indicate the software is solid and EXCELLENT. The software should be shipping about the time you read this. Rimik Enterprises, 836 Osborne St., Vista, CA 92084, (619) 630-1217.

## Windsor Video

Those of you who missed the Windsor/Detroit International AtariFest, and those who attended, can get to see all the great products by picking up the show video. The video was produced by Dan Stidham and the crew at AAA Images, the same guys who did the excellent PACE and WAACE videos recently. See Lexicor animations, GoldLeaf's Retouche slide show presentation, Calamus SL, and lots more.

The video also has interviews with Geoff Earle, General Manager of Atari Canada, ISD's Nathan Potchin, Charles Johnson's "bathroom interview," and too much more to tell you about. Price is \$19.50. AAA Images, 3809 Feather Lane, Elsmere, KY 41018, (606) 342-5660 or (606) 342-9129.

## Abbreviator ST

Kyle Cordes has released Abbreviator ST, a new desk accessory that expands user-defined abbreviations as you type. This is a great little utility for automatic entry of frequently typed phrases, names, etc. Abbreviator ST can also "capture" phrases AFTER you've typed them, storing them for later use. At \$19.95, this ACC can save you lots of typing time for a little money. Kyle Cordes, 3815 Greegrass Dr., Florissant, MO 63033, (314) 921-0614.

## CardFile 3 and STeno/STalker

Gribnif Software is now carrying both CardFile and STeno/STalker, along with their popular NeoDesk line. Originally sold by GT Software, CardFile is an excellent address/phonebook/Rolodex utility that can keep track of appointments, print agendas, address envelope, dial the phone using a person's stored number and more. Price is \$39.95.

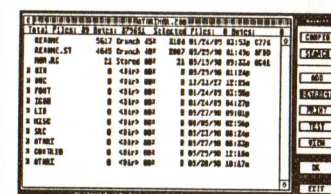
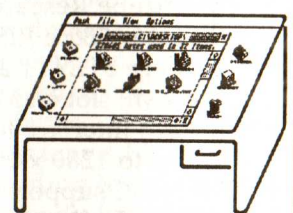
Although not "finalized" as of this writing, Eric Rosenquist of STrata Software indicated that he was close to an agreement which would give Gribnif the world-wide distribution rights to STalker and STeno. This terminal program and file editor combo were reviewed in the August 1990 issue of Atari Interface. Gribnif Software, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

## DC Desktop

The GEM desktop enhancement

"DC Desktop is a permanent part of my system!"  
—Ron Luks, Compuserve's SIG Atari Founder

\$39.95 each  
\$69.95 Both



## DC Utilities 2.0

Indispensable tools

"These programs are aStounding!"  
—Ken Badertscher, Atari Corp.

## DC Shower

NEW!

Replace the GEM Desktop's SHOW file command. View text files, 17 different picture types (even convert among them), any binary file, list and extract ARC, LZH, ZIP and ZOO files, from the desktop or in a program!  
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# SLICCTOP

## Gary Klugman (SVACE)

It is great to see something new that is really innovative for the ST. Randy Foster, programmer and president of SLICCWARE, is a talented programmer and a person with vision.

SLICCTOP is a true replacement operating system. All of GEM's dialogue boxes are replaced. The icons are changed and the menu bar across the top is different. The operating system is similar enough to GEM that ST users can use it immediately. The single most innovative feature is that it has multitasking capabilities.

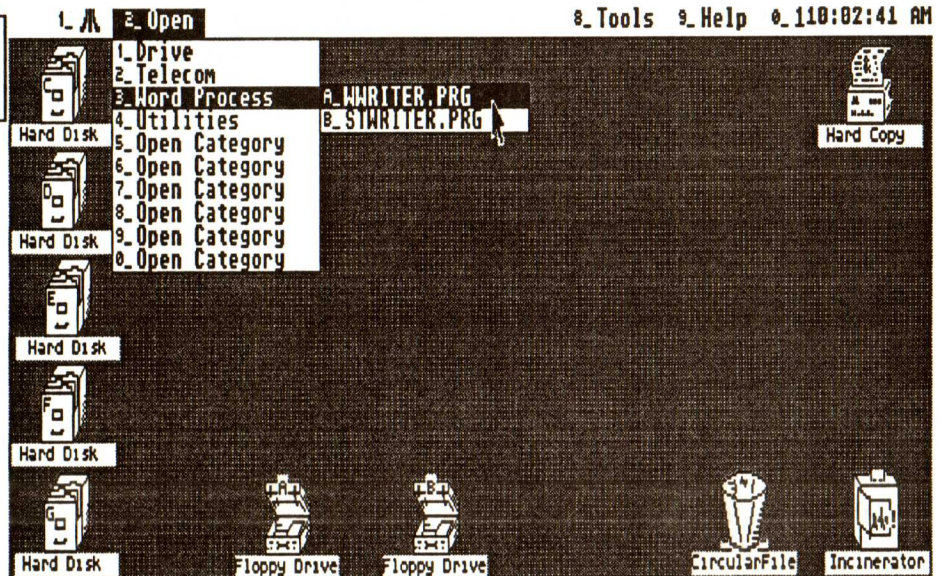
## Getting Started

SLICCTOP comes with manual, a couple of loose addendums and two disks. The manual is inexpensively produced, made up of light weight paper, and contains screen capture illustrations. That is forgivable for a \$49.95 program. It is sadly missing an index.

The manual starts with the very basics of using your computer. In a real way, it is like a manual that would come with your computer. The writing style seems like a programmer wrote it.

Indeed, Randy Foster published it using PageStream. Sometimes, it seemed mundane, other times the explanation was too technical or too brief. Still, it gets the job done.

SLICCTOP can only be used with a hard drive, and it needs an ST with at least a megabyte of memory. The program installs itself on the hard drive when you



run an install program. The installation was simplicity itself, a real model for other programs.

The process installs installs SLICCTOP.PRG and a SLICCTOP.ACC, as well as numerous invisible files. The install sequence determines whether you have TOS 1.4 or later. If you have an earlier version of TOS, the installation adds a program to you auto folder. With TOS 1.4 and later, the installation utility modifies the DESKTOP.INF.

The installation software even determines if you have two floppy disk drives. That way, you won't need to swap disks. If you are worried about SLICCTOP's invisible files or changing your DESKTOP.INF, there is no need for concern. SLICCTOP will completely remove itself from your hard drive if you want.

The new desktop will have icons for all your installed drives and partitions. When you move your mouse, the pointer flutters as it moves across the desktop. There

is a resettable clock in the upper right side. You also see two "trash cans." One is the icon labeled Incinerator. The incinerator acts like the GEM trashcan. There is also the circular file. Files dragged to the circular file will be stored in a subdirectory called TRASH. These files can be restored if they were deleted by accident.

## Messing with Menus

One of the most exciting features is accessed from the upper left of the menu bar. Under the item called "Open" is a drop-down menu. Here, any program can be run very quickly and easily. Also, other routine desktop procedures can be done instantly. One example is that, if you tend to go to a specific folder on a certain partition on a regular basis, it can easily be done from this menu.

There are nine of these "auto" items on this drop down menu. Choose one of these and you are presented with another menu of up to 16 choices. The choices can

be of programs you want to run or places you want to be on your hard drive. This adds up to 144 different processes that can be done from the drop-down menu.

These 144 installed processes are not automated recordings. You don't see the process of selecting a drive, then a folder, next a program, and finally running the program. The program is selected on the drop-down menu and runs from there.

Of course, programs require time to load. During this time, a spinning clock (like on a Macintosh) is displayed, instead of the busy bee. Once the program is executed, the user can terminate the program immediately and roll back to the desktop. At the desktop, normal functions can be done. The user can then roll back to the same place in the program when exited. This feature was extremely helpful in writing this review.

## More than a GEM

While SLICCTOP operates similarly to GEM, it has commands of its own. For the power user, there are lots of keyboard equivalents. Although the mouse is friendlier, pressing one or two keys is much faster. To be a power user, you will have to read the manual.

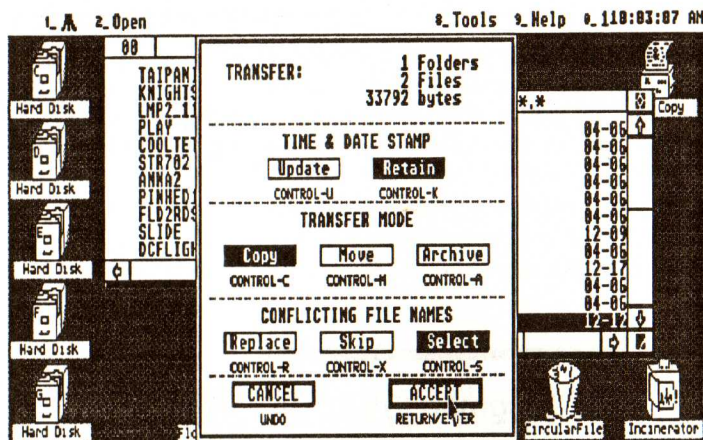
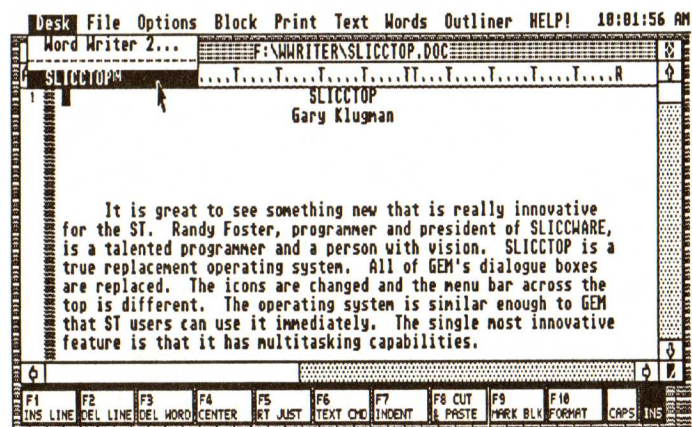
The SLICCTOP dialog boxes give the user the keyboard equivalents for mouse movements. The user can decide to keep their hands on the keyboard for speed, or use the mouse for ease.

SLICCTOP allows the user considerable control over routine tasks like disk formatting. The number of tracks and sectors can be chosen. When copying one floppy disk to another, SLICCTOP will format the destination floppy if it isn't already formatted. If the destination disk already has files on it, a diskcopy can merge the files from one disk to another. The choice is made by the user before the diskcopy is done. Whole floppy disks can be erased rather than reformatting by dragging the disk icon to the incinerator. This is a much faster alternative to deleting files individually.

There is no set limit to the number of windows that can be opened!

You can even set the computer's boot delay time, so the hard disks can warm up before the computer kicks in.

Multitasking is one of the most unique things about



SLICCTOP. SLICCTOP can indeed truly multitask, although multitasking is slow. I transferred files from the hard disk to a floppy from the desktop. During the transfer, I loaded TimeWorks WordWriter and edited a document. I left WordWriter, loaded Interlink and called a bulletin board.

To be spiteful, I tried to read the floppy that I was writing to. The program crashed and the hard disk rebooted. All things considered, rebooting is not the worst kind of crash.

SLICCTOP cannot multitask programs that take over the operating system. Therefore, most popular programs will not multitask. One cannot be using WordWriter and their telecommunications program at the same time. The user can multitask desktop routines, like moving files, while running their favorite program. Still, if a program was opened using SLICCTOP, you can exit the program at any point and "roll over" to the desktop. Once at the desktop, files can be moved and house-keeping chores can be done. Then, at any time, you can roll back to the original application.

True multitasking has been a goal for ST users for a long time. We are the last of the 16-bit computers to get it. Randy said the hardware is not amiable to multitasking. The limited multitasking that SLICCTOP allows is in one word, slow. Keyboard response time can be slowed down as it competes for processor time.

Many of things that we would like to do in a multitasking environment cannot be done with SLICCTOP. Running two applications can only be done by programs specifically written for SLICCTOP.

Randy Foster is planning to publish applications that will multitask using SLICCTOP. In the works is a word processor, editor and telecommunication program. These programs and other utilities will be made available to registered users directly from SLICCTOP. By selling direct, costs can be kept down. Plans are to sell these programs and utilities in the range of \$10 to \$25.

Since backup is an important thing to all hard disk users, SLICCTOP has a powerful backup utility. There is a great amount of powerful flexibility built in. The user can backup by directories, by the last time things

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*wp* becomes *word processor*

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St. Louis, MO 63033 or see your dealer.

were backed up, or simply backup everything. All backups can be done from one point on the hard drive to another, as well as from the hard drive to a floppy.

Randy Foster spent two years developing SLICCTOP, and he is dedicated to supporting it. He is readily available by phone for questions. I called him just after he sent out a free update. He had just discovered that the update had a bug in it, and he was tremendously disturbed by this. He was in the process of sending out a corrected version within 48 hours. He was also planning on calling as many registered users as he had phone numbers for. Not bad for a program that retails for under \$50. I felt that he considers this program to be his baby, and above all, he wants it right.

## Finally

I like SLICCTOP. As I continue to use it, I see the thought that went into its development. I will continue to automatically boot into SLICCTOP after this review.

The average ST user can get along fine with the GEM interface. However, if you want to exercise more control over your ST and you like having the alternative of keyboard equivalents for mouse movements, SLICCTOP is for you. If you think multitasking is "sexy" then SLICCTOP is your only choice in desktop replacements.

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## The Juggler

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Working with several applications at once can be a juggling act - and all too often it's an awkward exercise that requires patience and practice just to keep moving! The Juggler has perfected the art of smooth transitions between several applications.

## Utilities Plus

\$59.95

Some of MichTron's most useful programs: *MichTron Utilities* - helps keep control of your Atari ST files, *DOS Shell* - emulates the popular MS-DOS commands used by all IBM compatible computers, *M-Disk Plus* - a RAM disk and printer spooler, *Stuff* - a package of 21 different utility programs for all ST users and *Super Directory* - makes filing and organizing your disk files fast and simple.

## Hard Drive

## Turbo Kit

\$59.95

In this three-in-one package you will have all the utilities necessary to keep your machine running at its peak speed and efficiency.

- Backup your hard disk to floppy disks.
- Restore your files from the backup after an accident, or anytime.
- Select whether to backup hidden files and/or system files.
- Rewrite your files to contiguous blocks on the hard disk to speed up the time it takes to access files.
- Hold recently accessed disk sectors in your computer's memory, allowing quick and easy re-accessing of these sectors.



# ATARI

## 1991 Shareholders Meeting

### John Pilge

According to the bylaws of Atari Corporation, a meeting is held once a year to elect a board of directors and to vote on major changes in the company.

Every April a notice is mailed to all shareholders to send in a proxy statement to vote on the directors and other matters. The results of the vote is announced at the meeting in May.

There are no surprises. The choice of directors run unopposed and the vote is understandably

predictable. The board members hold 51 percent and Time-Warner owns about 24 percent of the stock.

Most of the attending shareholders are friends and employees (Atari has a stock purchase plan for employees).

At the May 14th meeting of Atari shareholders, the voting results were announced and the meeting was over. That is the official part of the shareholders meeting. It is over in minutes.

The rest of the meeting is where Atari does a "show and tell" of products and answers questions. The TT, STe, Lynx and Portfolio were on display.

The STacy will be available in a more compact form that will be 8.5" x 11" when folded. It will be called the ST Notebook. The current plan includes a hard disk and hopes of a battery life of perhaps six hours. For a portable with a hard disk, that is exceptional.

The ST Pad will be called the STylus. It will not have a keyboard. It will use a type of light pen. Both products are expected to be out by the end of 1991.

The big news in software for the TT is Retouche Professional by 3K Computerbild in Germany. Soon to be available in the USA from Goldleaf, it allows users to do digital retouching of photographs. (You would, of course, need a scanner and laser printer.)

The XE is still in production. Currently, it is being sold in South America, Eastern Europe and the Middle East.

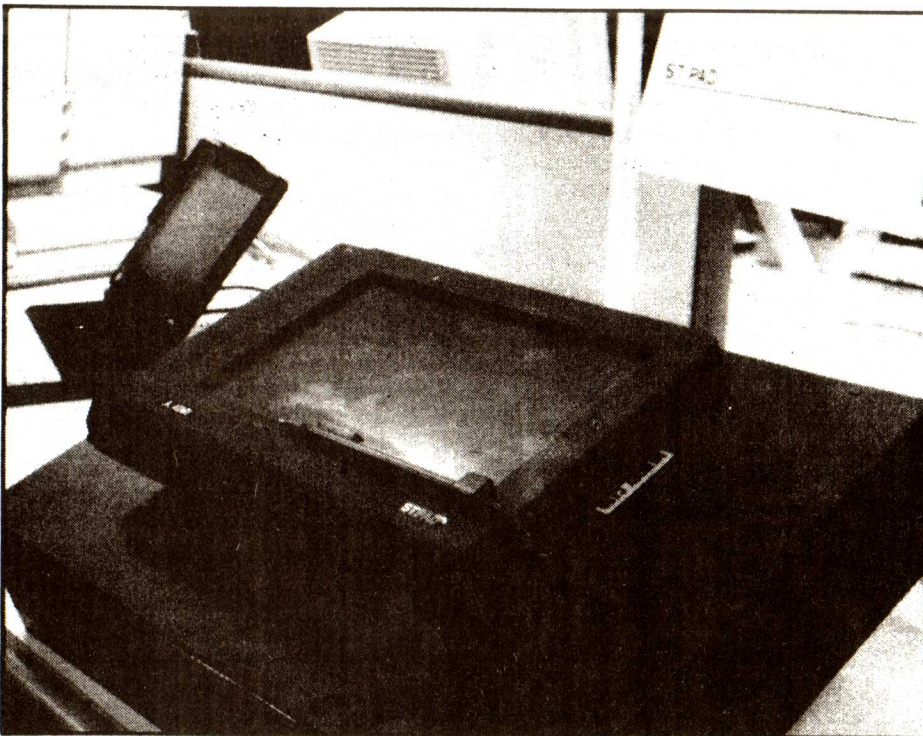
There are no plans to bring the Atari line of 386 MS-DOS computers to the United States.

According to the Atari annual report, Atari made over \$14 million in 1990 on sales of \$411 million which works out to about 11 cents a share. Europe accounted for 86 percent of sales by Atari with the USA bringing in 11 percent.

Sam Tramiel reports in the annual report "the Atari 2600 and 7800 continue to sell well in Europe" and are slow sellers in North America. Also, in Sam Tramiel's message in the Atari annual report is, "New table top video game consoles are planned for introduction in 1992."

Sam would not comment further on this, when asked about it at the shareholders meeting.

The entire event lasted less than one hour.



# The Windsor/Detroit International AtariFest A Great Show for Seeing All the New Goodies!

**Dan Stidham**

*Courtesy of ST-Report*

St. Clair Community College in Windsor, Ontario was the site of the first ever international AtariFest co-ordinated by user groups from different countries—The Windsor Atari User Group and the Washtenaw Atari User Group. Official show direction was provided by Brian Cassidy of the Windsor group and Craig Harvey of the Washtenaw group (who also happens to be the author of an excellent editing/hacking utility called EdHak).

Key promotional assistance for the show was provided by Bill and Pattie Rayl of Atari Interface magazine. From reading online posts and speaking with the Rayls personally, this show was one of the most thoroughly promoted Atari events in memory.

Promotion tools were diverse and included advertisements in



the Detroit Free Press, Windsor Star, Ann Arbor News and several other local papers. According to Bill Rayl, the newspaper ads ran for a month prior to the show at a cost of over 1,000 dollars. Detroit and Windsor area stations ran a special ad on network-affiliated TV stations (as a public service) and a local cable station ran a half-hour

show dedicated to the Atari line of computers and the upcoming show every night for a week prior to the show.

Over 200 copies of a show kit were sent out to various user groups in the Midwest, New York and Canada. Ads or announcements were also run in national ST publications such as Atari Interface and ST Informer, with press releases sent to ST Journal, Current Notes, SStart and Atari Explorer.

Personally, I felt the facilities (taking into account that it wasn't held in a hotel convention center) were top-notch, the best I have seen. A large, colorful Atari banner hung over an information table where tickets were being sold near the entrance of the main lobby for the college. After buying your ticket for four dollars (US or CND), you went down a long hallway, made a right then a left, passed by a small concession area and entered the double doors of a huge gymnasium.

The booths were set up around



**Darek Mihocka and Atari Canada's Rob McGowan**



the perimeter of the gymnasium with three island strips in the middle of the floor. There was plenty of room to walk around, even if the show-goers were two or three deep in front of booths. The booths were professionally set-up with blue curtains used over a booth frame.

Atari was there with a double wide, double deep booth displaying all of their latest hardware including the TT030, the 1040STe and the Mega STe, Portfolio and the incredibly good-looking and sleek SLM605 laser printer.

Their booth was back-to-back with a large Atari dealer out of Toronto, Canada called Savetech, whom Atari Canada had supplied with an inventory that would make a red-blooded American STer turn green with envy. Large stacks of hardware in boxes made up the bulk of a pretty impressive display. And just what was in them thar boxes? TT030/2/50s, Mega STe 4/50s, 520STfms with SC1224 monitors, Megafiles, 1040 STes and Stacy 2 with 20 meg hard drives.

Savetech took out a large ad in a local Windsor paper detailing the inventory they would have at the Windsor show. The ad was very professional-looking and included pictures of the "TT030 Graphics Workstation," the Mega STe, etc. The prices were even more impressive, the likes of which I will get into later in this article. (My Windsor video has some thorough footage of the Savetech booth and a close-up shot of the ad they ran.) [Ed: See the Atari Bulletin Board article for details on this video.]

The dynamic duo of Atari/Savetech was positioned strategically—smack dab in the middle of the floor—and made up the entirety of a large, squarish middle island.

### Canadian Customs...Quite a Tradition, eh?

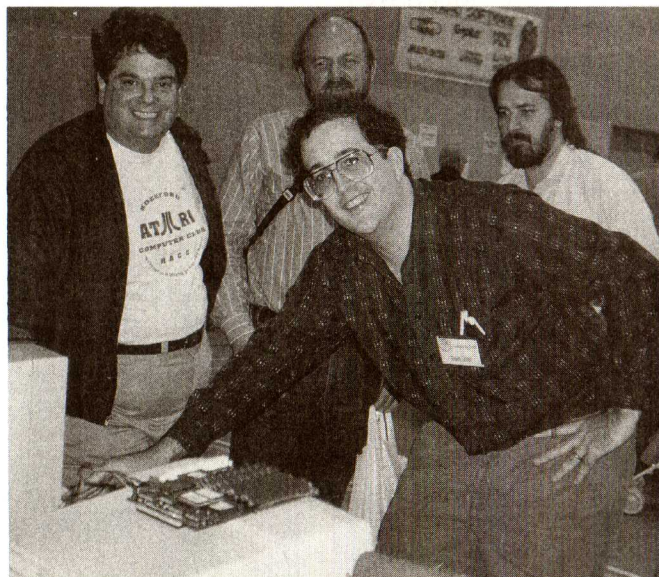
Many exhibitors took advantage of a generous offer

by Atari Canada to provide loaner machines to avoid the hassle of bringing their equipment across the border, and a hassle it was. I produced a video for the show and brought along lots of video gear. My assistant, Scott Haynes, brought along an Atari Mega ST2, hard drive and monitor. The Customs people stopped us for about an hour as they suspiciously checked over all of our equipment.

I knew we were in trouble when the customs agent saw the Atari logo and commented, "What's wrong with Amiga, eh? Why don't you have an Amiga, eh?" Scrambling to stay under the good graces of this apparently brain-washed bureaucrat, I groveled unashamedly and said, "Geez, that's funny you should mention that because I am into video and I was just telling my friend here (Scott), how I wish the Atari would come up with some good GENLOCKing hardware and software to go along with their new genlocking and graphics capabilities, and how if I had an Amiga I could do all my video-editing on the computer ala Desktop Video."

Dropping my head in betrayed disgust, the Customs agent looked at me pitifully while I shook my head. Moved with compassion for a fellow byte-meister who apparently had not seen the light and was suffering for the error of his ways, the Yogi-bear-looking agent, folding his arms and leaning back on the car parked next to ours, took a deeply reflective breath, and proceeded to elucidate mercilessly and smugly on the perfectness and completeness of his Amiga world.

He detailed how he was using the Amiga in his organic chemical business to make brochures (yes, the guy was a self-taught organic chemical marketing mavin). After about 10 to 15 minutes of contrived amaze-



Dave Small demoing the new SST Board



### John Fox of Goldleaf

ment (using such expressions as, "No!? Really" and "Something Else!") the Customs agent seemed satisfied that he had put us in our pitiful, slime-pit place and let us go. By the way, he mentioned that all of the Customs agents used Amigas (which is probably why many Atarians experienced hassles crossing over).

Early commitments to the show were slow coming in. But, the event gathered a lot of steam and snowballed the last couple of months (how's that for mixing metaphors?), with over 36 vendors exhibiting. These exhibitors included Gadgets by Small, CodeHead Software, Double Click, Gribnif, DA Brumleve, Goldleaf, ICD, Branch Always, Mega-Type, MS Designs, Nice and Software, Rimik Enterprises, SKWare One, Wiz Works & Dr. Bob, C-HQ, Unicorn Publications, Taylor Ridge, Phil Comeau, Intrinsic Software, Music Code and user groups and dealers (there was plenty of competition).

Having said all of the above, there are not a lot of excuses to make for an honestly disappointing turnout. Everything was done up right and all the right people came to this party. Great facilities, unprecedented advertising, major developers, fanatical ST users—it should all add up to 2-3 deep in front of booths. As it turned out, I had very little trouble getting good shots with my camera and experienced very few incidents where a giant blob would fill my viewfinder.

Maybe the only legitimate excuse is there ain't that many of us fanatical users out there. But then again maybe there were those, state-side, who felt there would be too much trouble crossing over; this may be a good possibility but still an excuse.

Nevertheless, despite the fairly low turnout, the per capita sales of nearly all the developers I spoke with

were very satisfactory. Myself, I had a great time, as I always do when I get to meet up with fellow ST users and developers. So my verdict: It may have been a disappointing turnout, but, if you turned out, it wasn't disappointing.

Final attendance has been estimated from between 800 to 1200 for the two-day show. I definitely have to go with the latter number. There were approximately 500 people attending Saturday and 700 on Sunday.

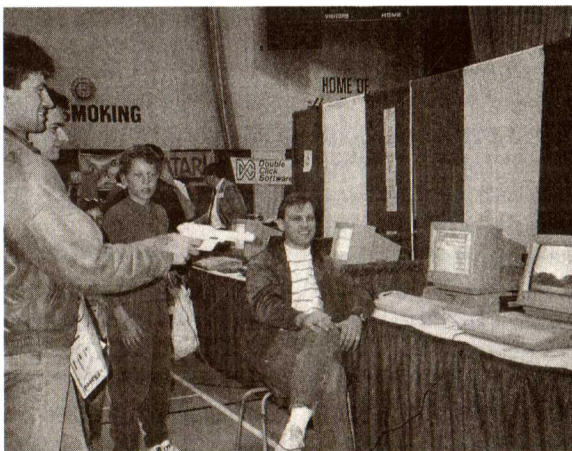
Moving on, one discovered many new products and upgrades as one went from booth to booth:

### Atari Corp.

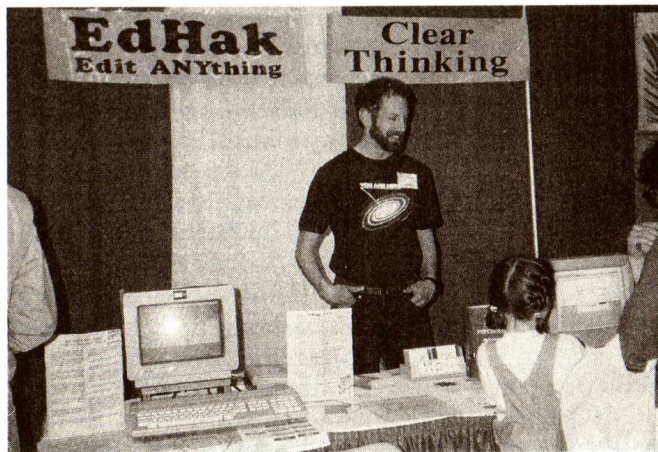
On hand from Atari US was Bob Brodie, US Manager of User Group Services. Representing the Canadian side was Geoff Earle, President and GM, Rob McGowan, Product Manager, and Mark Campbell, Asst. Product Manager.

This group of Atari payrollees underscored the downright friendliness and approachability of Atari's corporate staff. They jumped right into the crowd, discussing Atari's marketing plans and products. They genuinely seemed to be having a good time and were very upbeat about the product line in their booth. This included the TT, the Mega STe, the highly successful Portfolio and an incredibly good-looking and *quiet* SLM605 laser printer that was hooked up to the TT running Calamus. That setup was constantly cranking out some incredible-looking documents.

Also on display in the booth was the STacy 2 with 20 meg hard drive and a 1040 STe running some colorful demos. Geoff Earle also revealed during his video interview a price reduction, announced shortly before the show, of the 1040 STe to \$499 Canadian from a previous price of \$695. I understood, but could not con-



### Rich Betson demos his lightgun game



### Craig Harvey, author of EdHak

firm, that Atari US has also reduced the price on the 1040 STe to \$399.

### Branch Always

If there was any doubt as to Darek Mihocka's continued commitment to the Atari platform, it was completely obliterated at this show. Darek was demoing an upcoming release of Quick ST 3.0 that he billed (and proved) as being even faster than the present release of 2.2.

Q-ST 3 will feature acceleration of line A functions and even faster GEM functions, impacting the speed of some DTP applications. But this just scratches the surface. Quick ST 3.0, which will be commercially released at the Vancouver Atari Festival, will feature even more customization options including customized fonts and desktop icons with the font and icon editor built-in.

Background picture customization, which has always been an integral part of Q-ST, will now allow Prism Paint format (Lexicor's paint program) and (surprise) Windows 3 files, besides the standard Degas and Neo pics. You will now be able to download all of those great Windows pics from GENie or your favorite BBS and use them as your desktop picture.

Q-ST 3.0 will also allow background pictures (with samples on the disk) for every TT resolution including 1280 by 960, the latter requiring about 150K. Darek told me Chet Walters and the guys from Wiz Works are going to help him find some nice IMG's for that rez to include on the disk.

The new version of Quick View that will come with Q-ST 3.0 allows viewing of all these pics and if you decide, "Yeah, that's the one..", all you'll have to do is press a toggle key and it will instantly become your new background. If that wasn't enough customization, you will now be able to customize everything for individual programs, Darek states in his BraSoft newsletter (which he was giving away at the show), "...if you like to use one font with ST Word and another with Flash! Or, have a custom desktop pic with PageStream but another one with Word Up, so be it..."

Believe it or not, I have saved the most impressive for last. Darek showed me a new version of MonSTER that will allow emulation of any TT resolution on any ST screen! I saw it in action and it was operating very smoothly. MonSTER will also allow the user to customize his virtual screen to any matrix the user wishes (for instance, say, 700 by 700) up to a certain yet-to-be-determined limit. I personally feel that this version of MonSTER could sell all by itself for Quick ST 3.0's new price of \$34.95 list but, wonder of wonders, in the tradition of power without the MAC price, Darek is bundling it with Q-ST 3.0.

### C-HQ

C-HQ stands for Command HeadQuarters, and if any of you were at the WAACE show last year, these were the fellas helping work the WizWorks booth.



**Phil and Vicki Comeau**

C-HQ had on display its full line of in-house artist-rendered and superbly scanned IMG and Degas clipart disks. C-HQ was also selling disks of customized NeoDesk and DC Desktop Icons with over 1200 icons included on one disk! Each of around ten clipart disks had a special theme and were selling for a ridiculously low price of \$10. I don't know if this was a show price or not, but the quality for the price should have been too good to pass up (guess who forgot to buy a couple in the midst of taking notes and asking questions?) for anyone who does DTP.

### Clear Thinking

Craig Harvey, president of Waug in Washtenaw, MI, one of the sponsoring user-groups of this show, is the author of the popular editing/hacking utility EdHak, previously available as shareware from various online services. While interviewing Craig at his booth to gather info for this article, I was so impressed with EdHak's functionality and practicality that I purchased a copy, as did my video assistant Scott Haynes.

EdHak 2.13 can be run as either an ACC or PRG by simply changing the file extender, and is packed full of features that can be accessed from a drop down menu within the file window or with keyboard equivalents. I found some of its more useful features in Edit mode (as opposed to Hak mode which can be entered via an ALT-T toggle) to be the ability to append and merge files on-the-fly within the editing window.



### Michael Vederman of Double Click

Are you keeping a running account of something or keeping a diary? EdHak features an autoloading feature that will, upon boot-up (if EdHak is installed as an accessory) or when the program is run from the desktop, automatically load in a text file (your diary for instance). Further enhancing its diary usefulness is the ability to append, auto-stamp dates (in any format you wish) and encrypt files. Other features include launching of programs (PRG not TOS), word-wrap, search and replace, block cut and paste and text macros.

Entering Hak mode is as easy as pressing ALT-T (T for toggle as Craig explained). In this mode, EdHak acts as a very versatile disk sector or RAM editor. There's lots more but suffice it to say, in Craig's own words, "EdHak is the ST DA and PRG that is there when you need to edit anything." I guess you could expect to pay a pretty fair price if you were purchasing this great little utility for one of the other platforms, but Craig was offering it for an unbelievable \$15 show price (US) with a regular retail of \$18.95.

I own STeno and am now using it to compile this report (I haven't had a chance to install EdHak yet), but I would have to say EdHak is the best text editor available at its price. By the way, the documentation is excellent and features a keyboard command summary which can be separated from the rest of the manual.

Hold on just a minute, Craig was also demoing this strange little program called MetaPsychology that of-

fered a tutorial and quizzes that offered a pretty sophisticated examination of one's psyche. Word has it that Craig is going to link this program with EdHak and allow you to edit your head if you want! Amazing! Anyway this GEM-driven program was pretty popular at \$9 US and sold, according to Craig, fourteen copies on Saturday. What a curious lot, them thar STers.

### CodeHead

Besides giving me one of the most memorable moments I have ever had (buy the video!), Charles Johnson was on-hand with John Eidsvoog. The CodeHeads were demoing, along with HotWire and CodeKeys, their latest upgrade to Maxifile, version 3.0. Its list of features is quite long. The upgrade features a unique scroll box, allowing one to scroll through source and destination files simultaneously. Charles told me that this upgrade is so complete and thoroughly packed with features, many of which were requested by Maxifile users, that Codehead, so far, hasn't received any further suggestions in the box.

### DA Brumleve

Dorothy Brumleve was again the favorite attraction for those little bit-meisters as her booth offered a chance to try out her colorful and easy-to-use Kidprgs. Dorothy had two 1040STes set-up, each one running either KidPublisher, KidPainter, KidGrid or Telegram; the latter being the most recent release, fall of 1990 at the WAACE show. Dorothy had one of the more interesting table displays at the show. All four of her programs were slotted into a staircase display made up of large, colorful pre-school Duplo blocks.

Dot reported that on Sunday she actually sold a couple of ST systems to parents who had been contemplating a system for the family and were impressed with the entertaining and educational Kidprgs. Dot promptly and personally escorted them over to the Savetech booth in the middle of the floor where they made their first-ever ST purchase. Way to go Dot!

### Double Click

Demoing DC Desktop, DC Shower and other offerings in a quiet little corner booth were them Texas boys, Mike Vederman and Paul Lee. I was really impressed with Paul Lee's new-found Canadian accent. Seems like this guy readily adapts to regional flavors and reminds me of Woody Allen's ZELIG. Anyway, explaining to me that DC Shower was not an X-10 type of controller for all your bathroom plumbing, Paul demonstrated that, when installed in an auto folder, DC Shower enables you to view ANYTHING from the desktop, just by double-clicking on it. Anything includes ARC files, all kinds of picture formats and text files.

UIS 3.3 can now incorporate the functionality of DC Shower from its own Show selection. This gives

users who have UIS installed as a DA the ability to view the above files within any GEM program.

## Gadgets By Small

The focus of this booth was definitely on the 68030 SST accelerator board that is very close to release. According to Dave Small, waiting on PC boards from the manufacturers is the only thing holding up its release. "Specializing in speed and compatibility," Gadgets has tried to walk a delicate balance of speed and software compatibility as they developed and tested out this unit. Initial testing has proven successful and although I cannot give a compatibility list, we can be sure that Gadgets By Small is obsessed—as though it were their mission from God—to make sure your favorite programs run (witness Spectre GCR). Atari reports that 80% of its existing ST software library runs on the TT, so you'll get at least that kind of harmony from the SST. Coupled with Gadgets "fixes" to tune up lots more compatibility problems, the SST should surpass the TT for compatibility with ST software.

To try and give even a brief overview of the engineering genius that went into this product would cover many more paragraphs than appropriate for this report. Gleaning the excellent article in Gadgets own promotional literature Dave passed out at the show, one discovers that speeding up memory access by allowing you to upgrade your Mega 4 with up to 8 megs of fastRAM (for a 12 meg total) is the theoretical basis on which Dave has approached the design of his accelerator. Dave is providing some fastRAM utilities that run transparently from the AUTO folder, ensuring the loading of your programs into fastRAM. A coprocessor socket is also included for a 68881/2 floating point chip, with the chip coming standard with the 33 MHZ SST.

Dave has also taken a modular approach to marketing and packaging the SST, allowing the user to determine his entry point and upgrade path. For instance, if you (or your pocketbook) are satisfied with a 16 MHZ 68030 SST, you can start there and upgrade in the future. This approach will also allow users to buy their own chips in case they can get them cheaper.

## Goldleaf

Goldleaf Publishing was demoing WordFlair II, the front end to their great new line of products which they are now marketing under the "Direct to Press" banner. Although they did not have ReTouche Professional running, they did have an absolutely beautiful slide-show running that demonstrated the fruits of its incredible drawing and photo retouching capabilities. I started to videotape just a few of the pics and was so awed that I kept the camera rolling and captured the whole demo on the show tape.

Goldleaf was also demoing ProFlight on a TT. Imported from Europe, it is a simulator so realistic that it has a high degree of instructional potential.

**It seems Goldleaf is executing a very organized**

game plan to become one of the major publishers and distributors of high-end software in the USA.

## Gribnif

Gribnif, as always, was one of the more popular booths with many show-goers taking advantage of the ability to upgrade on the fly. Rick Flashman and Tricia Metcalf were demoing Neodesk 3.0, the up-and-coming upgrade to the NeoDesk CLI and CardFile 3.0. Gribnif bought the rights to this indispensable schedule and address accessory, added a few things and wrote a nifty manual.

Major NeoDesk CLI upgrade features include a configurable, scrollable history (very powerful implementation) and the ability to write batch files that will allow the use of the mouse to choose selections in a menu.

I think Gribnif was quite surprised that several show-goers brought colaware payments to the booth for their popular FormDoIt dialog box customizer. I hope they had room to bring back all those twelve packs!

## ICD

Jeff Williams, ICD's new public relations officer, was on-hand with another very friendly fellow (don't shoot me, I forgot to write his name down!), meeting show-goers, selling host adapters and accessories, and showing off the ICD FAST tape back-up unit. The tape back-up unit was selling for a show special \$849.

## Intrinsic

Intrinsic Software from Toronto, Canada, was demoing and selling a very solid command line interpreter, called (what else?) Command! The program is complete in its features, and is able to run as either a DA or a program. Regular price on this is \$24.95, while Intrinsic offered a show special of just \$19.95.

## ISD Marketing

Seen throughout the show roaming the floor, "harassing" fellow vendors and demoing DynaCadd and Calamus was Nathan Potechin, president of ISD Marketing. Mario Georgiou from ISD was also there demoing the new, soon to be released version of Calamus SL, showing off its color capabilities. To be honest with you, I was probably more fascinated by this guy's great french accent than anything else.

## JMG Software

George Geczy of JMG Software presented HyperLINK to the public for the very first time at the show. HyperLINK brings to the ST all the capabilities of Hypertext on the Mac.

## MegaType

Don Turnock was demoing and selling his Font-verter program as well as two excellent imports called Font Designer and Font Designer Plus. The latter will

create and edit Type 1 Adobe fonts with hinting, while the former allows for Type 3 font creation.

Don also had available a great little utility called Type 1 Converter that allows one to load in an industry standard type 1 font and export it into .ECF (font Designer Format) for subsequent conversion and export for use in an ST PostScript application.

Font Designer was selling for \$95, Font Designer Plus for \$175, FontVerter for \$45 and the Type 1 Converter for \$35. Seems like MegaType is quite a 1-stop source for all Calamus and PageStream font editors and aficionados!

One note: MegaType was also carrying the Safari product line—fonts and EPS clipart—from Computer Safari in Woodland, CA. I took advantage of a tremendous offer on the huge Clipables EPS clipart selection. Selling normally for \$125, MegaType had it on sale for \$85. This collection contains over 600 illustrations in a variety of themes. Every graphic is depicted by classification and references to its disk number are in the catalogue. The catalogue was originally meant for the Mac, but applies equally well to the ST version which Computer Safari has licensed from C.A.R. Publishing, taking all the hassle of ST conversion into their own hands.

## MS Designs

MS Designs had a booth next to MegaType and was displaying a line of fonts for both Calamus and PageStream. Most of the fonts were display fonts and all ten groups of display fonts sold for a show special \$160.00. MS also had two clipart value packages containing IMG clipart at a show special \$10.00 (regular price, \$20.00).

## MusicCode

MusicCode was displaying a critically-praised voice development system along with a program of a entirely different color, BlackJack 3. This program boasted the capability to teach casino-style blackjack and promises to enhance your performance. (Wonder if that means you'll play with style while you are losing money or you'll win with a wild-eyed, crazed look?) BlackJack 3 was selling for \$59.95 and had a beautiful and complete screen display (see it in the video!).

## Nice & Software

Nice & Software pulled no punches with their display, simulating a point of sale terminal (two of them) made up of the ST and monitor running the Cricit integrated Cash Register and Inventory Control package. Called the Cricit Bar Code Plus System, Nice and Software boasted that you could own this complete system for the price of a cash register (minus bar-code hardware).

The Cricit system allows for bar-code reading directly from packaging, customized receipts, mailing lists, periodic reports, lay away searching, auto-dis-

counting, stock searches, issuance of coupons, ability to network up to six cash registers and more. This system is incredibly easy to use and so much fun playing around with that you want to start up a retail business just so you can use this software (OK, I got carried away). Questioning Igor Tertysznyj (hey! isn't it illegal to string that many consonants together?), he revealed that there are over 500 Cricit systems installed worldwide.

Nice & Software now also carries a neat little box called the DMA switcher. Among other functions, this piece of hardware lets you turn your SLM laser printer off if it's not in use. Four DMA devices or four computers can be hooked up to the A/B/C/D ports depending on whether you want to network one device to four computers or four devices to one computer.

N&S was also showing its Lantech 10 megabit local area network cartridge, boasting 10 times the speed of SGSnet, which uses the MIDI port to accomplish its networking. On its show flyer Nice claimed that Lantech can transfer a 400K file in 17 seconds as compared to SGS's 2 minutes and 45 seconds. Selling for \$179 per node, Igor Tertysznyj informed me that the UIS Net software was actually developed on a Lantech and works quite well with it.

## Phil Comeau

Phil's GramSlam software was being demo'ed and claims to check for over 1200 common grammar and writing-style problems. It works in conjunction with all word processors and text editors and even checks for spacing problems, unbalanced parentheses, double words, incorrect abbreviations, and obnoxious spiels (just kidding).

Phil was also demoing TreeSaver ("Save a Tree Today"). TreeSaver claims to work with most dot matrix, ink jet and laser printers. One nice feature is its ability to run either as a DA or from the desktop as a program. A look at Phil's sample printout reveals one of its biggest departures from the ever-popular Double-Page Printer IV by Doug Wheeler. Whereas Doug's program prints two pages side-by-side in landscape mode, TreeSaver prints with a portrait orientation. TreeSaver was selling for \$24.95 CND; GramSlam for \$39.95 CND.

## Rimik Enterprises

Richard Betson, formerly of Talon Technology, has gone out on his own and was present at the show showing some interesting products. Richard had one computer running MultiGEM, a multi-tasking product from Europe that seems to use the desk accessory slots to load in six independent programs. MultiGEM allows the user to adjust and allocate memory used by programs, even those who like to claim all the memory to themselves and claims the ability to run TOS-based programs.

After having some initial problems getting the pro-

gram set up, I later came by the booth and noticed it running, seemingly without a hitch. Retailing for \$99.95, MultiGEM will work with STs and STEs running TOS 1.2 or higher. Richard stated that the active window of the six programs being multi-tasked receives priority, but emphasized that processing still occurs in all other programs.

Richard also had an interface attached to an ST color system employing the light gun used by the 8-bit machines. Several kids and adults were shooting skeet out of the air with it (similar to DuckHunt). Richard promised that the ST light gun would be out on the market very soon and come bundled with the skeet game.

Also being displayed was the Menu Plus program launcher and DT Paint, an accessory paint program for DTPers.

## Savetech

For Americans at the show, the Savetech booth was like a window into a totally different world. Easily the largest booth in the show, Savetech featured stacks and stacks of Atari product for sale to the general public that can be obtained only from VARs in the states, let alone in the middle of an exhibition hall.

TT030/4 with 50 meg hard drives were stacked in a display 20 boxes high and were being blown out at \$2300 CND by show's end. The exchange rate being 13:10 on that day, this translated into approximately \$1800 US. Stacy 2s with 20 meg hard drives were being offered for \$1350 CND (about \$1,000 US). Mega STEs were available on the first day of the show for \$1,900 CND and dropped another \$300 CND on Sunday (approximately 1200 US). Portfolios could be had for \$250 CND, 520STfms with color monitors for \$450 CND, and 1040 STEs for \$440 CND. How 'bout (pronounced boat in Canada) the archaic little SX212 1200 baud modems selling for \$20 CND?

## SKWare One

One of the first products I wanted to see upon arrival was SKWare One's ColorScan program. Even though I was disappointed that this nifty little program didn't do what I was dreaming of (true reproductions of color from scanned image), I was still impressed with the quality of conversion it did. This program will take a scanned IMG file, convert it to a color picture with your palette choice (different shades of red or blue, etc) and then export it in eight different formats. It does highly detailed work with no staircasing, and the results are beautiful. For \$59 you can't go wrong with it. ColorScan is an impressive program with lots of potential and has been in development for over six months.

## Taylor Ridge

Taylor Ridge reps were on hand selling copies of Clayton Walnum's C-Manship book and program-listing disks (\$19.95 US for book and \$10 US for two list-

ing disks). Also being sold was a book titled Beyond Nintendo Masters co-written by Clayton Walnum and Andy Eddy, and forwarded by Orson Scott Card (\$9.95 US)

## Unicorn Publications

Bill and Pattie Rayl had a lot of fingers pointing at and ooh's and aah's floating in the direction of their booth. No, Bill wasn't bending forks with his mind, they had some incredible Lexicor animations running on a TT. About 10-15 disks of Lexicor animations were being made available for \$5 a disk, five for \$20 and so on. About half of them ran on the older STs. I bought all six of the ST-compatible disks, ran them as soon as I got home and was very pleased with the quality. I highly recommend these to anyone who wants to turn your computer into a conversation piece at a user group meeting or a family get-together.

And, of course, Bill and Pattie were selling Atari Interface magazine subscriptions and T-shirts with a past cover silk-screened on the front.

## Wiz Works

Chet Walters was demoing the latest version of MugShot, MugShot Plus, version 1.5. This very easy-to-use, fun-filled, fully icon-driven program added a Plus to its name for a very good reason. By clicking on an icon of a hand painting a face, you enter into a full-featured paint program with excellent brush and spray control to fine tune your Mug creations. Of course, as usual, Chet was giving away a free MugShot mug with every purchase of MugShot.

I had an interesting and heart warming experience at Chet's booth. After having MugShot Plus demo'ed to me and my video guy, we were so impressed that we both bought a copy. Chet then pulled out a data disk and gave it to each of us explaining that he was also impressed by our honesty, noting that we very well could have copied the disk. Wiz Works gets very little proportionate return on some great software and I am impressed that he would show his users even more respect.

Dr. Bob, William Parks was showing the latest update to MVG at the Wiz Works booth. The good doctor was also passing out a large glossy calendar that I saw in lots of peoples' hands. Every once in a while, I would see William walking around in shades trying as much as possible to be incognito and hide from the software groupies.

Finally, Geoff Earle and Bob Brodie announced an interesting new program that will be on trial this coming November 23 & 24 in Chicago. Atari plans on doing shows where they will work with local user groups to put on an extravaganza in top-notch facilities. Geoff and Bob also announced workshops will be set up at these shows that will be handled more like a classroom.

There is more I could have reported on, but to be honest with you, I have run out of steam and time.

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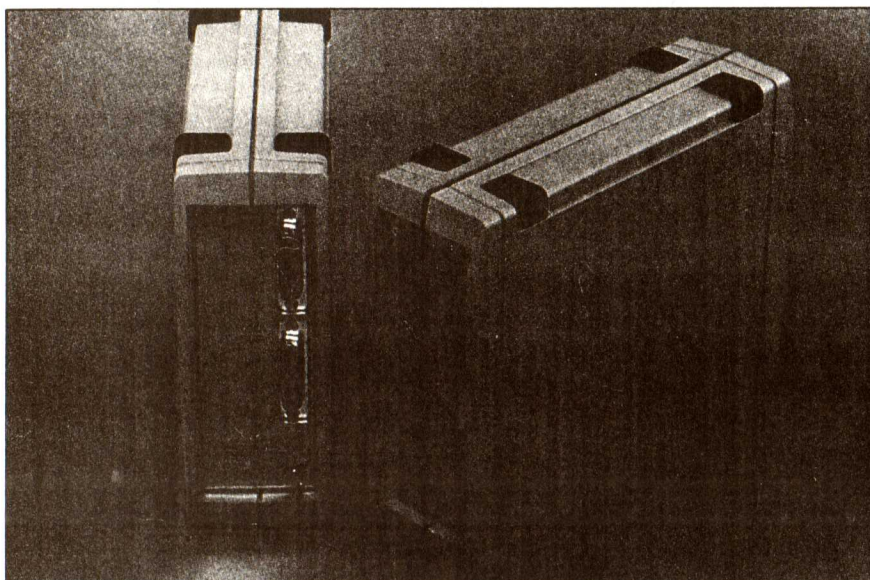
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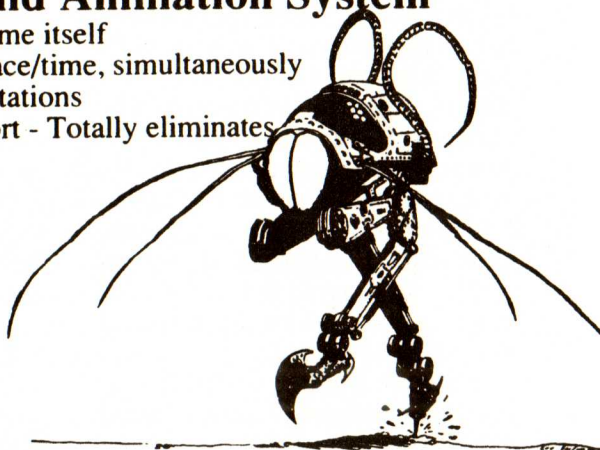
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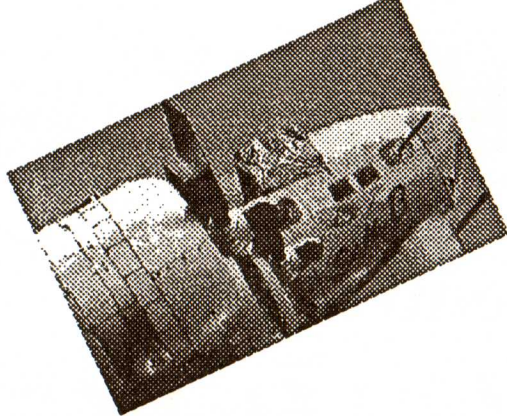
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# BATTLEHAWKS 1942

(FLY WITH THE NAVY, SON)

## Gordon Totty (MACE)

Sorry about that sub-title ladies, but women were not allowed to fly combat missions in WWII, the setting for this excellent simulation. (Are you free to do so today? Do you want to? Read on.)

Using *Battlehawks 1942* from Lucasfilm Games, boys, women, men, girls and people of any sex can try to imagine the experience of flying naval air combat missions in the Pacific in 1942.

I tried it, and I imagined images that had nothing to do with a word like "battlehawks." What kind of a man does it take, I wondered, to climb into an aircraft that might be called a "flying coffin" because of its technological inferiority, take off from the deck of a heaving ship and go look for potentially superior enemy airplanes?

At one point during the battle of Midway, a major American victory and turning point in the war, 41 American torpedo planes attacked Japanese carriers. A swarm of Zero fighters destroyed 37 of these planes, and not a single torpedo hit any Japanese ship! Four of our pilots made it back. What could have ever made them take off again? Fear? High pay? Glory? Lunacy? Good fringe benefits? Patriotism? Joie de vivre?

None of the above. It was heroism; they were heroes. "Heroes" is sort of defined for you in the Designer Notes section of the manual supplied with the simulation. According to Havelock Ellis, "Heroes exterminate each other for the benefit of people who are not heroes."

Much as I might wonder about

that, mine is not to reason why; my job is to get on with the review.

You do not have to read the entire 128-page book that comes with *Battlehawks*, but if you like simulations you already know that a major portion of the action will be in your imagination no matter how great the graphics might be.

## Getting Started

The book helps set the stage for the program—which does have nice graphics—to work some magic for you. For me, a lot of the initial impact of *Battlehawks* caused me to wonder about the above questions. It must have been scary in those early WWII planes, scarier than I could possibly imagine. So far, I have been "killed" about every way imaginable in this simulation.

Here's the challenge posed by a torpedo run: Your American plane is slow, and not as maneuverable as the Japanese aircraft. Their ships are heavily armed, and usually well-protected by air cover. You must get close enough for the torpedo to reach the target.

You cannot drop it from a high altitude; it must be released at about 100 feet or so above the water. If you are too high there is a large risk that the torpedo will break apart on impact with the water. You must be flying dead level when you let it go, or the damn thing might just nose into the water, dive and run under the target.

You should come straight at the ship, and then turn to do your final run from the side so that the ship presents a bigger target. Oh, you should know that the maximum fire power is directed at you from the side of the ship. Please ignore

the deadly flak; you mustn't be distracted at this time.

Speaking of dead, are you dead level? Slow enough? Don't stall! Close enough yet? Should you drop it now? Is that a Zero coming down on you from behind? Where is your wing man? Said any prayers lately? Were you really sincere? ("Oh, Lord, why me.....?")

Now, do you want your heart broken? You only carry one of those magnificent torpedoes. You risked your life like you never did before. Your run was perfect. You ignored all danger and kept your plane level, slow and low. Your torpedo hit the water perfectly, and you evaded the attack from above and behind. Most of the flak missed your plane.

The torpedo ran to the target, hit it squarely, and...plunk, no boom....another damned *dud!!!* Hey, cheer up; you might have scared them for awhile!

Oh well, if this were real, you would get back to the *Enterprise*. You could still reload and make another run before dark. Somebody has got to stop the *Kaga*, the *Akagi*, the *Soryu*.

The miracle of WWII is that under conditions like the above, our fathers or grandfathers did it. They stopped better planes and what was, in early 1942, a better and bigger navy. The rest of the story is in the manual. You don't have to read it, but if you are interested enough to buy the simulation, you will want to read the manual.

The manual for *Battlehawks* is one of the best I have ever seen. It is very well put together in all aspects, including the metal ring binding that allows it to lay flat

when open. It lacks an index, but the Table of Contents and organization are so clear that you don't need an index.

It is loaded with fascinating pictures and quotes from people who were involved in the battles. It is a professional job of the first rank, with good use of fonts and layout, and not a single improper spelling. (That's getting to be uncommon [sic] today, folks.)

Sections include: Historical Overview, Game Play, Reference Information, Flight Fundamentals, Aerial Tactics and Tips, Designer Notes, Bibliography, Color Battle Maps and sections on Japanese and American aircraft and ships. The maps are not needed. The game play is very clearly explained, with maybe one exception noted below. The historical stuff and designer notes are the kind of things that you could skip—not directly related to game play. Don't. Great reading!

I thought the manual so good that I almost want to say it is the best part of Battlehawks 1942. That might be unfair. The simulation is very good, though some problems will be mentioned before this review concludes.

## Real Life

One reason for the excellence of the manual and the simulation is that Lucasfilm used the help of a retired

flier as a consultant on both the manual and the technical details of the simulation. Another retired flier also provided technical information. The first of these is Lieutenant Commander Richard H. Best, U.S.N. (Ret.). I don't know if Dick Best is a "Battlehawk." If he's like my uncles who were also in the South Pacific at that time, he'd probably laugh at such a title. Yet, read his own words from page 6 of the manual:

"The six months I flew combat missions from the Enterprise were probably the best six months of my life. My greatest thrill came on the morning of June 4, 1942, at the Battle of Midway. As I started my bombing run on the Japanese carrier Akagi, I saw its great big tan-colored deck with a tremendous orange Rising Sun painted on the deck just forward of the bridge, and I couldn't believe I was there. I had this tremendous feeling of holding the upper hand; it was heaven!"

Guys like him saved my butt. Maybe yours, too. I was growing up in a coastal area at the time, and well remember the fears that bombings and invasion of the United States were possible. We had air raid drills, and if the siren went off at night we never knew if it was a drill or the real thing. All lights would be immediately doused.

Have you ever seen a totally blacked-out city at night? Traffic stops so vehicle lights can be turned off.

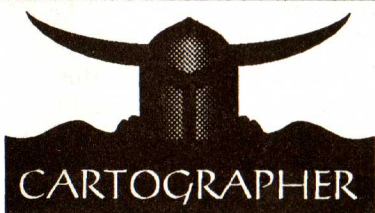
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Street lights go out. Every structure turns black. Did you ever know that a bombardier might be watching to see even just a match light up for a clue as to where you live?

"Air raid wardens" would come out (with helmets firmly on heads) to see if the neighborhood was properly dark enough. Neighborhood volunteer aircraft spotters would sit on rooftops and watch the skies. Where are they? Will this be the night? We were lucky. No explosion ever came. Explosions stayed far away, where Battlehawks fought.

Kids shouldn't have to lay awake and worry about stuff like that. (Perhaps it prepared us psychologically for the Cold War's nuclear warfare scares and the construction of bomb shelters.)

Nearly fifty years later, it is exciting to try my hand at flying under the conditions simulated in Battlehawks 1942. From the main menu, you may select training or active duty. Lots of training is recommended. You may practice fighter intercept, fighter escort, dive-bombing (a tricky business if ever there was one), and torpedo-bombing (even trickier, and more dangerous in my opinion).

When you are ready for active duty, you have to first pick your battle: Coral Sea, Midway, Eastern Solomons or the Santa Cruz Islands. One 10 minute stretch in the Battle of Midway is described as "probably the most critical ten minutes of the entire war." You can try to experience some of those minutes.

For each of these famous battles, four missions are available, e.g. "You fly a Dauntless dive bomber as the wing man for Lieutenant Dick Best as he makes his run on the carrier Akagi. Enemy fighters are at low level, having just devastated the American torpedo planes. Follow Lt. Best in and drop your bomb on the carrier. (Historically, both bombs hit, and Lt. Best went on to become one of the first heroes of the war, and later the Battlehawks technical advisor.)"

Wow! Let's go with Dick! Here's a tip for you when you do try this one: The key word in the explanation is "follow"—keep Best's plane in sight at all times, and do as he does. I lost him on my first run at this, and got shot down looking for him.

There's more. I didn't tell you that you can also play this from the Japanese side. So, for each of the four battles there are also four Japanese missions. In all, if my elementary math is correct, there are 32 separate missions available to you in Battlehawks.

Be warned that if you want to fly as a Japanese pilot, you must first create him following the instructions for setting up a Service Record disk. I didn't think that the documentation was very clear on this, and wondered for a while why I could not train as a Japanese pilot.

The missions vary for the Americans and the Japanese, but the cockpit controls and Ready Room scenes are nearly identical.

You may review the various planes used in the simulation, and even rotate one of the two images to

see any plane from several different angles. It is amazing how much Lucasfilm has crammed into two disks. I won't try to mention names of the folks responsible for all this, as about two dozen are listed in the manual.

The last option on the main screen is Review Service Records. When you create a Service Record disk, your successes, failures, medals, and promotions will be recorded in the simulation. If you go down with your plane, you will be KIA and have to create a new pilot to continue. You may, if you wish, fly under several different names representing different pilots. You will be retired after 16 missions. No Catch-22 here. (Lose too many planes and you will be grounded before you are eligible to retire!) I don't think that there is any limit on the number of pilots, as data is maintained on the separate Service Record disk that you format and supply.

For every mission, you must swap disks for the pilot records to be updated. Also, for every new mission you must pass a "recognition test" by matching a picture on the monitor with one in the manual. You don't have to do this if you are flying the same mission over.

During flight, you may turn on a "camera" and later run the film to see a replay of what you just did. You may even modify your viewing angle. Unfortunately, you can't run this after a crash or bail out to see how you got in trouble, but you may use it at any time during flight. Action is temporarily suspended while you watch the movies.

You will be a busy devil in combat, as you have to operate your rear gun (if so equipped) as well as fly. You hop back and forth between the two seats by selecting front or rear view. You cannot be successful and ignore the rear gun, though the temptation to forget it is great during learning.

After your mission you will get a flight review, including some comments that might be helpful and a score card of damage inflicted.

Battlehawks is an excellent effort. Nevertheless, there are some problems to be mentioned.

For one thing, I was disappointed by the lack of take-offs and landings. Your mission starts with you already in the air and near the target. You may even select your initial altitude. In some ways, this saves time. The rate of climb of these aircraft was slow; it takes a day less than forever to attain 15,000 feet. (For an interesting sensation, fly this simulation for a while, and then switch to your favorite jet simulation. Experience a slight hint of the enormous technological advances since early WWII.) Also, once you can do it well, taking off over and over might become a drag, further delaying the action.

Landings are a different story, however. These should really have been included. When a mission is over, perhaps right after you drop your bomb, you just hit "q" and you are returned to the ready room for flight review.

## Some Problems

For me, that was a real simulation let down, a real mood or imagination destroyer. Don't you have to escape? Aren't you sometimes chased? Low on fuel? Damaged and limping along? Lost? Will you have a hard time making a safe landing? What's the weather like? Is your carrier under attack? Maybe I am asking for the moon, but it would have been much nicer if at least some of this could have been included.

The mouse operated well enough in flight mode, but I found the arrow keys much more convenient for menu selections. There is one place where you must select a flag, if you wish to review the Japanese aircraft. This was tricky. Use the arrow keys to highlight, and then use either the left or right mouse button to select left or right flag. Though a gripe, I consider this minor.

The final complaint that I should pass on to you relates to the graphics. Good. Even very good. Almost excellent. Not great. Jagged lines in the combat scenes was my biggest complaint. I know, this is a function of the display resolution. Some programs seem to avoid it more than others, however. Maybe I expected too much.

I don't regard any of these complaints as fatal flaws. My expectations were high. If I sound like I think a lot was missing, let me assure you a lot is there. I liked Battlehawks 1942.

Fly it; you'll like it. Fly it too much and the flak from your parents or spouse will not be simulated.

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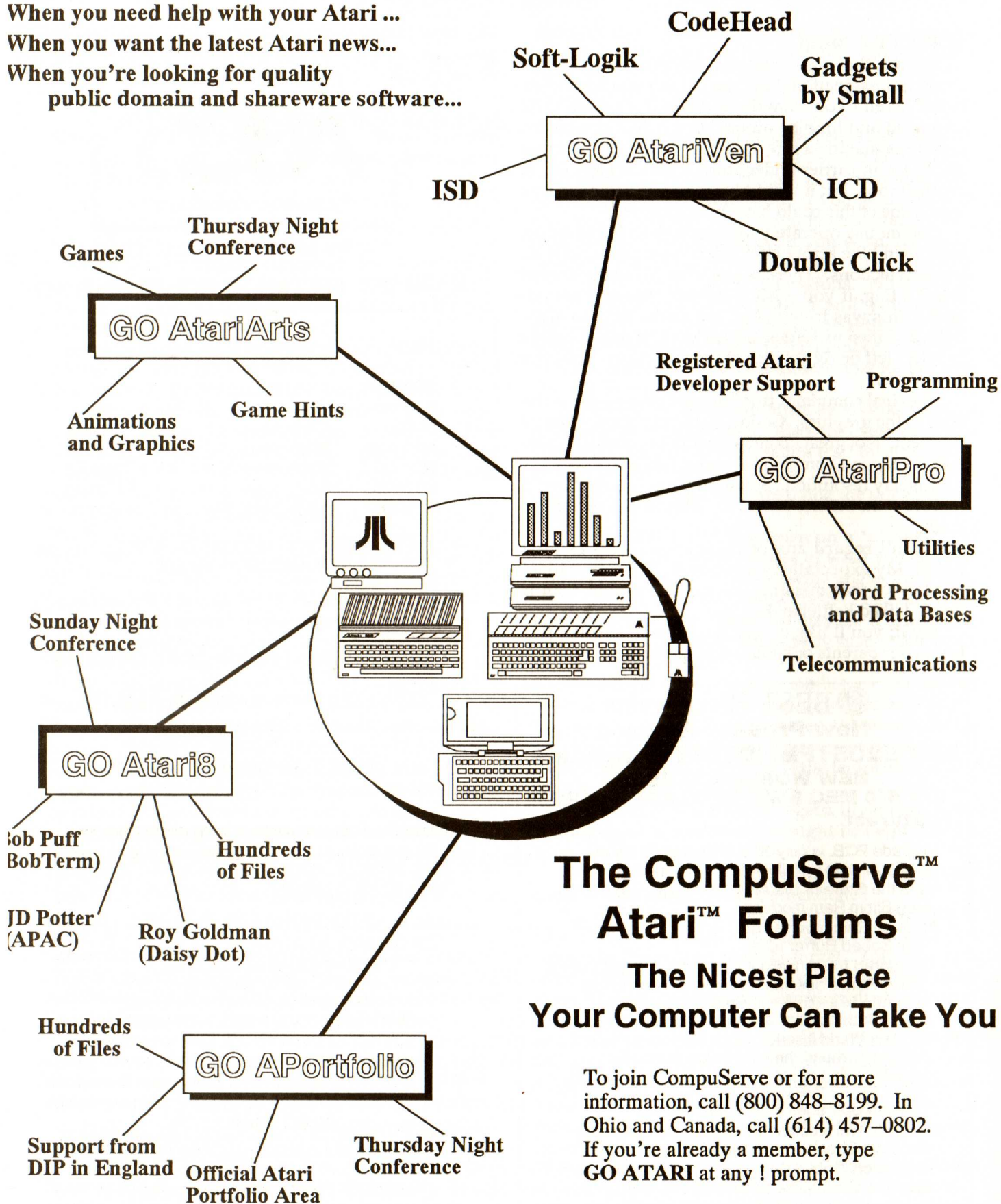
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## ANSWERS, Tips And Relevant Information

**Paul V. Alhart (AFED)**

### Another AtariWriter+ Mod

The Atari XL/XE operating system has several changes from the original 400/800 operating system. One of these change allows the user to modify the KEY REPEAT RATE by changing the value stored in memory location 730 (\$02DA).

From BASIC, POKE 730 with different values to see the effect. The default value is 6 but I find 2 to be more to my liking. It causes key repeats to be much faster allowing you to move the cursor around the screen quicker while editing.

### The Problem

This would be a great asset when editing an AtariWriter+ file, but you can not POKE 730,2 from within AW+. Also the default value of 6 is restored to location 730 whenever your computer is turned on or RESET is pressed.

### The Solution

We can change the code of the AW+ program to put our value of 2 in location 730 for us. We don't want to disturb any vital existing code and we want to make the change RESET proof. My answer is to replace the AW+ ATTRACT routine with my code.

Normally when no keys are pressed for 7 to 9 minutes the operating system enables the ATTRACT mode. This causes all the screen colors to rotate at reduced luminance levels to keep images from being "burned" into your screen. The ATTRACT mode is can-

celled by the operating system whenever any key is pressed. For aesthetic reasons the programmers of AW+ added a routine that holds the background color to dark blue while still allowing the other colors to rotate during the ATTRACT mode.

By placing our new code in place of this routine the background color will be allowed to rotate during ATTRACT mode (so what?) and our XL/XE machines will have a much faster KEY REPEAT RATE. This AW+ mod will only be effective on an XL or XE Atari. The modified program will still function normally on the 400/800, affecting only the background color during the ATTRACT mode, but not the KEY REPEAT RATE.

### How to Do It

With a sector editor, find the following byte string in the file

AP.OBJ (either (48K or 130XE version):

A5 4D 10 02 A2 94

Replace it with:

A9 02 8D DA 02 EA

If enough interest is shown, I will write DefaultWriter+ Companion #4 to make this change to AW+, and put it in a future issue of AIM as a BASIC type-in program.

There was some good feedback regarding my RANA article that appeared in the Dec. 1990 issue of AIM. An AIM reader in Pennsylvania is sending me some new information I will pass on to you in a future article. Remember ATARI is written for you. Any questions or input is appreciated.

Contact me at 524 North Zee St., Lompoc, CA 93436.

## ANTIC MUSIC PROCESSOR ENHANCEMENT

John McGowan

The ANTIC Music Processor (first made available in the December 1988 issue of ANTIC) has become, in the words of STart, "one of ANTIC's most popular programs." However, the only playback option available was on a single-song basis. This was remedied in the Feb/Mar 1991 issue of STart in which a type in version of a "jukebox" player was presented.

This JUKEBOX.EXE program was to have permitted you to "play a disk full of songs without pressing a single key." However, it required pressing a single key every few minutes in order to suppress the ATTRACT mode, which the program fails to address.

At the end of this article is a BASIC program suitable for use on the version of the JUKEBOX.EXE program typed in from STart. To use it, either type in the program from STart or obtain it from your local users' group or BBS (if available). Type in the BASIC program listed in this article. Place a disk with the STart program in D1: (make sure it is labelled JUKEBOX.EXE) and run the BASIC program. The BASIC program will

create a program called JUKE1.COM on D1: (taking about 25 single-density sectors, so make sure sufficient room remains) which suppresses the ATRACT mode.

If you use the JUKE1.COM program to play your music files, you will indeed be able to play a full disk of \*.AMP songs "without pressing a single key."

## Technical Notes

The patch to the program is quite simple and is included here in case the method may be useful to other programmers.

A disassembly of the JUKEBOX.EXE programme indicates that it does *not* use Page 6 and that song files are accessed with a JSR CIOV (CIOV=\$E456) command. The several accesses to CIOV were replaced with the command JSR \$0600 and the following code was placed in Page 6:

PHP: PHA: LDA #0: STA ATRACT: PLA: PLP: JMP CIOV

Where the ATRACT register is at \$4D (ATRAC=\$4D=77).

This results in cancelling ATRACT mode upon any access to CIOV (in particular upon the load of each song).

Basic program to convert JUKEBOX.EXE to suppress the ATRACT mode:

```
10 REM CONVERSION OF JUKEBOX.EXE
20 REM Start FEB/MAR 1991
30 REM SUPPRESSES ATRACT MODE
35 REM BY JOHN MCGOWAN
40 CLOSE #1:CLOSE #2
50 TRAP 80: OPEN #1,4,0,"D:JUKEBOX.EXE"
60 OPEN #2,8,0,"D:JUKE1.COM"
```



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```
70 GOTO 100
80 CLOSE #1:CLOSE #2:PRINT "ERROR IN OPENING
FILES":END
90 REM JSR $E456
100 TRAP 40000:DATA 32,86,228
110 REM JSR $0600
120 DATA 32,0,6
130 REM PHP,PHA,LDA #0,STA 77,PLA,PLP,JMP
$E456 IN PAGE 6
140 DATA 255,255,0,6,10,6,8,72,169,0,133,77,
104,40,76,86,228
150 DIM OLD$(3), MY$(3), PATCH$(17)
160 RESTORE
170 FOR I=1 TO 3:READ X:OLD$(I,I)=CHR$(X):
NEXT I
180 FOR I=1 TO 3:READ
X:MY$(I,I)=CHR$(X):NEXT I
190 FOR I=1 TO 17:READ
X:PATCH$(I,I)=CHR$(X):NEXT I
200 PRINT #2;PATCH$;
210 FOR I=1 TO 807:GET #1,X:PUT #2,X:NEXT I
220 GOSUB 1000
230 FOR I=811 TO 834:GET #1,X:PUT #2,X:NEXT
I
240 GOSUB 1000
250 FOR I=838 TO 881:GET #1,X:PUT #2,X:NEXT
I
260 GOSUB 1000
270 FOR I=885 TO 2715:GET #1,X:PUT #2,X:NEXT
I
280 GOSUB 1000
290 FOR I=2719 TO 3086:GET #1,X:PUT
#2,X:NEXT I
300 CLOSE #1:CLOSE #2
310 PRINT "JUKE1.COM WRITTEN":END
1000 FOR I=1 TO 3:GET #1,X
1010 IF X<>ASC(OLD$(I,I)) THEN POP: POP:GOTO
2000
1020 X=ASC(MY$(I,I)):PUT #2,X:NEXT I
1030 RETURN
2000 PRINT "ERROR IN JUKEBOX.EXE"
2010 PRINT "JUKE1.COM IS BAD"
2020 CLOSE #1:CLOSE #2:END
```

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# The Right Brain

## Paul Stampfli (ACCEPT)

Well, it sure has been awhile since we've talked, hasn't it? Our country has fought, and won, an armed conflict (dare I say the W word?), and we have proven that our army can fight.

The victory was almost too easy, in that it 'looked' easy on the TV from the living room couch. It wasn't all that easy, and the potential was there for it to be almost impossible to win and to last practically forever. The bunker systems that have been uncovered, and the weapons and supplies found, indicate that Saddam's forces were there for the long conflict.

Thankfully, they panicked when they saw the fight and determination in our troops, and fled the field. But I'll bet money that the whole situation over there is a long way from being over.

Things are happening at ACCEPT also. Maybe not ponderous, earth-shaking events, but some very interesting stuff. Firstly, Tim got all PO'd about how just a few of us, mostly him, were bringing systems to the club meetings and he ragged everyone out on the BBS (STEEP).

So, last meeting we had about 15 members present and a total of six systems running. This was a great meeting, and it restored my faith in the club. I'm sure Tim will have something to say about it in his notes.

We got a lot of work done at that meeting. We have agreed, in principal, to not only allow, but to invite, Mac and IBM owners to join our happy little band; and to

change our name, (oh no, not again) to the *advanced* Computer Club of El Paso. This name change will more accurately reflect what we are trying to do with the group. (And is something I have been personally trying to do for quite some time now.)

### Trackballs vs Mice

We also had the great Trackball Roll Off, which almost got lost in all the excitement. (Well, it was kind of a bust, actually.) I had five people actually do the test and fill out the survey.

The survey was 17 questions and covered all the topics I could think of that might be important, such as button and ball size, location, speed, accuracy, appearance and general quality of the device, as well as esoteric data such as "feel" and "ergonomics."

Question 17 was the killer with; "Would you purchase this device based on the information and demonstration presented in this Roll-off?" The contestants were the Kraft Triple-track 3 button controller, and the Best 2 button trackball.

As they say, the margin of victory was small. Best won by 12 points; 249 to 237. But the real story was told in another area, the total points possible were 425! One respondent expressed a slight interest in buying either device, but two respondents outright said *no* they would not buy.

One even wrote me a comment at the bottom of the survey that "Mouse balls stink." That's a quote, I didn't make it up. So, as far as the survey goes, the mouse reigns supreme and the trackball is a second-rate citizen.

So much for objectivity. I love

the Trackball, and I much prefer the Best to the Kraft. Tim and I did not take part in the survey because we are biased.

I think a large part of making the change from mouse to trackball is in the use of the thing. I found the trackball clumsy at first, but the more I worked with it, the better I liked it. The mouse certainly has a place, but so does the trackball.

My solution? I got a Mouse Master (Practical Solutions) and hooked up my trackball and my IR Mouse (hamster, also by Practical Solutions), and now I think I have the best of both worlds.

### By the Way

As you can tell, I use quite a bit of Practical Solutions' hardware. I am touched to see the recent articles saying they have shut down and gone out of business. This company made fine products for the ST line and I know that we will miss their support.

I have recently seen the IR mouse appearing in Mac magazines. Whether this means they are truly out of business and sold their patents, or are just changing areas, I don't know.

But the mice are being marketed in the Mac arena under two different names by two different companies. Most of the time, when a company goes out of business, their products get dumped and people worry about support.

It is a testament to Practical Solutions that I am *not* worried about support. All the hardware I got from them is built very solidly and has never needed any service or attention.

What more can you ask for?

# Prince of Persia

Thomas Girsch (MAST)

[This review was originally printed in the April 1991 issue of the Milwaukee Atari ST newsletter, and was revised on 5/14/91 for inclusion in Atari Interface.]

Does anyone remember the game Karateka? Of course, the question is rhetorical.

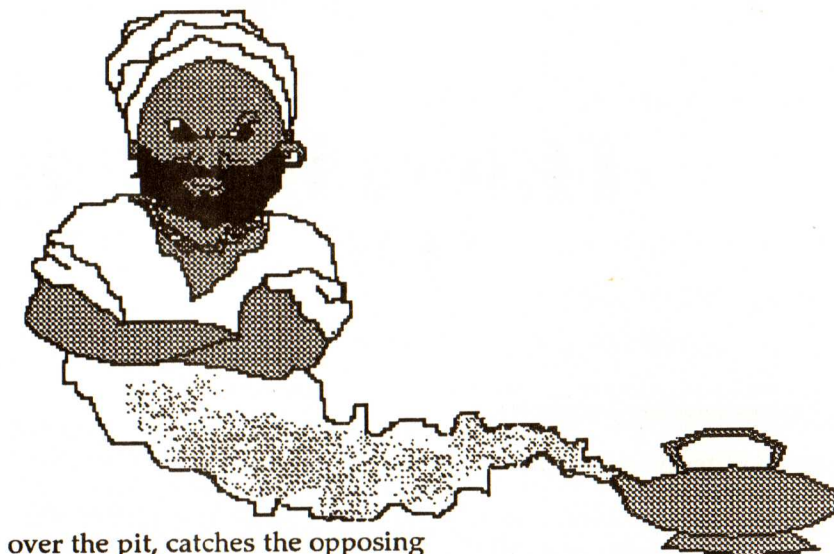
Karateka was seen by many as the greatest computer game of all time. Let me enlighten you, however. Karateka is a simple, run of the mill game. I hear cries of *blasphemy!* But one look at the new game from Jordan Mechner, creator of Karateka, and you will most certainly agree. The game is Prince of Persia. And the experience is unbelievable.

The premise of the game is typical: In the absence of the Sultan, an upstart seizes the throne and demands that the Sultan's daughter agree to marry him (don't they always demand that?) or she dies in one hour. The princess' only hope is a wandering adventurer who (of course) happens to be trapped in the Palace dungeon. And that adventurer is played (of course) by you.

But, the game itself is anything but typical!

The game contains animated sequences smoother than any previously released for home computers. Hundreds of movie clips were used to be certain that every position, every angle, every frame was perfect.

To be sure, watching someone with a good deal of skill is like watching a good Indiana Jones-style action film. The hero leaps



over the pit, catches the opposing ledge with mere fingertips, and then crawls under the iron gate just moments before it slams shut. Then he must dispose of the thug who awaits him!

The game is the opposite, in many senses, of Othello, especially in this respect: It is very difficult to learn, but relatively easy to master.

That is, there are certain spots which one may spend hours learning to get past. Once these are overcome, however, getting past them again is fairly routine. This is one of the things I liked best about the game. (Nothing is more frustrating than losing your last life on a section you *know* how to get through. This has happened to me numerous times in lesser games).

To make things even nicer, you may save your game at the beginning of any level (3 or higher) in Prince of Persia (there are 13), and you may continue as often as necessary, as long as your 60 minutes (real time) do not expire.

At the outset, the game looks like a pretty typical platform game. Until, that is, you start moving. It boggles the mind that so many moves can be controlled by a single joystick! You can run, duck, walk carefully, jump up, jump carefully across a chasm, jump *far* across a chasm, climb up, climb down, jump down, advance, retreat, parry and thrust. (Someone tell me if I missed any!)

But enough of description. Verbal or written description cannot do justice to the game. You have to see this game to believe it! It was

demoed at the April MAST meeting and the crowd was awed!

The only people who might dislike the game are those who outright *hate* games that require good reflexes and timing.

The copy protection scheme also adds fun to the game. Upon reaching level 2 or restoring a saved game, you are taken to a two room level which contains perhaps two dozen potions, each with a letter hovering over it. You must find the first letter of the word on the line and page specified and drink the corresponding potion. Finally, someone who made copy protection that was not only fair to all, but fun as well!!

All in all, the game *would* have received a 10, but there were a couple of minor problems.

Number one, the game comes on two double-sided disks. In itself, this is not a problem, but *nowhere* on the packaging, on the disks or in the manual does it tell you this. It is therefore conceivable that someone may unknowingly spend \$40 on the game and not even be able to use it.

Also, I don't think the game will run with less than one meg of memory, but I am not certain, as this was not mentioned either. So Prince of Persia, because of minor discrepancies, comes close but ohhh so far from a perfect 10 with a 9.5.

I recommend this game to any action/puzzle player, as well as anyone who liked Karateka.

# How To Improve Your Memory

**Rodney Sullivan (CACE MI)**

Several months ago I got the bug to install more memory in my computer, an Atari 520STFM. I began checking out the ads for memory expansion boards in the Atari-specific magazines. In December, I decided on the JRI Ram+ board. The JRI board uses SIMMS; Single In-line Memory Modules, in either 256K by 8 bit or 1Meg by 8 bit configurations. I figured anything that uses the latest in RAM technology should be simple to install and reliable.

I ordered the board from B&C Computervisions at a cost of \$125 plus \$5 shipping and was told I would receive it in about two weeks. I inquired about next day shipping, but was informed they did not ship next day. UPS delivered my board on Christmas Eve!

My hope for a quick and painless memory upgrade disappeared when I opened the box and found a JRI Ram+ revision C board, a handful of wire, a coil of solder, 5 or 6 photocopied pages of instructions, and a double-sided disk.

The Ram+ board has four sockets for the SIMMS allowing expansion all the way to 4 megabytes of RAM. The board also has two ribbon cables attached, at the end of one is a connector that piggy backs on top of an existing RAM chip (tack soldered in place) for the address bus signals.

On the end of the other ribbon cable is a small daughter board that installs in place of the computer's video shifter chip. The video shifter chip is then plugged into one of two sockets on the

daughter board. The second socket is for an additional video shifter chip that increases the color palette to 4096 available colors.

Although the color palette can be expanded to 4096 colors, the maximum number of colors that can be displayed is still 16 in low resolution. (This is equivalent to the JRI 4096 color board; a second shifter chip is not required for the RAM upgrade.)

Also on the daughter board is a connector for an external Genlock device. The device is not yet available. *[Ed: I spoke with John Russell of JRI concerning their new Genlock device. It will incorporate their Capture digitizer and will plug in to the ST's cartridge port. Expected availability for the Genlock/Digitizer is late summer.]*

Programs included on the disk are TOS patches and a custom control panel to select colors from the increased color palette if you install a second shifter shift. Programs to patch Neochrome for access to the increased palette and a RAM test program are also included.

As I am not proficient at soldering, I inquired around Jackson for installation prices and found the estimates of \$50 to \$80 prohibitive. With the knowledge that I still had to spend about \$100 on the SIMMS, I called B&C in early January to request a refund. I explained that the JRI board was not what I expected and I was looking at a rather expensive installation. Their reply was that B&C Computervisions does *not* refund.

Stuck with a solder-in upgrade board, I began investigating less costly alternatives to commercial installation. I approached an ac-

quaintance at JCC, who is quite adept at soldering, and asked if he would consider installing my upgrade kit.

He agreed but said he had several other projects going and it would be some time before he could get to it. Confident that I had procured free (or nearly so) installation, I ordered from Hard Drives International (an advertiser in Computer Shopper) two 1Meg by 8 bit SIMMS at \$45 each plus \$10 shipping, and had them in my hands two days later. Now all I had to do was sit back and wait for my 'friend' at JCC.

February rolled around and I decided that just in case my 'friend' at JCC would never find the time, another alternative should be pursued. I began practicing soldering and desoldering on an old circuit board. I found out that desoldering without expensive equipment or a lot of patience is no fun.

On February 18, I could wait no longer and figured my new soldering skills would probably suffice. I took my computer to the basement where the cool, somewhat damp air would minimize static electric charges, (static electric charges can *destroy* computer chips). I stripped my computer to the motherboard, heated my soldering iron and nervously began desoldering resistors.

I had called JRI in January to clear up a couple thing about the instructions and found them very helpful. A suggestion made by the gentleman I spoke with was to install a socket in an empty Bank 2 RAM location on the computer's motherboard to provide a better connection for the address bus

connector than would be obtained by piggy-backing on top of an existing RAM chip.

The installation proceeded without a hitch but took roughly 4 hours, considerably longer than I had anticipated. Each of the 40 solder connections to either the Ram+ board or to the motherboard was inspected with the aid of a magnifying glass to insure correct solder flow. The Ram+ board is positioned on the left side of the computer in front of the power supply and sort of floats above the mother board on three short, heavy ground wires. Removal of a portion of the upper RF shield was necessary as the Ram+ board with SIMMs installed prevented securing the shield. Also the top of the video shifter shielding was discarded.

I sweated bullets for nearly four hours while I was inside my computer and do not recommend installing the JRI Ram+ in your computer unless you are confident of your soldering abilities or know someone who is experienced at computer repair.

The moment of truth arrived at about 1:30a.m. when I plugged in only the computer and monitor (just in case something went wrong, all of my peripherals would not end up toast) and flicked the power switch on. My computer came to life. Phew! I turned the computer back off and plugged in my external double-sided drive, powered the system back up and loaded the RAM test program. A couple of minutes later, the screen informed me of 2,621,440 bytes available with zero errors.

My JRI memory upgrade to 2.5 Megabyte appears to work satisfactorily. However, I have noticed—even with Pinhead 1.8 installed, a fast-load utility from CodeHead's Charles Johnson—the busy bee stays on the screen considerably longer than before. I do not know if this is common to all large RAM upgrades or just this one. [Ed: This is normal and common to all upgrades. The more RAM you add, the longer it takes to clear at startup. Pinhead dramatically reduces boot time of individual programs.]

Also I had the power supply fail in my computer last year, and I am concerned about the increased power requirements of a memory upgrade upon that repaired power supply.

On the plus side, I now have plenty of room to load my desk accessories and TSRs (terminate and stay resident) like Turbo ST and Universal Item Selector III. I now have room for a very large RAMdisk, which is great for copying double-sided disks when only one double-sided drive is available. I also have enough room for 73 frames captured with VIDI-ST!

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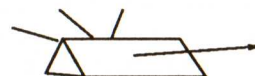
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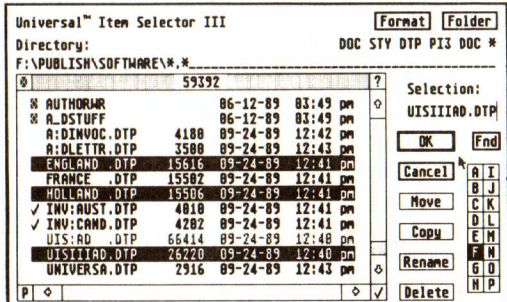
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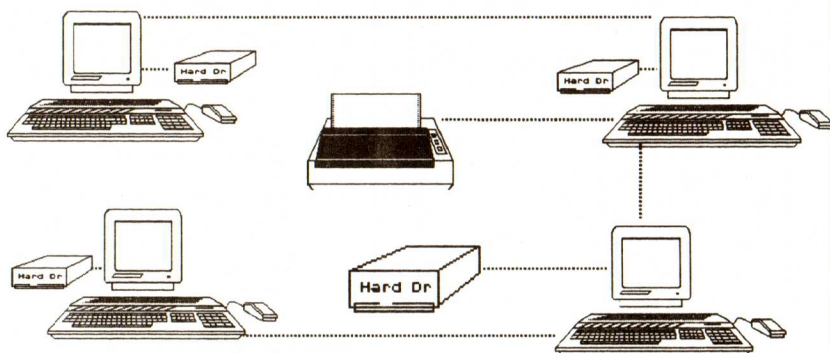
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# ZADOR

## Bob Reitz (SPACE)

I am one of the lucky Atari users who owns both an Atari 8-bit and 16-bit machine. When the rush was on to upgrade to the more powerful ST machines, I somehow resisted the temptation to relegate my trusty 8-bit to computer oblivion.

The main reason I decided to keep my 8-bit was because of my investment in software. Much of which was purchased in the days when every new title was available for the Atari 8-bit.

I still love to play the classics like *The Cosmic Balance*, *Archon*,

*Crusade in Europe*, *Cytron Masters* and *MULE*.

Unfortunately for the loyal masses, Atari's decision to scale back support for their 8-bit computers quickly sent programmers scurrying to move their talents to other platforms and the development of new entertainment software for the Atari 8-bit community screeched to a halt.

Well, enough ancient history. Here we are in 1991 and we all know that finding new 8-bit entertainment software has become all but impossible.

You can imagine my surprise when I opened a recent copy of *Atari Interface* and noticed an advertisement by Software Infinity describing new games by KE-SOFT for the Atari XE/XL (64k) computer.

The ad read, "KE-SOFT games boast colorful state of the art high resolution animated graphics, outstanding music, handsome and detailed instruction manuals and some have digitized speech and sound effects." All this at bargain prices! Could it be? I aimed to find out.

Scanning quickly through the software descriptions, I spied a game called *ZADOR*. *Zador* sounded a lot like *Mah-Jongg*, a game that I had long waited to make an appearance on the Atari 8-bit. I quickly wrote out a check and sent it off to Software Infinity.

Three weeks later, *Zador* arrived in the mail along with an excellent KE-SOFT demo disk that provided quality playable demos of many of their other entertainment titles.

It is rare that a company has enough confidence in their prod-

ucts to let a customer try before they buy. What a concept!

After spending several enjoyable hours playing through the KE-SOFT game demos, I decided it was time to get down to business and have a look at *Zador*.

On boot up, I was greeted by *Zador's* title screen accompanied with a well done, fast-paced oriental tune which is followed by the impressively-textured and colorful *Zador* game board.

The individual game pieces, or tiles, appear small but each are well drawn. The object of the game is to clear the board of tiles before the clock runs out. To accomplish this, you must match identical tiles or those from various tile groups (i.e. flowers, seasons, etc.). Tiles are quickly and easily selected by joystick.

There are twenty levels of increasing difficulty in *Zador* and KE-SOFT has thoughtfully included both pause game and automatic high score save features.

Also, if you find yourself stuck for a match, you can request *Zador* to find matching tiles for you—up to three times per level.

Throughout *Zador*, game play is accented with various spot sound effects. The instructions for *Zador* are printed on one side of a folded, standard size sheet of heavy, colored paper which also serves as your disk packaging.

*Zador* is a professionally rendered, fast paced, addicting version of *Mah-Jongg* that should appeal to anyone looking for an alternative to arcade shoot-em ups.

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# Backup of Data Files on your Hard Drive

## Al Riesbeck (SCAT)

When one buys a hard drive the first thing the entire world informs you to do is "BACK IT UP." Now I am not saying backing up the hard drive is not a good thing to do, but using up floppy disks and a couple of hours of my time is not my idea of a fun thing to do.

### The Problem

There are two kinds of files on a hard drive, programs from floppy disk and files these programs create.

The original programs obtained on floppy disk are all ready backed up. The files these programs create are not on floppy disks, therefore they are the real problems. I gave this problem much thought after I deleted my word perfect folder one day, which included nearly 20 documents. This event cause me to develop the following plan.

### The Plan

For each group of data files associated with a program, create a folder for these files. (Examples: C:\WP\DOC for files used by Word Perfect; C:\GFA\SOURCE for files used by GFA BASIC; C:\STW\DOC for files used by ST Writer.)

Now you can use a Command Line Interpreter batch file to copy files from your data folders to floppy disks. Run this BAT file once a week. The BAT file would backup up all data files without using any brain power.

If the total size of your files are greater than 800K, use two or more floppy disks. This plan should not

replace a full scale hard drive backup but will enhance the safety of your data.

### My System

I use NeoDesk CLI. I did run into a little problem. Every time I copied a file to disk, I got the file overwrite message and I did not want to change the option in NeoDesk to automatically overwrite files.

I solved the problem by deleting all the files on the floppy disk before starting to copy the files from the hard drive to the floppy disk. I do not believe this deletion is dangerous, because I am using the grandfather copy of my backup when making a new backup. This deletion of the floppy disk will remove delete hard drive files from the floppy disk backup.

To play it safe, you should have one or more generations of backup. I do my backup once a week on Sunday. Therefore, I use two different disk sets—one labeled ODD and the other labeled EVEN. If Sunday falls on a numerically even date, I use the EVEN disk, otherwise I use the ODD disk. This way, I always have a backup disk if something goes wrong. It is really your own judgement how often to back up your files.

I also created a PAUSE command in the BAT file to ask if I had the correct disk in the floppy drive. I then ran into the second problem—files I could not isolate into separate folders. I took care of this problem with a wildcard on the copy command.

The NeoDesk CLI BAT file I use:

```
ECHO "PUT THE CORRECT BACKUP
DISK IN DRIVE A:"
PAUSE
ECHO
ECHO "DELETE THE FOLLOWING
FILES:"
ECHO
DEL A:\*.*
ECHO
ECHO "COPING THE FOLLOWING
FILES:"
ECHO
ECHO "COPYING D:\BASETWO"
COPY D:\BASETWO\HOUSEIMP.TWO
A:
ECHO
ECHO "COPYING D:\OPUS\*.*.OPS"
COPY D:\OPUS\BUDGET88.OPS A:
COPY D:\OPUS\EDISON.OPS A:
ECHO
ECHO "COPYING
D:\STW\KOAS\*.*"
COPY D:\STW\KOAS\*.* A:
ECHO
ECHO "COPYING
D:\STW\SCAT\*.*"
COPY D:\STW\SCAT\*.* A:
ECHO
ECHO "COPYING D:\*.*.WKS"
COPY D:\*.*.WKS A:
ECHO
ECHO "COPYING
G:\BASIC.3_0\SOURCE\*.*"
COPY G:\BASIC.3_0\SOURCE\*.*
A:
ECHO
ECHO "COPYING D:\WP\DOC\*.*"
COPY D:\WP\DOC\*.* A:
CLOSE
```

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# MONSTER DRIVE

## *Return of the Sequel*

**Tim Sullivan (CACE MI)**

One fine July morning I found myself temporarily unemployed and needed something to do. I picked up an Atari-related magazine and started flipping through the pages.

As I was scanning articles I didn't bother reading initially and paying more attention to some of the advertisements, a thought hit me. "Wouldn't it be nice to have a Hard Drive?"

So, having no job and a basically empty VISA card with no way to make payments on it, I decided to do the only non-sensible thing: To order a hard drive! Now, the only problem was, which one?

Eventually, I decided on a SyQuest-based system. I didn't want to limit myself to just 20 MB or even just 30 MB. A removable cartridge system that provided 44.39 MB per cartridge seemed like the logical step. It was obvious. This would allow unlimited off-line storage to a certain extent. This extent being my willingness to spend the extra \$75 to \$100 for each cartridge. I called Carter Graphics and Computers in Utah, got some quick information about the ad I read and went with it.

In early August, I received a huge box. I felt like a seven-year-old kid at Christmas! I tore into that box like there was no tomorrow. There was a separate box that the "Shoebox" configuration drive was in; the cartridge, documentation, software and cables were packaged in clear and pink-tinted bags.

I put the drive up next to the

computer and began reading the instructions for hook up and initial start up.

The cartridge was already formatted, partitioned and had about 40 MB of PD software installed on it! I hooked up the power cable and went back to get the DMA cable. I rummaged through the styrofoam popcorn-filled box to no avail.

*No DMA Cable!!!* Almost immediately, I felt the venom seething between my teeth.

I called Carter Graphics and left a message on their answering machine. I now regret the tone of voice and sarcasm I used to convey my disappointment over the matter, but it worked. About an hour or so later, Mr. Carter called and informed me that the cable would be at my door by 10 AM the next morning. He wasn't kidding. It was about the only time I wasn't angry to be roused at such an 'un-godly' hour.

I connected the cable, fired up the drive, inserted the cartridge, waited for it to spin up and turned on my ST. Nothing happened. I checked the indicator lights on the front of the Hard Drive. Both green and amber lights were on steadily.

I checked the error codes. Nothing about both lights being on like that. Hmmm. Naturally, I hit the system reset. Again nothing. A general feeling of dismay overcame me. Now what? I try to eject the cartridge. It won't. Is there something wrong with my ST? Is it the 2 MB memory upgrade responsible?

Nervously, I began to memorize the Trouble Shooting instructions. Everything basically pointed out that the cartridge might not be

formatted. I then inserted the SupraDrive Hard Disk Utilities disk into Drive A: and booted up. I decided to try to access one of the drive partitions that appeared on the screen just in case I was wrong. Same old thing: Nothing.

I ran the formatting software when an interesting thing occurred—a DMA error. It said something along the lines of 'Device Not Present'. Now I was really worried that it was my ST at fault.

I went over to my cousin Rod's to make sure. Connected everything up to his ST to see what would happen. Same thing. We tried everything.

He looked over the manuals and suggested we take a look inside. After double-checking the manuals for possible warranty violations for opening the case, we proceeded. We looked at the jumpers to see if the drive was indeed, factory pre-set. We couldn't tell. Checked all the power connections and the Supra Host Adaptor.

We came to this conclusion: A simultaneous shrugging of the shoulders.

Another call to Carter's was of no revelation. Any suggestion he gave me was met with an 'Already tried that, etc.' He said "Send it back and we'll take a look at it." Fair enough.

About three weeks later I grew impatient and called again. He said the jumpers were not set at the factory and that the drive was sent out a few days ago. A week later, I got the drive back. I set it up again and went at it. It booted!

I couldn't believe it! Seeing all those HD partition icons on the screen was the most beautiful sight I have seen! The sound it made as

it was loading was, indeed, 'unique' as Gregg Anderson described it in the Sept. '90 issue of AIM.

The drive was populated with all kinds of PD software. Even to this date I haven't completely gone over everything. I've blown away stuff that was either obsolete or of no use to me, but, being the pack-rat I am, I haven't done this to a lot of stuff that might someday be useful (almost 25 MB worth). <SIGH> Oh well.

Soon after I got the drive back in operational order, I began seeing articles about the SyQuest drives for the ST and some other systems much like Gregg's 'Invasion of the Monster Drive' in last year's September issue.

They were pretty much geared towards the Fixed Drive back-up system. I haven't seen a review about a SyQuest being used for primary system use and storage, the reason I bought mine. I was bound and determined that I would write such an article when the time presented itself (which is considerably difficult because of school, work, bar and board crashing).

This Drive is terrific! It is about as fast as a fixed drive. About 31ms seek time and about a 499K/second transfer rate. This is with six oddly-formatted partitions with none having the same size. Generally the smaller the partitions, the better performance you'll get. I've had no real problems that can't be overcome with the Supra Host Adaptor.

It came with a clock, which is something I've desperately wanted and needed ever since I got my ST back in 1987. The drive is wired so I can add either a fixed drive or another SyQuest. If I ever decided to change system platforms, this drive will work perfectly with an IBM or MAC. For you people out there that are into IBM or MAC emulation, you could have a cartridge dedicated to either and not have to worry about having just a dedicated partition on a fixed drive.

I can't just keep going on about how great the drive is without listing some of the quirks I've discovered. For instance, when I wanted to just boot up a game from floppy disk, I don't need the HD on, so it is shut down. Nothing happens. Apparently, the system doesn't like having something connected to the DMA port that isn't active. I've been told this is a by-product of having a Supra Host Adaptor, although I haven't called Supra to confirm this. [Ed: The SyQuest we use—from ABCO—has an ICD Host Adaptor and the drive can be off and the computer still boots.]

I've gotten around that. I keep the HD on without a cartridge loaded. No problem, works fine. The way I've had my system set up, everything except the computer, monitor and sometimes the printer comes on at the flip of my power strip. I can make the system 'user-protected' by having the HD shut down! This is especially nice if you don't want anyone to use the computer. (HEHEHEH!)

I also didn't like the way I'd have to boot the system. Turn on HD, insert cartridge then turn on compu-

ter after spin-up. I'd always have to hit the reset button after powering up the computer to get the HD to boot. I've also gotten around that. I insert the cartridge before turning the HD on. When I turn on the computer, the HD boots up! I've been doing this for several months without a problem.

I've enjoyed the system despite my initial problems. Carter Graphics & Computers has been nothing but polite, courteous and extremely helpful to me. Now that I have the drive, there is no way I could survive using my system without it! Really! So, if you are looking for a hard drive that can do everything, a SyQuest beastie is the way to go!

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*About the Author: Tim Sullivan is a part-time student at Jackson Community College and is employed by Aeroquip Automotive Products Group in Spring Arbor, MI as an Assembler and Painter. This is his first article for any magazine.*

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# California Dreaming

Gary Klugman (SVACE)

Now that the Christmas season is over, all the sales figures are in and the craziness is over, I have a little time for some California Dreaming.

Were there marketing opportunities lost? What if I woke up one day and found out that I was one of the long lost sons of Jack Tramiel? First, of course, I would thank the people that raised me.

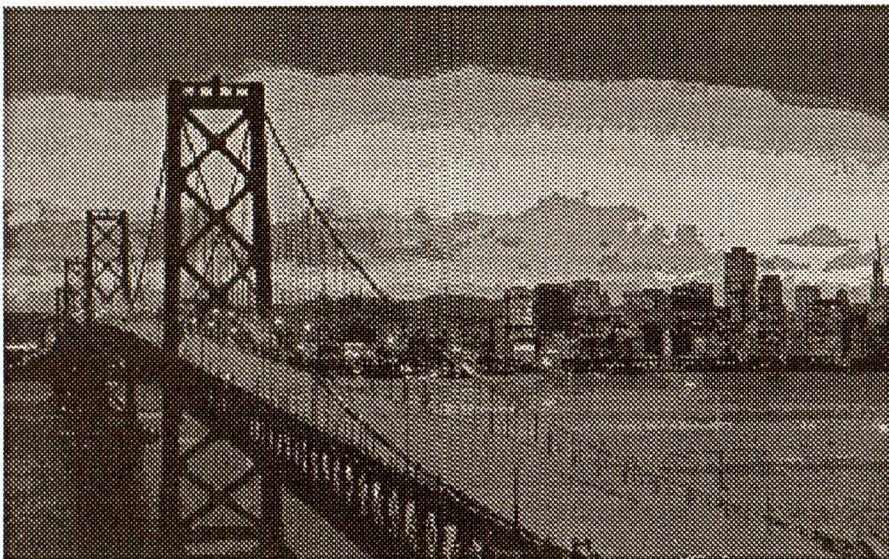
Second, I would be sure my "new" dad met my kids to assure their college educations. Finally, I would take my position as an executive of the family business. With that comes the house in the hills and a sports car.

I would try to become vicepresident of computer marketing. I have some special thoughts on the computer market in the US. It is my belief that, while the ST is showing some age, it is still very marketable.

The TT doesn't have a ghost of a chance in the US business market, especially at the over \$3,000 price. I would try to get the ST into the US home. My idea is that when people are used to the operating system, it has a chance to be accepted in other places.

I would be as clever and ruthless as my new dad was with the C-64. I would increase production and produce them at a new, incredibly low price. I would sell them through any mass method possible.

Yes, I know that would anger the existing Atari stores, but how many of them are there? Besides, I would hope they would see the



opportunity in the after market sales and service. They would also have an opportunity to sell upgrade machines. What opportunities do they have now?

The price would be so low as to barely break even after advertising. My European sales, and sales of other electronic products, would keep money coming in to the company.

The advertising would be aimed at the giant home game industry. It would go something like this, "Why just teach your kid to kill gorillas, when he might actually learn something useful?"

The TV spot would picture a blurry-eyed kid playing an obnoxious game when the parents are watching. Then it would show the same kid with an ST, using it for homework, when the parents aren't looking. There would be other spots aimed at adults as well as kids.

When people are familiar with the company and the operating system, they will become open to other uses. Enter the Mega STE, and the TT. The second phase of the campaign (business is war, remember?) would be launched after there is a large number of ST users. We would then need to launch a campaign for the business and educational users. Of course, profits would soar.

If there just isn't the money for this venture, or the family just wouldn't try this gamble, I would follow a different route.

I would let the ST line in the US float with as little cost as possible. As long as it was profitable, I would continue to sell it in the US. If it became unprofitable, I would quietly drop it and continue my efforts in Europe. I don't see any halfway fixes as anything other than throwing money away.

Time to wake up! I have it on reliable source that Jack Tramiel is not my long lost father. My thoughts on marketing will have about the same effect on Atari as will a field mouse in Idaho.

Actually, I am a consumer. So what are my thoughts? As long as there is a strong market in Europe, third party developers here can still make money if they market here and there. Europeans can also market their products here. That alone will keep us going.

Perhaps someone will come on board at Atari that is a better marketer than I or anyone else at Atari. Perhaps the Tramiels will sell the company to someone that can market computers better.

No matter, I will happily use my fully-functional computer for years to come. I have a backlog of software whose potential I haven't even explored.

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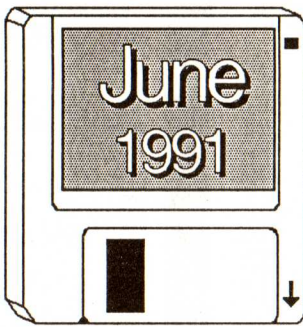
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## AIM ST Disk of the Month

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 June '91 disk. For more complete docs, see the text files contained in most of these archives.

**BUSYBUD.APP**—On line? Nature calls? You can't take a break because the BBS will TIMEOUT and HANGUP before you can get back from the can-man? BUSY BUDDY to the RESCUE! From Mat'Rat.

**CAL51.APP**—New features like automatic HotWire alarms and DC-Squish compatibility! See calendar of any month/year. Attach events to days by date or position in month—never forget a birthday again! New CalShow runs as AUTO program or GEM program or desk ACCI! Preloaded with over 100 events! Runs on any ST/TT, any rez.

**DCBOOTIT.APP**—DC Boot It lets you run boot disks from the desktop. Choose drive A or B, 50 or 60 Hertz and resolution. A needed addition for accelerated computer owners. From Double Click Software. 100% Assembly. ST, STe, and TT compatible.

**DCINVERT.APP**—DC Invert from Double Click will flash your screen whenever a BELL character is printed to the screen. You can set the flash rate. Program suggested by Alan S. Hamilton.

**DCLFTARW.APP**—DC Lefty Arrow is a supplement to Double Click's DC Lefty program. DC Lefty Arrow makes your normal arrow (which points left) 'flip' around so you get a 'left-handed' mouse arrow! ST and TT compatible.

**DCPOPBAR.APP**—DC PopBar v1.0 gives the GEM desktop a 'popup' menu of the menubar entries. Now all entries are available in a popup menu wherever the mouse is. Built-in configurator. ST resolutions only. TOS versions below 2.0. 100% Assembly. ST & STe compatible. From Double Click.

**DCRTCALL.APP**—DC Right Call v1.0 gives you access to the file selector (including alternate ones like UIS) or Maxifile(tm) with the press of the right mouse button. Desk accessory from Double Click Software. 100% Assembly. ST, STe, and TT compatible.

**FNKALERT.APP**—A really \*tiny\* (but powerfull) program that lets you use the function keys F1, F2 and F3 to select the buttons in any GEM alert box! Highly compatible with all ST/TT GEM programs, Funk Alert uses less than 1K of memory! Copyright 1991 Charles F. Johnson & LGF Software.

**FORMDOIT.APP**—FormDolt 1.2 alters the way dialog boxes and alerts behave in most programs. It lets you:

- o Use the keyboard to select buttons in dialogs and alerts
- o Position the edit cursor anywhere in a field with the mouse
- o Use Shift-left-arrow to move to the start of an editable field
- o Enter any ASCII character, from a table or by number
- o Re-define the icons used in alert boxes

And much, much more! Works with CodeKeys, MaxiFile, and all versions of UIS.

**HP2GDOS.APP**—Converts fonts in HP LaserJet format into GDOS format. There are many more fonts available in laserjet format than in GDOS format. Now you can take advantage of them and convert them for use with any GDOS program.

**LZH11316.APP**—New LZH archiving program. Faster compressing than any of the current programs.

**NOVAGAME.APP**—A great version of the arcade classic, Galaxian, with outstanding graphics. It comes from Europe and runs in low-resolution only.

**SERIAL.APP**—Fixes some problems with the serial port in TT TOS (up to 3.05) and Mega STe TOS (up to 2.05). Written by Allan Pratt of Atari.

**SQUEEZIM.APP**—Squeeze that last bit of disk space out of your IMG files. Does a whole folder at a time and squeezes an extra 2% to 70% out of each IMG file found! Does not hurt the IMG and it still loads into any program just like before, it's just smaller. From the guys at Wiz Works.

**STRABBLE.APP**—Excellent shareware version of Scrabble for the ST called STRabble. Written by Warwick Allison from Australia, it has a 45,000 word editable dictionary. It allows for up to 6 human or computer players, or a combination of both. Both color (medium resolution) and monochrome are supported. Requires 1 Megabyte of RAM.

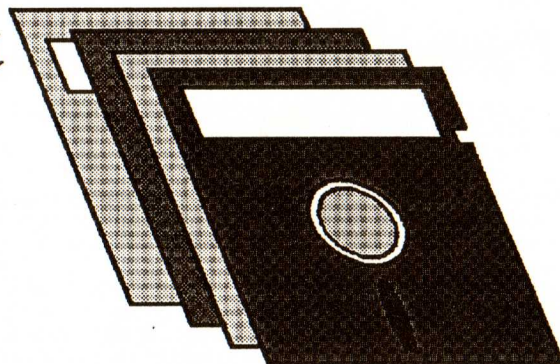
**TELEBASE.APP**—TELEBASE Version 1.4 keeps track of all those phone numbers! 56 buttons per TBF file instead of 25. 15-character memory tickler buttons. Double the room for notes on each button! New SEARCH and PAGE features! Printing function completely revamped! Copyrighted but Freeware. Great addition to utility collection!

**VCTRDEMO.APP**—Vector Balls from the Lost Boy's Red Sector Demo. This is an impressive demo! Color only.

**VIDI2DLT.APP**—Converts sequentially-numbered Degas .PI1 files to a delta (.DLT) file. It will convert an animated sequence created with Vidi-ST, Rez-render, or any other program that produces similar files. Runs in any resolution, but converts low-res files 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 June '91 disk when ordering.

# *AIM 8-Bit Disk of the Month June 1991*



Each AIM 8-bit Disk of the Month is a single-sided, single-density "floppy" packed with ARCD software. To extract these files, you will need the UN-ARC.COM utility (available from most BBSes, user groups or on the April/May '91 AIM 8-bit disk).

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

## **Side 1 of the June '91 AIM 8-bit Disk of the Month:**

**APACVW2.ARC**—Version 2.3 of APACVIEW adds the capability to create COLRVIEW, Pryzm and Interlaced APAC files from GIF source pictures. If you've envied the IBMer's or STer's ability to view colorful GIF pictures, now you can view 'em too! Shareware, by Jeff Potter.

**APACPICS.ARC**—Sample APAC pictures showing off some of the great color capabilities of Jeff Potter's APAC View program.

**DD2NX103.ARC**—Daisy Dot II fonts converted to NLQ (near letter quality) RAM fonts for downloading to Star NX10 printers.

**DD3MAC.ARC**—John McGowan's Textpro 4.54 macros for using Textpro and Daisy Dot III.

## **Side 2 of the June '91 AIM 8-bit Disk of the Month:**

**COLRVIEW.ARC**—Version 2.5 of COLRVIEW, the program that gives Atari 8-bit users the ability to display images with 4096 colors in 80 x 192 resolution or (new feature) 64 colors in 160 x 192 res. That's right...4096 colors with no hardware modifications! This version also has easy to use color tuning (without adjusting your monitor) and a few other features. Shareware from Jeff Potter!

**GR8TODD3.ARC**—Converts Graphics 8 screens to Daisy Dot III format. Now, you can use all those Graphics 8 screens as clip art in your DDIII documents.

**HPDRIVRS.ARC**—Three printer drivers for the HP DeskJet—two for AtariWriter and one for PaperClip. The Times font driver requires an ASCII Times cartridge and includes the AW2DISK option (allows you to (P)rint to disk from the menu with [OPTION] P). The Times driver has corrected character widths for reasonably good Justified output. Works on DeskJet Plus and DeskJet 500. Not tested on DeskJet. From Bob Woolley.

**RAMBOOT2.ARC**—RAMdisk booter, allows you to run autoboot games from RAMdisk! Multi-disk games supported. This utility was mentioned/reviewed in the November '90 issue of Atari Interface. Works with NEWELL upgrades. See BOOT2FIX.

**BOOT2FIX.ARC**—Patch program to make RAMBOOT2 work with RAMBO and compatible upgrades.

**PSIRD203.ARC**—Alternative RAMdisk for SpartaDOS users. This RAMdisk, from PSI, reportedly avoids/fixes some problems that ICD's own RD.COM program has. For SpartaDOS users only.

**PSTODD3.ARC**—Useful little utility to convert PrintShop icons to Daisy Dot III format! Program by John McGowan.

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 June '91 8-bit disk when ordering.



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

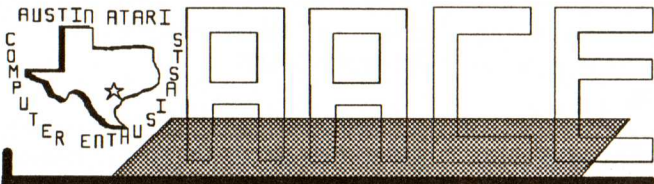
The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting we have a swap meet and computer workshop in lieu of the informal presentation. AAAUA maintains a Library of about 700 disk titles. Each month we publish (FR)ANTIC covering happenings of local interest as well as other topics, both technical and non-technical. Members also receive a subscription to AIM as part of their member benefits. Dues for 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 Sunvion, Executive Assistant, at (512) 344-3522.

#### Presidential Ponderings

Interests are continuing to expand to educational goals and are providing more of a community service. In my view, this trend is healthy and good. About a year ago, the San Antonio Computer Society (SACS), which espouses this philosophy, was formed in San Antonio. Their stated goal is to provide the community with computer information without regard to the computer system.

SACS members have formed various Special Interest Groups (SIGS) for various computers and interests, including the Atari. They also publish a very attractive and professionally done monthly magazine for their membership. It is not the purpose of SACS to replace or absorb existing user groups, rather to provide a central point for the consolidation of information and coordination of programs. For further information, contact SACS at P.O. Box 18365, San Antonio, TX 78218-0365, tel (512) 654-6897.

I have included this information in my "Ponderings" this month in the hope that user groups in other areas may consider the benefits of expanding their purpose to a more educational and community-oriented concept. As a nation, we are not doing all that well in the educational scene. We all can provide a significant positive influence in our communities, if we choose to do so. LET'S DO IT!



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). But we'll meet the first Wednesday 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 organised than last.



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8bit Vice President	Ed Skeans	
Secretary/Treasurer	Mike Evans	

General membership AAACE members meet twice monthly, on the first Saturday and third Tuesday of each month. An 8bit meeting is held on the second Tuesday of each month. On the first Saturday of June and December, a Swap Meet is held. Dues are \$20 a year payable in January. Members receive an AIM subscription, access to our 16bit and 8bit PD library and membership in the ASTRO BBS (505) 260-0448 Club membership is at an all-time high of 36.

### The Atari Clubs of Denver

<b>ATARI CLUB OF DENVER</b> Emperor Chet Cox 303-399-3352 Librarian Paul 303-499-8647 Treasurer Guy McDaniel 303-238-3236 Exec Director (means nothing) Joe McWilliams 303-798-7119	<b>STARFLEET</b> President C.J. Bender 303-465-1792 Vice Chris Gwenter 303-279-0322 Secretary Thomas Oughton 466-6344 Treasurer Charles Robique 303-424-2957 Librarian Wesley Crusher (Don't ask!)
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**ST Interest Group**  
 1st Speaker -  
 Ed Fason - 371-8614  
 Librarian - Lou Mendoza  
 Scribe - Chet Cox  
 PictureDrawer -  
 Jeremy Fason

**EDITORIAL MIKE**  
 Mike McCrecheon  
**EDITORIAL SCOTT**  
 Scott Andersen  
**JF**

The Atari Clubs of Denver is an umbrella group consisting of: Atari Club of Denver, Starfleet User Group and the ST Interest Group. Atari Club of Denver meets the first Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7:00 PM. Starfleet User Group meets the second Friday of each month. We meet at Pamona High School 8101 West Pamona Drive in Arvada, Colorado. The meeting starts at 7:00 PM.

Atari Club and Starfleet provide support for Atari 8-bit owners.

ST Interest Group meets the third Tuesday of each month. We meet at the Aurora Public Library 14949 E. Alameda Avenue in Aurora, Colorado. The meeting starts at 7PM. The ST Interest Group provides support for the entire ST computer line.

Our address is: Atari Clubs of Denver POBox 24064 Denver, CO 80224. For additional information call our BBS at (303) 343-2956, 24 hours, 300-2400 BPS.

#### Atari Club Minutes - April 2, 1991

We had a pretty good turnout for the April meeting. I saw 3 members who haven't attended for some time.

Steve started the meeting off by showing two BASIC programs that he wrote. The first program allows up to 18 different fonts to be displayed at once on the screen. This makes it easy to discover duplicates or compare fonts. The second program, an icon indexer, reads the names of icons from PS icon disks and then writes them along with their disk number to an ASCII file. The ASCII file can then be sorted and printed. This makes it easy to find icons without having to look through each disk every time.

Mike showed four programs to change the default settings for AtariWriter+. The global settings, buzzer switch and duration, screen colors, and character brightness can all be changed and saved to the AtariWriter+ OBJ file. This program works with the original files with out affecting the copy protection.

Larry finished by demonstrated the latest enhancements to the File Information Program.

#### Starfleet Minutes - April 12, 1991

Chris surprised all of us by announcing that he has cataloged all of the disks in the game section of the library. We had hoped that some of the members would volunteer to help out with this project when it gets rolling. Now we don't have as much to do thanks to what Chris has accomplished.

Mike again demoed the programs to change the default settings in AtariWriter+.

We closed the meeting by trying out some of the enhancements to the File Information Program by using it to look at what Chris had done with the game disks in the library.

# 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

May 11, 1991 Here's what happened if you missed it:

1. New Logo for the club shown to members. Will be sent to AIM next week.
  2. The information about the free offer was discussed. 12 people have responded to the offer, and one has even joined the club for the full year.
  3. 5 members brought computers to the meeting: Paul, Steve, Tim, James and Mr. Regan. Thanks to all.
  4. The AIM issue has been sent out to all members last Monday. Should be in your mail this week.
  5. Members contributed enough for us to purchase the update to Express. Thanks to all who chipped in.
  5. Paul brought a potential new member to the meeting, thanks Paul.
  6. Paul showed off the Mac, Steve showed off the formatter, James demoed Vanterm to a needy user.
  7. The club auction will be the July meeting.
  8. There will be no elections of officers this year. You are stuck with me for another year.
  9. James will create a reminder memo that will be mailed out to all late members.
  10. Welcome Robert Faulkner to the club. Robert comes from Colorado Springs, Colorado.
  11. David Thurman did not renew for the next year, and has been deleted from the club membership.
- See you all at the June meeting. Make plans to attend. Until next month...

Tim



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



# ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

*Mark O'Connell	(916) 395-8137	President/BBS Sysop
*Bob Drews	423-1573	Treasurer
*Ed Galvan	725-6955	Newsletter/Disk Library VP
Tim Naber	929-4196	Secretary
Barry Gordon	338-1488	Modem SIG
Bob Haynes	371-1726	Archivist

ACCESS -- The Atari Computer Club Encompassing Suburban Sacramento. As usual, please call any officer if you need information, directions or even to make a suggestion. Or, you can call the ACCESS BBS at (916) 428-8662.

For those of you who don't know who we are, ACCESS is the Atari 8-bit user group for the Sacramento, CA area. We provide help and information to the local Atari community. We offer a number of meetings each month to give you more information on your computer and to answer your questions. And, of course, we are anxious for you to share what YOU know, since there always seems to be something new and fascinating in the Atari world.

Our general meeting is at 7:30 PM on the first Wednesday of each month in Classroom B of the SMUD training building at 1708 59th St, between Folsom Blvd and R Street, just off Highway 50. This is our main get-together.

Other monthly meetings are held on the following three consecutive Tuesday nights at the homes of Barry Gordon (Modem SIG), Bob Drews (Board of Directors Meeting), and Tim Naber (Disk SIG). Telephone them for additional details, but we hope you can be a part of these groups.

We appreciate becoming part of the Atari Interface Magazine group and hope to be in touch with you other 8-bit user groups. We'll be seeing you....



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 6:45 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
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:

June, Telecommunications; July, Three Rivers Festival

### April Meeting Notes

The agreement with the IEEE was discussed and signed by both parties after giving the members one last chance to voice objections at the meeting. There were none so Eric Converse signed the agreement for ACORN. The BBS's 180 Meg hard drive is back on line after being repaired. We should be up and running on Fidonet before long. The Three Rivers Festival will be in July and we will be needing some help with our event as usual with equipment, individuals to help demonstrate software, and MIDI Masters for MIDI Maze. Don't forget, "The Magic of MIDI Music and Much More!" at Saint Francis College, Fort Wayne, Indiana, July 13, noon to 6 PM.

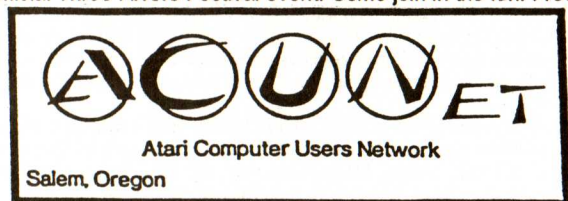
Atari shows in Windsor/Detroit, Milwaukee, and Indianapolis are scheduled for May and June. Several members are planning on attending these. Check with the officers if you would like more info.

The official topic for the demonstrations was Programming Languages. Scott Schaffer covered some of the fundamentals of 8-bit Atari BASIC using a 130XE. Ken Helms demonstrated STOS on the ST with program he wrote for his son's Cub Scout pack to help with their Pinewood Derby. Other languages were also discussed during the meeting. Ken was using an IBM compatible keyboard with his ST using a D.E.K.A. adapter purchased from WuzTEK. Mike Surface demonstrated Universal Military Simulator II. A copy of Road Race for the 8-bit Atari computers was given away as a door prize.

### May Meeting Notes

The May meeting was kept informal with the Windsor AtariFest a primary topic for the day. Ten A.C.O.R.N. members attended the show and brought several items back to discuss. The show itself was enjoyable and gave many of us our first look at the new TT and Mega STe computers as well as other products like those from Gadgets by Small, ICD, CodeHead, and others. Copies of the new AtariUser magazine were given out at the meeting.

Don't forget, The Magic of MIDI Music and Much More!, Saint Francis College, July 13, noon to 6 PM. Sponsored by A.C.O.R.N. An official Three Rivers Festival event. Come join in the fun. Free!



ACUNET is the Atari Computer Users Network in Salem, Oregon. The key word in our name is "network." We are here for anyone who has an interest in actively networking with others interested in Atari computers. (It only works as well as we all make it work together, folks!) The #1 benefit of membership in ACUNET is tapping into the knowledge and talents of one another -- at our monthly meetings, via BBS, in our newsletter, one-on-one.

Annual dues are \$15 with an AIM subscription and \$10 without. Our meetings are held the fourth Tuesday of the month at 7:00 p.m. Call Ron Purdy, ST Co-Chair at (503) 588-7509 for the current meeting location and other information.

Local BBS support includes the Atari SIG on the Salem Public Library BBS - (503) 588-6130, Page BBS - (503) 363-0171, and The Jungle BBS - (503) 393-4274. Want more information about ACUNET? Write to Ron Purdy, 2662 East Nob Hill Drive SE, Salem, OR 97302.



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



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



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.



Bluegrass Region Atari Computer Enthusiasts

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	

# 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

The March 21, 1991 meeting was opened at 7:45 PM by Chairman Mark Pierro. This was the night of our annual auction, and everyone there seem to have a good time and find a bargain or two. We also had two new members sign onto the BRAG\*ST membership log. By the time the meeting closed around 10 PM, about \$106 had been generated for our treasury. Thanks to all who attended and made it a successful evening.

April 21, 1991 Meeting The meeting was opened by Chairman Mark Pierro at 7:30 pm, there were 14 members present.

Announcements: Mark said he was contacted by an Atari user in Norway who was interested in trading public domain disks with our group, Mark said he would follow this up and we will see what happens.

The AIM disk of the month did not show up in time for this month's meeting. Carl Barron had made a substitute disk for this month and the AIM disk will be available next month.

The Back Scatter BBS will have telephone number as of May 1st, the new number is (716) 646-1114. Mark the did a quick review of the areas we use and how to maneuver through this areas.

Demonstrations: Mike Burkley demo'd his Acer multi-sync monitor which can handle all three resolution and his SyQuest 44 megabyte removable hard drive.

Burt Royce then was to demo Archipelagos but the program would not run on Mike Burkley's computer.

During the break, Archipelagos was raffled off and won by Mike Burkley.

Joe Rogozinski then demo'd TX2VIEWER a text editor that can import graphics and is used to view GENie Lamp an on line magazine on the GENie BBS.

The meeting closed at 9:45 pm.



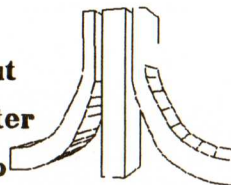
## COOKEVILLE ATARI COMPUTER ENTHUSIASTS

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

## 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.

From the Prez

Hmmm...The way I've been keeping up with these deadlines, this'll probably be issued in June. So, keeping that in mind, lets go.

OK, March meeting was held in my SECRET computer room on February 20th at 7:30. Again, Joe Miranda took the lead and brought a bunch of demos of which his contribution to AUA (Atari Users Association) was particularly noteworthy. Joe wrote an excellent article on the achievements of Atari in 1990. (A short article...heh-heh just kidding) The top suits at AUA liked the article so much, Joe has been granted a monthly column. Nice going!

April meeting was held at a different location. YES! Road Trip! Tim Brandt, 8-bit librarian, offered to host the club for the night. Like I said before, meetings will be held at any members house if so desired. I was shocked and amazed when the offer came through, but not so much that I couldn't accept! It was nice to have a different locale for the night. Primarily, we checked out Tim's IBM cased Hard drives that he had linked up to his 4 meg 520. Also of interest was his personal library of scanned art. A lot of it not found anywhere in the Atari world. This is due to his Migraph hand scanner. (Must be nice to have \$\$)

Business discussed on the April meeting was the development of CCCC's ST library, or rather, lack of development. The main argument was that between us, we had almost everything the ST Public Domain has to offer. What went ignored for so long was the fact new members had no real one location to access any of these PD programs. SO! Beginning soon, maybe, we will start archiving EVERYTHING that we all have to build up this library. This was promised years ago, and it looks like we will finally do it.

Also, Joe delivered and installed Rainbow 1.4 in this user's Mega 2 in the 15 minutes we had before we took the road trip. About time I had this done, sheesh! Maybe someday I'll even find a nice HD to stuff inside!

May meeting (in 2 more days) will feature Joe Miranda's 4 meg STe! And in all probability, a look inside this new beastie. Joe loves to back screws up and out of things....count on it!

One last item. This is to the 8-bit people....I know you are there even if you're not making any breathing sounds. CCCC has a few 8-bit items for sale. Atari SX212--\$25, Commodore 1702 monitor--\$150/BO, Olivetti inkjet printer--\$100, Epson RX100 wide carriage printer--\$150, Epson FX286 wide carriage printer--\$150, Epson LX100 printer--\$100, P:P Connection--\$50, Cables for P:P connection, modem and printer--\$10 each.

Some of this stuff is Club owned, some belongs to members. Anyone wishing to respond to these items can call me, Rich at (203) 589-3738, most any SANE time, like I said earlier, I am not working (yet) and will in all probability be around.

Reason for the Club sale is we are no longer into 8-bits. We ALL have them, personally, but we don't use them in the club anymore and no one wants to discuss any 8-bit stuff. Strange..but that's the way it is, April 15th, 1991. I'm Rich Scheidel, da Prez....good day.



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

## CRAG Calumet Region Atari Group

CRAG—Calumet Region Atari Group, PO Box 10995 Merrillville, IN 46411, is a club for users of the Atari ST, STE, and Mega ST computers. CRAG meets on the second Wednesday of every month at Broadway Music, which is located in Greentree Plaza, at 1509 W 81st (US 30), Merrillville, IN. Meetings begin at 7PM.

Membership in CRAG is open to anyone. Dues are \$15 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

From April 8th through the 11th was the CEPS show in Chicago. For the life of me, I can't remember what CEPS stands for... but I know that the show was for the print industry, which includes Desktop Publishing. [Ed: CEPS = Corporate Electronic Publishing Show]

This was Atari Computer's first time as an exhibitor, which seems very odd seeing as how DTP is probably Atari's strongest niche market next to MIDI. Bill Rehbok, formerly our favorite Atari fixer at Multi-Comp in Chicago, and now Atari's number one Tech Representative for developers, was instrumental in pulling off an extremely strong showing for our favorite computers.

He also invited Randy Noak to spend the week demoing software at the event. Most of you already know this, since Randy gave us a report at the April CRAG meeting, but you might not know that Randy was allowed to bring some goodies home with him after it was all over. I don't want to spoil the surprise, but you can look for a very neat demonstration at an upcoming meeting. I think Randy's writing an article about the show as well that we can look for.

One interesting aside here. Atari's signs and press kits were labeled "Professional Systems Group," and in much smaller type below that was "A Division of Atari Computer Corporation". I guess they've finally figured out that they need to shake the Video Game stigma associated with the name "Atari."

There was also a show on April 14th in Rockford, Illinois. It was the Rockford Hamfest and Computer Fair, sponsored in part by the LCACE, MAUUG, and RACC Atari user's groups. There were several dealers and developers set to appear, including the local LCD guys. I had originally planned on going, but Tax Time put a SEVERE crimp on my cashflow for the month, so I figured it wasn't worth the drive if I couldn't spend any money! I hope the show was a success, but as of today (April 16th) I haven't heard any reports one way or another.

There are also BIG PLANS taking shape for the next Chicago AtariFest. Look for a bigger location, more developers, more seminars, major support from Atari, and unfortunately, a bigger ticket price for admittance. It should be a little closer to home as well.

That's all I have for you today. See you at the meeting!



President	Keith Talmund	
16-bit VP	Rob Styles	302-492-0305
8-bit VP	Larry Catalano	302-653-8863
Sec/Treas	Tom Baldwin	302-678-9411

Cuyahoga Valley Atari Computer Club



The Cuyahoga Valley Atari Computer Club (C.V.A.C.C.), P.O. Box 9173, Akron, OH 44305-0173

The C.V.A.C.C. is a registered Atari user group. The C.V.A.C.C.'s interests include exchanging information and ideas for the help and enlightening of the Atari community. Twice each month club members and their guests are offered either an interesting demo or workshop on both the 8-bit and the 16-bit systems owned by the club. Dues are \$20.00 per year and will entitle members to all club benefits and activities. Each membership includes our monthly newsletter, The Password, as well as a subscription to Atari Interface Magazine. The club also produces a monthly ST Disk Of The Month and has a large ST and 8-bit library. Members also receive a membership card which, when displayed at participating local computer stores, will entitle its bearer to discounted prices.

Meetings are held on the second and fourth Tuesdays of each month at 7:30pm in the basement of the First National Bank in Mogadore, Ohio.

For more information contact:

President	Don Crano	(216) 376-7618
General Secretary	Jim Woodford	(216) 753-5689
P.R. Secretary	Al Silverstein	(216) 724-8836
Treasurer	Ron Mullens	(216) 794-1990
BBS	Rubber City Atari	(216) 376-0885
SYSOP	Don Crano	



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	President
Jimmie Myers	Vice President
Lee Johnson	Secretary/Treasurer
Tim Brumleve	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 Atari

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 (nonmembers). 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 Gurets	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas & ST Librarian	Forrest Blood	764-0857
Recording Secretary	Gary Mickus	767-1933
Reference Librarian	Joe Verble	662-7316

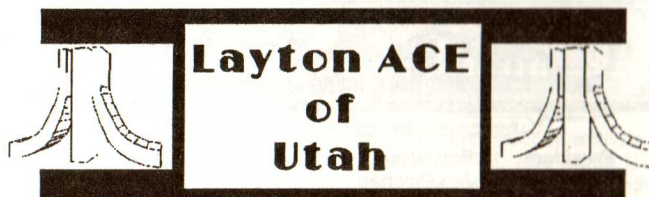


The Kent Atari Users Group meets on the fourth Tuesday of each month from September thru to May. Meetings are generally held at the North Maple Village Mall on #40 Highway just North of Chatham, Ontario.

Our club dues are \$20 per year with the opportunity to subscribe to A.I.M. We support both the 8-Bit and ST which gives you access to both an 8-Bit library and an ST library. Disks are \$4.00 (Canadian) for the ST and \$3.00 for the 8-Bit. Non members, add \$1.00 per disk extra.

You can reach us thru the KAUG BBS at (519) 351-3901 anytime, or phone Channel One (519) 351-0760, Monday thru Friday from 10:00am to 9:00pm and Saturdays 10:00am to 6:00pm.

Everyone is Welcome. "Bring a Friend"



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 Coor	(801)731-1516

The LACE Club Meets in the basement of the Clearfield Library second Wednesday/ month at 7 p.m.



The Mid-Ohio Atari User Group has its meetings at A & B computers, 1151 Park Avenue West, Mansfield, Ohio, on the third Saturday of each month. Meetings run from 7:00pm until 9:00pm. Demonstrations are welcomed, piracy is not.

The MAUG group is for owners, and potential owners of all models of Atari computers. We subscribe to the Atari Interface Magazine (AIM) as our main source of news. MAUG also maintains a club library for both the Classic (8-bit) and ST computer systems. Both the 8-bit and ST disks of the month from AIM are available at the meetings. There are several past and present members of MAUG which have obtained 'celebrity' status in the Atari world including; Dan Knauf, Tom Hunt, Chuck Steinman, and Mike Brown (now a member of LCACE). We even have one international member from the Netherlands (Holland), Ernest R. Schureurs.

MAUG membership includes access to the MAUG area on the DQS BBS (listed below), access to the club disk libraries, and a subscription to AIM. All this (and more) for the low, low price of \$8.50 per year for Ohio residents, and \$12.50 per year for others (US only).

More information on MAUG may be obtained by contacting Chuck Steinman on GENie (DataQue), Compuserve (71777,3223), Delphi (DataQue), or the DataQue Support Board (419-529-5197). The club mailing address is M.A.U.G. c/o DataQue, Post Office Box 134, Ontario, OH 44862, USA.



**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.



## 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.

The April meeting saw a great 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.

Top of the discussion was new hardware that Atari has been showing at CEBIT in Germany. Discussions were held on the new ST Pad and ST NoteBook. We had some new members show up at the meeting and saw some faces that we haven't seen for awhile because of the war.

We had the demo's from ST Action - Back to the Future III and Predator 2. We also had demo's of NeoDesk, and a great new program Public Domain program called FormDolt. FormDolt which is given out by Gribnif (the makers of NeoDesk) allows you to switch the default box in Alert windows and substitute keyboard commands it also adds an option to use the UNDO button to get out of dialogue boxes. The program goes into your Auto folder and works with all of the programs that I have used so far with no problems.

On the foreign front the ST seems to be doing well. The ST was the best selling computer in Germany this spring and continues to hold a clear lead in France. In Great Britain the Amiga sales have caught up to ST sales and Amiga sales have been good. There are rumors that Atari will be setting up a factory in Israel. This may be a good sign for the American market in that it will help meet the demands of the European market and perhaps make more ST's available in the U.S. There are still ramblings about mass marketing but as of yet there is no news as of what, where or when.

For those of us that use PageStream the upgrade should be available soon for \$75. The biggest added feature will be a better screen display with Adobe Fonts and better printouts on a 9 pin printer. Users of version 1.8 of PageStream will not have to worry about losing the use of their fonts because they will still be able to use their old fonts. The upgrade price also includes new manuals for use with the new program.

The May meeting was another success with the usual great turnout. I got to see some faces that I hadn't seen in awhile. Jimmy Howe is off from school for the summer so we should see more of him at the meetings. Also Mike Wadsworth has quit working weekends so that he can concentrate on college so that means that we should see more of him.

We had some free-bees at the meeting to give out. First of all let me announce that the dues will be going up to \$6 per year, but there is a silver lining to that. It is the "Atari Users Magazine" that we will now be receiving each month and all the club has to do is pay U.P.S. shipping of \$6 per month for 50 copies. We also received our first Atari Coupon book that was loaded with some nice bargains. One that caught my eye was HagTerm for \$22 that includes shipping. Be sure to use your coupons so that we can get more.

Bob Blackshear and Jimmy Howe both brought their computers to the meeting so we had plenty of hardware available. New programs that we saw were F29 Retailer and A.D.S. Advanced Destroyer Simulator.

Another announcement that I would like to make is the date for our ANNUAL COMPUTER SHOW. Once again we will be teaming up with the local IBM users groups of Warner Robins and Perry for our annual show at the Houston County Mall in Warner Robins. The date is OCTOBER 5, so mark it down in your calendar so you won't forget. More details will be forth coming, I'll keep you posted.

Just another reminder that for most members the club dues will be coming up in July and they will be \$6. Don't forget to sign up for AIM magazine and keep your subscriptions current. Let me see, that's \$18 per year for 2 magazines each month and 2 double sided disks full of software each month. You can't beat that.

That's about it for this month hope to see you on July 14th and don't forget the computer show is coming up.



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
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971



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!

# General meeting summary:

At our general meeting in March, we thoroughly discussed what we accomplished at the McMillian Junior High Computer Expo '91. We had 6 machines at the show, including a Mega ST and STacy, thanks to Bob Patton. The club 1040ST died at the expo, the power supply went out. But, the computer has already been fixed. That was fast!

We briefly discussed pirating, and George told us about a group of pirates called the United Federation of Pirates. They ran a bulletin board that he was once on, and it had a very large 'elite' section, that made George delete his account immediately.

We concluded the meeting by talking about the new Mega STe and TT, and talked about their many features. We also talked about Drafix, a CAD program, which was being sold by a former member that showed up at the meeting (he had acquired a group of them from a local business that was being liquidated). Several members opened up right there and bought a copy. We briefly talked about the upcoming FOCUS meetings, which will include MIDI topics, and ST viruses.

## FOCUS MEETINGS for April, May and June:

April FOCUS will be on strategic simulations and war-gaming. Specially featured will be classics like "Balance of Power", newer programs like "Team Yankee", and we expect you to bring your favorites as well.

May: This month the spotlight will be on hard disk utilities. If you have a hard drive or are thinking about getting one, come on out and see what it is all about. We plan to concentrate on those PD/Shareware utilities in our library, though mention will also be made of commercial programs and, as always, we highly encourage you to bring any you have. Bring your questions as well as your observations to share -- remember, FOCUS means never having to say you didn't get a question answered!

June: As summer approaches in earnest, we will return to a subject we have touched on before -- Programming Languages. We plan to primarily review and update what we covered before rather than set off into uncharted waters, so don't worry if the subject is new to you -- come on out and test the waters with the rest of us!



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.

Our March meeting was held in the Board Room of the Duluth Radisson Hotel. This room had luxuries far beyond what we have been accustomed to lately. The glass wall gave us a spectacular view of downtown's firework display. This marked the end of a day-long celebration honoring our Armed Forces and for the early conclusion of the Persian Gulf War.

Our meeting held several surprises for everyone present. Chuck Kelly passed around the internals of his highly modified Indus GT for the 8-bit. Don Pfeiffer showed us his industrial-strength XE mod. His prototype looked as though it was borrowed from the cockpit of a Stealth Fighter! One meg of memory, 3.5" and 5.25" disk drives, built-in 5" monitor, lights and switches for numerous functions, internal cooling fan and detachable IBM keyboard.

The new Mega STe's, TT's, Pen-based ST and the new "notebook" was discussed in some detail. Some members were quite disturbed about the interruption in our AIM/DOM's. It seems AIM has lost record of our check mailed last November. Treasurer John Zupansic found the canceled check and copied it. Hopefully by

the May meeting, we'll have our missing Feb/Mar/Apr/May AIM-DOM's for our members. The meeting was topped off with the celebration of PACE's Sixth Anniversary! Nobody brought munchies, so we voted to order pizza for the dozen members present. Compliments of Ports ACE!

Remember, no meetings Jun/Jul/Aug! Each summer, we always find some excuse for the group to have an informal gathering to talk 'tari. Watch the local BBS's for a posting sometime mid-summer. Enjoy the warm summer months, and long live Atari!



## 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:	Steve Leser	591-6062

### The Prez Sez

For some reason, our March column didn't get printed in AIM, so we'll cover the stuff that was missed (which was actually written in January) and the new stuff from the end of March and the beginning of April.

The club is off to a good start with a fair showing at the January 8-bit SIG and a good plan for the ST SIG. By the way, we are still looking for an 8-bit VP. In the meantime, Dave Koster, myself and several others are taking up the slack.

At the January 8-bit SIG we started to review various word processors. We looked at Bank Street Writer, Letter Perfect, AtariWriter and AtariWriter Plus. Each program had at least one redeeming feature. John Sandgren's demo of AtariWriter Plus was a revelation to several of us.

At the March ST SIG, we were privileged to have Cary Calone from Horizon Computers in Denver speak to the club. Cary talked about hardware mods and "disposable" disk drives among other things. The April ST SIG will examine Bob Vixie's AdSpeed from ICD. Sam Cherry will demonstrate Video Eyes as well. We got 4 disks from our member at the Wyoming State Prison along with a nice letter. Bruce Faulkner and Terry Quinn report that there was some pretty good stuff on them, so will show that at the April meeting as well. The May ST SIG will be a swap meet.

The 8-biters demonstrated Video Title programs. These programs are used to put titles on home videos. We looked at Video Tiler and Video Title Shop. We had a drawing for a copy of Video Title Shop and Roger Meston won (again). We looked at the German Club disk, which was really fascinating. We also demonstrated Mario Bros along with Techno Ninja and Cultivation/Chromatics from Software Infinity. The May meeting will be a "game night."

We should be sending out a mailing to seek your interests for future club meetings and to see what kind of problems you are having with your computers.

P3ACE is now an "official" registered Atari User Group. I E-mailed with Bob Brodie over GENIE and the problem was that they had our old address. Lots of good things will happen now, I think.

The club should have a new Bulletin Board home by the time you read this. It is called the "Community BBS." The BBS is run on a 30MHz 386 machine with a Gigabyte of memory and it is hooked to a HST modem that runs 300, 1200, 2400 and 9600 baud. We haven't set it up just yet, but there will be a P3ACE club section on the board. The number is 390-9320.

Please examine your address label to see how your membership is faring. This will also be the first month that we E-mailed the mailing list to AIM, rather than printing them and mailing them. Please let me know if something went awry. We plan to send out "dues reminders" this year as an aid to the forgetful. Remember, in order to get this great magazine, your dues need to be squared away. See you at the next SIG Meeting.



Annual Dues \$25.00

Newsletter ONLY (year) \$10.00

The  
Portland  
Atari Club  
with the  
Original  
Eugene Atari  
Computer  
Enthusiasts

Portland Atari Club PO Box 1692, Beaverton, OR 97005  
President David Hunt 286-6276  
Vice President Ben Smith 256-9974  
BBS ACE of America 285-4417

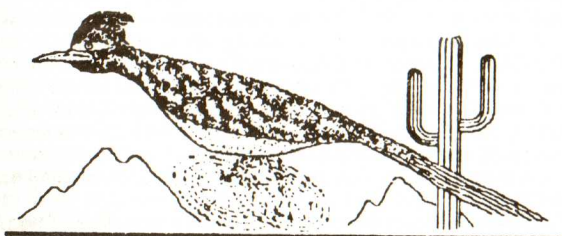


**Rushmore ATARI Computer Enthusiasts**  
9512 A Adams Dr. Ellsworth AFB, SD 57006

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



**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 Michael Aubrey  
Vice President Paul Ihms  
Treasurer Wayne Myers (602)264-5737  
Member Sec./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 Thompson (602)486-1593

PHAST Club Minutes for Sat. April 13, 1991 - by Jim Keho

The meeting started at 12 noon. There was about 13 in attendance! Where were you?? And where's our President?? He disappeared! But don't worry we have a new President and a Vice President too! It was voted and approved! Thanks to Michael Aubrey (President) and Paul Ihms (V. President) for volunteering!

It looks like there'll be some changes at the meetings in the future! But if you're not there you'll never know! <grin>

Also due to PHAST not being able to afford the central phone line for STBase BBS, PHAST is going to have to stop supporting it.. I hope ST Base will continue though! It's been going a looong time! And it's sad for this to have to happen.. If it does not continue, I'd like to say a big thanks to Ken Riggs for running his OWN system on ST Base and doing a great job! And sorry PHAST couldn't keep supporting it.. Well... Watch for changes with PHAST in the near future.. You have to make it to the meetings though!! So Be There!



**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.

**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!



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



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

Treasurer Richard Freed

XL/XE Librarian Kyle Dain

ST Librarian William Bausum

Newsletter Editor Robert Buman

## 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 Ostapover	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	Librarian	(404) 938-2718
Jim Menegos	Newsletter	(404) 473-9885

## SEV AC

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



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 Klepe	(619)549-3207
BBS	24hrs, 300-2400 68MB	(619)689-815

It's April as I write this and San Diego just finished its winter/spring transition and some of the heaviest rains in one month in the city's history. No real problems out here in America's greenest desert save the inevitable line noise on the BBS when the phone lines and exchanges get immersed.

By the time you read this, a fair number of our members will have returned from a lecture by Bob Brodie at the H.A.C.K.S. user group in Glendale, Ca. I expect it to be well represented by our San Diego users. We are also starting to look forward to September's Glendale Atari Fest - with Southern California down to only 1 show a year, you tend to start looking forward to it very early!

SDACE will not have it's standard first Thursday ST/8-bit user's workshop in July due to conflict with the July 4th holiday. We will, however, come back in full force when on Thursday, August 1 we hold another Atari Swapmeet at the North Park Adult Center in San Diego. The swapmeet is open only to SDACE members although everyone is invited to attend the 8-bit meeting occurring concurrently with the swap meet. The last swapmeet was so successful that by popular demand, we will be conducting them several times a year.

The SDACE BBS hard drive suffered a final, and very fatal attack of "loss of memory" recently and had to be put to sleep. Actually, through amazing luck, we recovered all files from the old drive and quickly replaced them on a new hard drive. The old one served us well for many years, especially remarkable when you consider that it was an old 40 MB MFM drive pushed to 68 MB by formatting it as if it was an RLL. Its controller was also old and rickety, but we're running solidly once again with a properly driven and formatted drive. Many thanks to Rick Dehaven for a very low cost replacement drive. SDACE salutes you (and the check is in the mail).

We hope you can join us at one of our future meetings!



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.

# 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, May 11th, and June 15th.

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

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, 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!

AI could not attend the February 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). It has VCR-type controls on the bottom of the screen for easy movement through the records in the database. This unique interface makes "looking" at many records very effortless. A special filter function can allow only records that meet the filter criteria to be looked at, printed, and/or exported to another database format. The filter function can be as complex as, for a mailing database, "all zip codes=48640, with last names beginning with A through L, and first name = AI". There are many other 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.

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.



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.

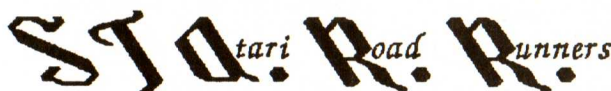
Dues are \$24 a year and membership benefits include, the club's newsletter, full access to the club sponsored bbs, a free raffle ticket at every general meeting, membership disk, access to our extensive disk library for a extremely reasonable rate and a subscription to AIM.

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	(916)339-0726	(916)729-2968



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.

By the time this arrives at your doorstep STUN will have elected new club officers. Thanks to Randy Larsen, Ron Johnson, Garth Walter, Jim Hepworth, and Eric Nikolaisen for taking care of the details that made the club a success this year. Good luck to the new leaders!



THE #1 ATARI USER GROUP IN THE NEW HAVEN (CT) AREA

ST Atari RoadRunners (ST.A.R.R.) has held elections and the newly elected officers are as follows:

President	Madelon Wilson	(203) 735-6711
	15 John St., Ansonia, CT 06401	
Vice President	Leo Taylor	(203) 387-9658
Treasurer	Robert Hueffman	(203) 421-3864
Secretary	Roger Erikson	(203) 481-3326
	ST.A.R.R. BBS	(203) 421-4861

If you wish to contact any of the ST.A.R.R. officers, by phone, please keep in mind that we are in the Eastern Time Zone. The ST.A.R.R. BBS is available 24 hours a day and runs on a U.S. Robotics 9600 BAUD modem. All uploads must be public domain. Our SysOp is Bob Hueffman.

Membership in ST.A.R.R. includes a one-year subscription to A.I.M. and access to a large public domain library. Membership dues are \$20 per year, and membership is open to all interested users. We meet on the third Thursday of each month (except August) at The Greater New Haven State Technical College, 88 Bassett Road, North Haven, CT. Mailings should be directed to one of the officers listed above.

We will be holding our second annual ST.A.R.R. Picnic in August. Once again it will be held at the Madison Beach Club, and the club will pay for entrance tickets and provide the hot dogs, hamburgers, fixings for same, sodas, and paper goods. Each person or family that attends will be asked to bring either a salad or dessert. Further details, such as the date and time, will be provided to all in plenty of time for you to make plans.

Meetings have been held for the past couple of years at Greater New Haven State Technological College, 88 Bassett Road, North Haven, CT. Due to budget cuts that are effecting many of the state colleges, our meeting schedule has been seriously hampered. The building will not be open on Thursday nights during June and July, so alternate locations are being considered. If you have any questions about this, please contact one of the officers.

We would like to take this opportunity to extend an invitation to all interested parties who might like to join our group. Despite our current scheduling difficulties, we have been in continuous existence since March 1986 and will weather this storm as we have others.

## Salinas Valley Atari Computer Enthusiasts

SVACE is the only Atari user group in the Monterey Peninsula area. There is a free disk of the month for all attendants, please bring your own disk. Dues are \$12 per year and includes Atari Interface magazine. Meetings are at 7:30 P.M. on the first Tuesday of the month at the Salinas Community Center. Demonstrations and raffles are a regular part of our meetings.

SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

President	Gary Klugman	(408) 758-4894
Vice-President	Dale Meisenheimer	(408) 449-7750
Secretary/Treasurer	Charles White	(408) 449-8986
BitStream BBS		(408) 449-2150

## SWAG Southwest Washington Atari Group

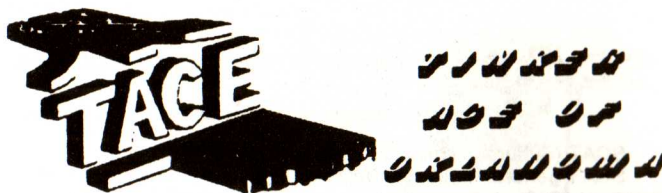
The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

## TEAC

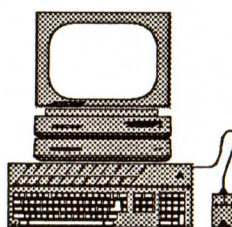
### The Educator's Atari Club

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.



Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649



## THUNDER BAY ATARI ST ENTHUSIASTS

TASTE--Thunder Bay Atari ST Enthusiasts was formed in October, 1987 by a core of 5 ST owners interested in forming a user group to help each other and to help in publicising the Atari 16bit machine.

We grew fairly quickly to an all-time high of 20 members by January, 1990. A monthly newsletter was published, and we established a PD library. Soon after, membership began to decrease -- members were getting to know their machines better, and lack of interest in publishing a newsletter. We still have our PD library of about 70 disks, and will be adding to the list as we go along.

Thunder Bay is a city of 113,000 located on the northern shore of Lake Superior. We have one Atari dealer; is his also a dealer for the Amiga and IBM clones. Needless to say, the priority for Atari products is the lowest. We manage to stay alive monthly by mail order purchases -- unfortunate by necessity.

President, Neville Denetto, 185 Varsity Row, Thunder Bay, Ontario, Canada P7B 5P2.

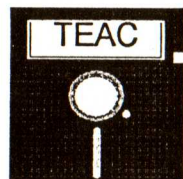


Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM, as well as the vocal, consumer-oriented WACO Printout newsletter which features Z\*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the-month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows as well as having a booth at all Pittsburgh shows.





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 April meeting of WAUG was held on 4/9 in the Anderson Room of the Michigan Union. President Craig Harvey called the meeting to order at 7:30pm, announcing this would be the last general meeting before the May 4-5 AtariFest. Craig gave a review to-date of the plans and solicited members to work the WAUG booth. Craig also announced that he and some of the other officers had been interviewed in a 1/2 hour show (for broadcast on Ann Arbor cable channels...) and that he JUST HAPPENED TO HAVE A COPY OF THE TAPE so the next 30 minutes were spent watching it. VOILA! A Star is Born! Many THANX! to member Ralph Salmeron for arranging this free show promo.

Craig announced the upcoming meeting topics: May - Discussion and slide show of the AtariFest including a possible video followed by a discussion of high speed modems; June - Officer elections for '91-'92 followed by the annual Flea Market swap night; July - A suggestion to skip the normal monthly meeting in favor of a pizza party at one of the local restaurants is being entertained by the officers (more info on this at the May meeting.)

Dave B. gave a description of the files on the FIRST 8-bit Disk-of-the-Month from AIM. Bill Rayl has put together a great disk of entertainment and utility software including a relatively new game called Escape from Syntro which Dave demonstrated. Bill is providing a much needed service for 8-bit Atarians around the planet (!) and WAUG is pleased to support/laud his efforts.

Craig described a new magazine that is about to go into circulation. The Atari User Journal, a spin-off from the people who brought you the now defunct ST Journal, will be distributed free every month (WAUG will receive 50 copies...) and subscriptions are available should someone be feeling philanthropic. This must be part of the New World Order we've heard so much about.

Mike Olin gave a demonstration and answered questions about the X-10 PowerHouse home controller system. This versatile system uses your computer (by way of the RS232 port) to program a master control unit which, in turn, controls various slave devices throughout the home. Using normal electrical wiring, the system sends commands for specific devices to turn on/off at pre-selected times/dates without user intervention. This versatile, hands-off device also serves as a security system by simulating the activities of a normally occupied household while the residents are away and can actually be programmed to conserve energy expenses by operating associated setback controls on home heating/cooling equipment.

Russ Crum gave a Treasurer/Membership report, it looks as if all is stable and steady for the upcoming AtariFest. Russ then sold advance tickets for the show.

The meeting was adjourned at 9:45pm.

**WAUG Pizza Party!**  
**The July meeting is a Pizza Party at**  
**Uno's instead of the regular meeting.**  
**Please contact Craig**  
**(313) 994-5619 to RSVP!**  
**WAUG will provide the pizza, you'll**  
**have to pay for your own beverage!**  
**See you there!**



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, 'exSTracts'. 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



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

The April, 1991 meeting was called to order by the President, Mike Husband, at 7:45 PM at 116 E. Bacon Hall, Buffalo State College campus, with 12 members present.

Mike opened the business portion of the meeting by noting the occasion marked the ninth anniversary of the forming of the Western New York Atari Users' Group. He then extended a note of thanks to several past and current members for their support of our group.

Mike then noted that election of officers will be held at the May meeting. It was announced that our current VP, Kevin Packard, does not wish to run for re-election, so there will be a vacancy in this position. This offers all of our members a golden opportunity to run for one of the top positions in the group.

It was announced that the group has obtained a new Atari 1050 disk drive, at a cost of just \$50, to replace our Indus GT drive, which had major problems, including a bad stepper motor and a drive mechanism that was on its last legs. So, we again have a working disk drive for use at the meetings, and we should have no more problems with being unable to run program demonstrations due to drive problems, as has happened on a few past occasions.

The group also gained another new member, who signed on at the meeting and who is no doubt familiar to some of you. John Chmielewski, better known as "Atari," is an electronics technician and is Sysop of the Atari 8-Bit BBS. Welcome aboard, John!

With the business portion of the meeting thus concluded, we proceeded to hold a commemoration party honoring our ninth anniversary. Drawings were held for a door prize and several other prizes. Congratulations to the lucky winners. We hope those of you who won software will demonstrate the programs at an upcoming meeting.

One final note to all members: Because our regular meeting night (1st Thursday of the month) for July happens to fall on Independence Day, we will in all probability be cancelling the July meeting.

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- Change the desktop font and icons with our font and icon editor
- Install a different font and picture for every program!

**Accelerate...**

**Benchmark...**

**Customize...**

**...any ST or TT  
for only \$29.95.**

*(Before June 31 1991)*

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(with proof of purchase)**

**Don't settle for imitations. Only Quick ST 3 speeds up all screen resolutions on all monitors.**

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Quick ST 3 will be available at Atari ST dealers across the U.S. and Canada in July 1991 at a price of \$34.95 U.S.

**Write for our free newsletter!**

Order Quick ST 3 before June 31 at an introductory price of only \$29.95 U.S. Product shipment starts June 17, 1991.

# AdSpeed™ ST

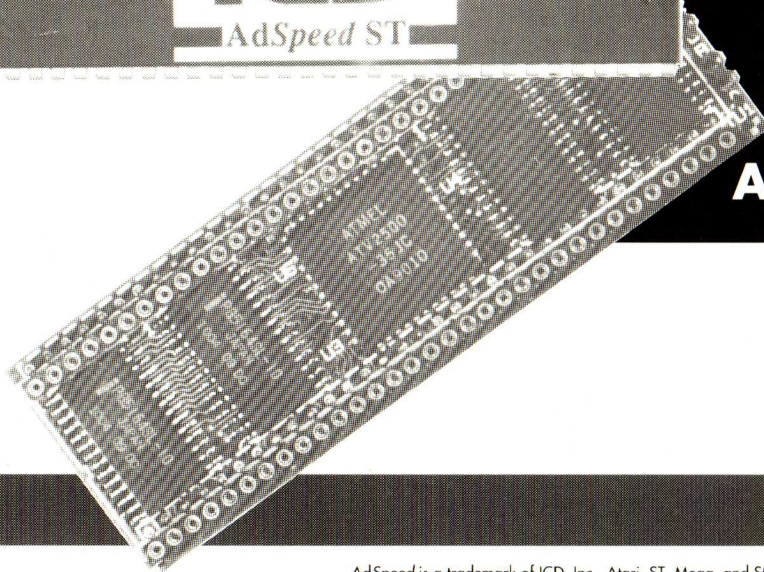


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