

ATARI

VOLUME 3
AUG 1991

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INTERFACE

CodeHead Issue!

MaxiFile III

HotWire 3.0

CodeKeys

LookIt! & PopIt!

Portfolio, A Business Tool
Starting a Users Group, Part 1

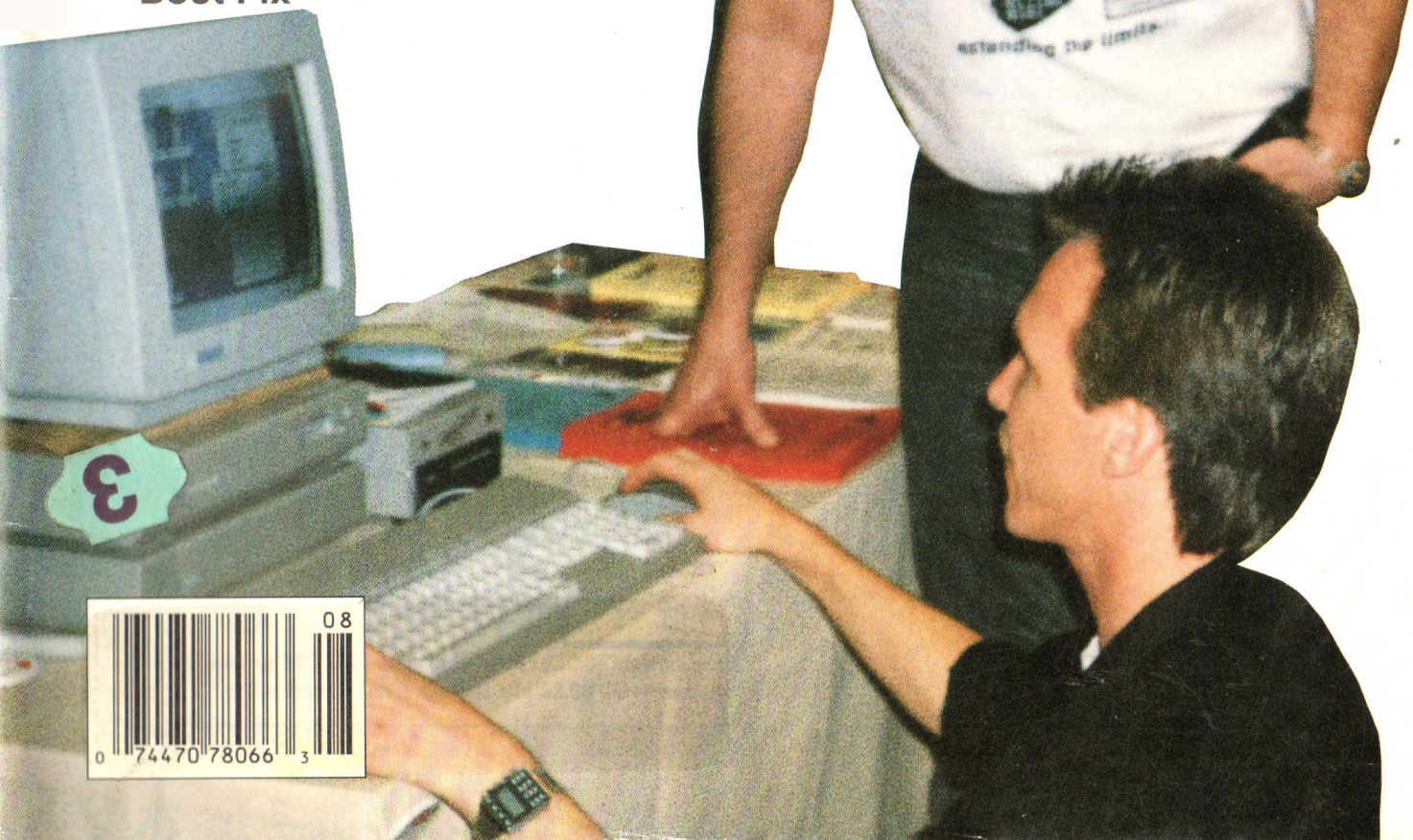
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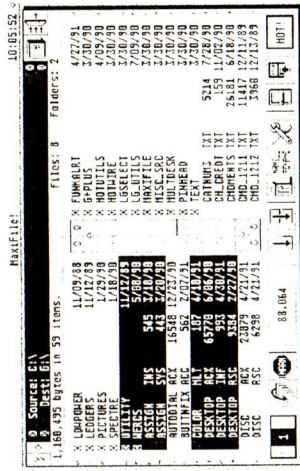
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By
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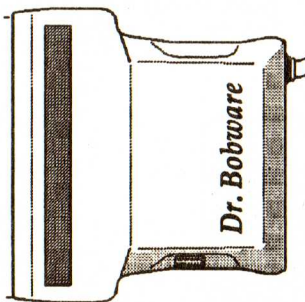
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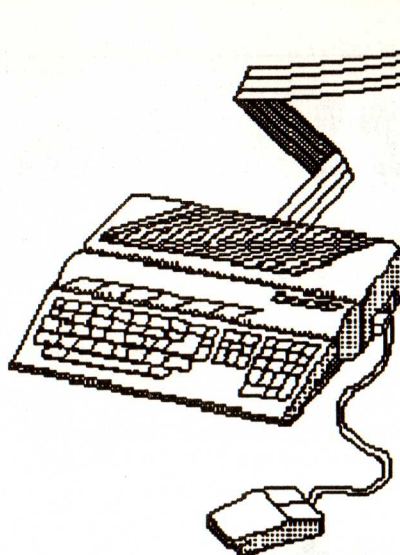
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ATARI

Your Connection to the

Volume 3

FEATURE ARTICLES

Right on Target
Contributing Editor Dave Plotkin talks about his feelings now that STart is no longer being published.

MaxiFile III
Editor Bill Rayl reviews CodeHead Software's file manager.

Hot Wire 3.0
CodeHead Software's desktop alternative program is reviewed by Bill Rayl.

CodeKeys
The macro recording and playback software from the CodeHeads is reviewed by Bill Rayl.

LookIt! & PopIt!
Bill Rayl takes a look at two great utilities from the CodeHeads.

The Portfolio Hand-Held Computer
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INTERFACE



Atari Users Community

August 1991

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ATARI INTERFACE

Your Connection to the
Atari Users Community

Publishers

Bill Rayl / Patricia Snyder-Rayl

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Editor — Bill Rayl

Contributing Editors — Dave Plotkin, Paul Alhart, Tim Holt, Paul Stampfli

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EDITORIAL RAMBLINGS

THIS ISSUE OF Atari Interface focuses on products from CodeHead Software. Charles F. Johnson and John Eidsvoog of CodeHead have brought the Atari community some of the very best utilities and enhancement programs available for any computer system.

If you own any Atari from an ST to the new TT, chances are you are using one or more of the programs written by these two guys. If you aren't, you should! In this issue, we review MaxiFile III, Hotwire 3.0, CodeKeys, and LookIt! & PopIt!

Just before press time, we received some good news and some bad news from the CodeHeads.

First, the good news. The new two-disk update to the CodeHead Utilities package arrived. We're impressed with the innovative additions they've made to this package. Their RAMdisk and Print Spooler combo is truly amazing. CodeHead Utilities is something every Atari ST/TT owner should not be without.

Now, the bad news. The ever-slowing, ever-declining US market for Atari is taking its toll on everyone, including the CodeHeads. The CodeHeads have now become registered Macintosh developers. While the CodeHeads will continue to support their current products in the Atari market, they "currently have no plans to release any new products for the Atari market."

The CodeHeads have been a mainstay of the Atari market almost from the ST's beginning. Losing their continued innovativeness would be a serious blow to the Atari community.

What can you do to keep them producing new software for the ST and TT? Buy their current products! If you already own the packages, get them upgraded to the new versions (the enhancements are well worth the upgrade costs). If you're using a CodeHead product that you haven't paid for, replace it with a legitimately purchased copy. Like the commercials say, "Just Do It!"

Bill & Pattie Rayl

From The Reader's Viewpoint



Editors:

In the April/May issue, Wayne Padgett from SVACE outlines some problems he is having using the current version of WordUp, 3.0. His main complaint appears to be his inability to import ASCII files using TOS 1.2 or 1.4. I had this same problem, namely that each attempt to do so would produce two bombs.

There is a solution. The key is you must turn off text mode prior to attempting the import. While I realize that having to turn `_off_` text mode to import ASCII text files seems rather oxymoronic, it makes a certain amount of sense when you consider WordUp's development history.

This document processor was

written to use GDOS thereby giving the user access to fonts not resident in his or her printer. Text mode was just added in version 3.0 and apparently the authors made no provision for ASCII import in that code segment.

They also made no mention of this information in the rather mediocre manual either.

Wayne also mentions that use of the thesaurus with TOS 1.4 causes a crash on his system. I also have TOS 1.4 installed in my Mega 4 and have never had a crash using the thesaurus.

It is possible that Wayne has some accessory or TSR/AUTO folder program installed that is causing a conflict. Other than that I can't think of any explanation for

his problem and my lack of one.

I agree with Wayne that any future support for this program seems rather unlikely unless Atari adopts WordUp as an in-house program. This is a possibility since Mike Fulton is currently employed by them.

However even if this happens, I don't know how much further development we can expect to see.

By the way, I typed this letter in Flash's editor, saved it as an ASCII file, and then imported that into WordUp to use it's spell checker. No bombs at all.

I did that just as a test, since the AIM editors can attest to the fact that I really don't `_need_` to use a spell checker. <grin>

Keith A. Joins (MACE)



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Right on Target



David Plotkin
Contributing Editor

**As I see it,
1991 is it for
Atari. Either
they are going
to get their
act together
this year or
the curtain
will fall.**

May 22, 1991. It's a day I'm going to remember for awhile. I turned 37 years old that day, and the phone rang around noon. The caller was my old friend and editor of S**T**art magazine, Tom Byron. Tom was calling to tell me something you should be aware of by now—that Antic Publishing had "pulled the plug" on S**T**art, and the premier Atari magazine in the US was no more. It was a sad event, both for what it says about the Atari market and what it says about Antic Publishing.

Stopping S**T**art

What it says about the Atari market is old news, and it doesn't have to be rehashed here. The lack of product, of proper marketing, of advertising, of a coherent business plan, are all combining to hurt the people who threw their lot into the Atari market. The problem is that the situation has intensified to the point where the casualties are mounting at an alarming rate.

S**T**art is just the latest in a long line of casualties. You don't hear from Mi-graph much anymore, and I was saddened to learn from Charles Johnson a few weeks ago that CodeHead Software does not plan to produce any new products for the ST. This isn't to say they won't support their current users, but they are bending their efforts into more profitable markets—like the Mac.

What it says about Antic, which has been one of the really staunch supporters of the Atari line, is very sad. S**T**art magazine just couldn't make any money, despite the fact that it is an extremely lean magazine—very little permanent staff, aggressive advertising reps, and considerable publishing know-how.

But the advertisers are hurting too, and my guess is they are not being real prompt about paying their bills to Antic. If Antic makes it (and the jury is still out on this), it will be because of the success

of their PC magazine, PC Home Journal.

Jim Capparrell is striving mightily to keep Antic's doors open and make a go of it. He is using every trick in the book (and some that are not) to manage it, and from what I know of Jim, he may just pull it off. If he manages to get out a few more issues of PC Home Journal, he may yet succeed.

I sure hope he does. He and the rest of the Antic staff deserve better than unemployment for the years they have educated and entertained us. Jim has assured me that, if Antic can return to profitability, their debts (especially those to authors such as myself) will be paid. We'll keep a good thought.

And Now...

The closing of S**T**art leaves the Atari world in a precarious position. There are certainly still valuable resources for obtaining Atari information around—AIM, Current Notes, ST Informer, AtariUser, Atari Explorer (admittedly somewhat of an Atari house organ). But S**T**art was an institution, and probably the most widely distributed of the Atari magazines, with professional production values. It will be just that much harder for users and potential users to get information on our favorite machine.

It appears that the real hope for rejuvenation comes from Europe. There, the market share for Atari is sufficient to support some really professional software and hardware. The recent announcements from Goldleaf (publishers of Wordflair) illustrate this. Professional drawing and typesetting packages and the hardware to match is very impressive, though I'm not sure what the interest for such things in this country will be. Time will tell.

There are actually quite a few interesting products around—accelerators and other technical upgrades are making things exciting for those of us into

such things. However, the software that appeals to the masses—that would convince them to go out and buy Atari hardware because of the awesome software, just doesn't seem to be there.

Not everyone will get excited about the latest version of Calamus (though it's very good), and some of the really fun stuff, like CAD 3-D, has basically just died on the vine. I recently noticed a new suite of 3-D rendering packages, but the advertising descriptions were so poor that I was hard put to figure what they did—not to mention the fact that they really worked best with such things as large-screen monitors and resolution enhancement boards—not the kind of thing the average user would go out and buy.

It's Up to Atari

That leads to another point. Atari really needs to get their more capable machines out the door. Most people are reluctant to upgrade their machines when it means tearing them open and clipping or soldering things inside. Thus, with Atari machines, the average user is going to be limited to what Atari supplies with the basic machine.

Open architecture machines, such as the PC, don't

have this problem—if the user needs better sound, or graphics, or scanning, or whatever, he/she just plugs in a new circuit board. Of course, it's not quite that easy (you usually have to mess with interrupts and jumpers, though the better designed boards are self configuring) but it's doable.

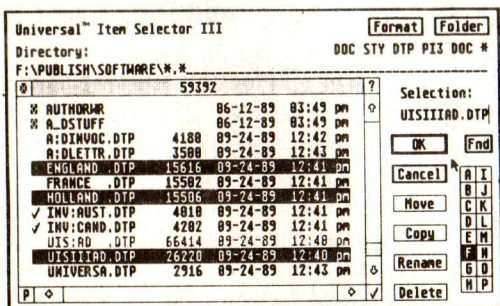
Thus, comparisons between basic PCs and STs always show the ST doing better in a lot of areas—but the PC can be upgraded to do just about anything. I wonder why Atari never produced an open architecture machine. Even Apple has a Mac with slots.

Finally

As I see it, 1991 is it for the Atari. Either they are going to get their act together this year or the curtain will fall. They need to get some neat, cool machines out there that people will fall over themselves to buy—and get those machines past the FCC. Me? I'm pulling for them like crazy, because I have used these machines since 1980 and I don't want to see them die. But I have hedged my bets—I've got a fully equipped 386 PC too. Hey—I'm loyal, but careful.

See you next month.

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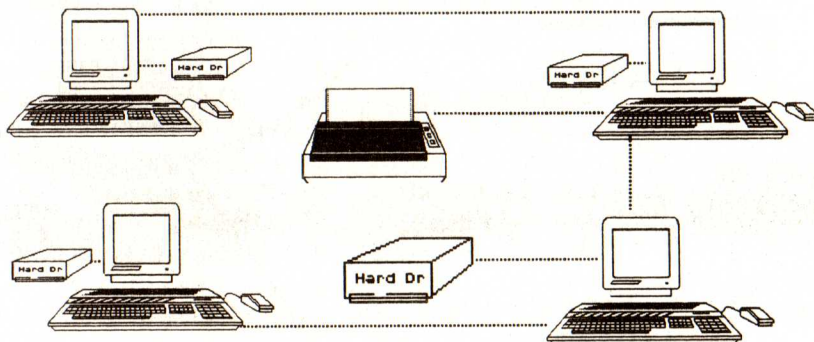
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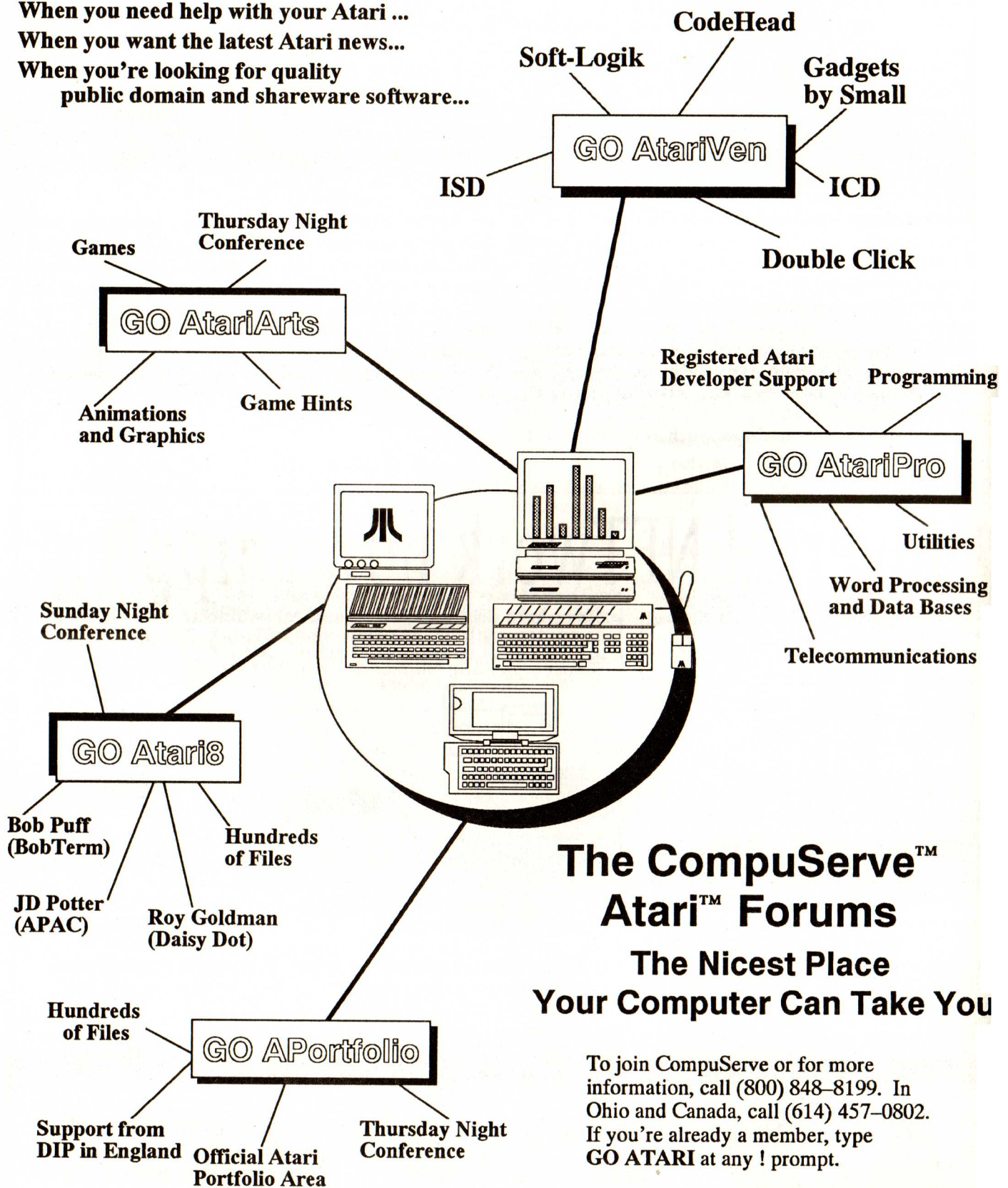
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MAXIFILE III

The ST Takes A Course In File Management

Bill Rayl

The sales blurb on the back of the MaxiFile III manual claims that it "is far and away the most advanced and powerful file management utility available for Atari ST/TT computers!"

With all the file-oriented utilities available for the ST, that's quite a claim. And MaxiFile III more than lives up to it. Just about everything you can imagine wanting to do to a file or disk can be done by MaxiFile III. There is probably no way to do complete justice to this program in a single review.

Like its earlier versions, MaxiFile III can be run as either an accessory or as a stand-alone program. Not everyone will want to use MaxiFile III as a desk accessory; it takes up 161K of memory!

For most users, running it as a program would be the best route. If, like me, you happen to have at least 2.5 megs of memory, you'll probably want to install MaxiFile as an ACC. That way, you can use it from within any GEM-based program that lets you access desk accessories (or from Little Green File Selector!).

A Whole New Look

MaxiFile III's user interface has been spruced up quite a bit from earlier versions, while still retaining its ease of use. When you first access MaxiFile, you're presented with two independent scrolling directory displays.

The left-hand display contains the "source" directory, while the right-hand display shows the "des-

DISK INFORMATION		TOTAL	BYTES USED	BYTES FREE	USED %	FREE %
A:		0	0	0	0	0
B:		0	0	0	0	0
C:		12,881,152	1,235,968	10,845,184	10	90
D:		12,881,152	6,945,792	5,135,360	57	43
E:		12,881,152	6,136,832	5,944,320	50	50
F:		12,878,880	5,394,432	6,683,648	44	56
G:		14,727,168	11,284,608	3,522,560	76	24
H:		14,727,168	9,291,776	5,435,392	63	37
I:		10,736,640	8,617,984	2,118,656	80	20
J:		0	0	0	0	0
K:		0	0	0	0	0
L:		0	0	0	0	0
M:		0	0	0	0	0
N:		0	0	0	0	0
O:		0	0	0	0	0
P:		0	0	0	0	0
GRAND TOTALS:		88,512,512	48,827,392	39,685,120	55	45

Select All Select >= C Clear Print Cancel

tinuation" directory. This is MaxiFile's "Dual-Display" mode. Clicking on the "1/2" symbol at the top left of the MaxiFile screen switches you into "Source Path Directory" display mode.

I find both display modes to be highly useful. Source Path mode allows viewing of up to 80 files/folders at once in the source directory, but you can't see what is in the destination directory without "swapping" paths. Although this is just a single click of a symbol in MaxiFile, you then have to click again to get back to your original source.

The new Dual-Display mode resolves this minor inconvenience beautifully. With independent scroll bars for the two directories, as well as the ability to scroll both directories simultaneously, MaxiFile III gives you the best of both worlds.

Add to this the replacement of text boxes with icons, and MaxiFile's display has become far more

eye-pleasing. Having been a previous user of MaxiFile, I was thankful the CodeHeads left the buttons in relatively the same positions and only changed their look. That was a big plus in adjusting from text to icons.

Nifty Features

I'm not going to try to describe all the wonderful things MaxiFile can do, and I'm certainly not going to give step-by-step instructions on how to do them.

The excellent 80+ page manual for MaxiFile III, complete with a useful Appendix of keyboard equivalencies, does a superb job of that...plus it's fun to read. Hats off to Charles Johnson and Maurice Molyneaux for creating a useful and entertaining manual on the subject of file management!

I will, however, try to point out some of the "nifty" features that I think make this program indispensable to just about every Atari owner.

The GEM Advantage

While file and disk management is not the most glamorous and exciting job, it is a necessity of computing life. When you have to work with a large number of files, the standard ST desktop just doesn't have the power and flexibility you might wish. That is why many people use Command Line Interpreters (CLIs) for complicated file manipulation.

The problem with all CLIs is that they aren't GEM-based; most are TOS program or they run inside a GEM window, but you still have to type your commands. And, you have to learn all sorts of intricate incantations to get the job done. MaxiFile gives you all the power and flexibility of a CLI in a point-and-click environment. You really can have the best of both worlds with MaxiFile.

From the MaxiFile screen, you can select individual or multiple files by clicking on their names. Holding down a Shift key while clicking a filename selects all files with the same extension (such as *.PRG). A Control-Click sequence selects every file. Alternate-Click highlights all files with the same first six characters in their names. And all of these options select every file in the source path matching the respective criteria—even if the files are not currently displayed on-screen.

A Fine Filter

Clicking on the Filter icon (or pressing 'F') gives access to MaxiFile's filter and file search functions. Up to 16 of the file extensions you select/search on most often can be defined here, plus you can enter your own criteria. Multiple file extensions can be used simultaneously—you can find all *.PRG, *.ACC and *.RSC files in one simple process! You can even select/search for files by creation date and time.

The Search dialog box allows you to individually select the drives on which to search. Alternately, you can select all drives or all drives from C: on up with a single click. Once the search begins, paths found that match your criteria are added to a "Search Paths Menu." You can select a path from this menu, and MaxiFile will automatically set this as the Source path and highlight the matching files (or even all files in the path if you like!).

Behind Door #1...

Clicking on the Door icon (or pressing the space bar) calls up a submenu packed with options. Near the top of the submenu, MaxiFile displays the version and creation date of TOS in your machine and the amount of free system RAM.

One of the most important features accessible here is the Format Disk option. The Format Disk dialog allows you to set a disk volume name; choose Drive A, B or both, and set single/double sided, 9 or 10 sectors per track and 80 or 82 tracks per disk.

An option to format true MS-DOS compatible disks is very handy if you transfer disks between an ST and

Format Disk (no warning)

Disk Name: _____

DRIVE			SINGLE SIDED	
A	B	Both	DOUBLE SIDED	
F1	F2	F3	1/2 (KEYPAD)	
SECTORS PER TRACK			NUMBER OF TRACKS	
9 10			80 82	
F4 F5			F6 F7	
Skew			Interleave 11	
F8			F9 F10	
MS-DOS				

Format Zero Exit

CTRL-F CTRL-Z

IBM or PC clone. When formatting IBM disks, you have the option of 1:1 or 2:1 interleave. Users of TOS 1.4 or higher have IBM-compatible disk formatting built in to their machines, but I have personally found that some IBM clones cannot read these supposedly compatible disks. The extra features of MaxiFile's MS-DOS format option fix this problem.

The Copy Disk option is also a handy utility, as it actually analyzes the source disk's format and duplicates it on the destination disk.

One of the most visually impressive options is Graphic Info. Clicking on this button allows you to generate a bar graph display of disk usage, with total drive capacity, bytes used, bytes free and percentages used and free for each drive. A grand total at the bottom sums up the individual columns.

A Wealth of Information

MaxiFile III's File/Folder Information dialog proves the old adage that information is a powerful tool. For folders, you can change the folder name, open the folder, move to another folder or add comments to the folder.

This ability to add comments to files and folders is a very nice feature of MaxiFile III. Up to three 48-character lines of textual description can be added to each and every file and folder on your system.

The File Information dialog lets you view a file on your screen or print the file to disk. MaxiFile's "view mode" is an excellent file viewing utility. You can easily move up or down a document, line-by-line or page-by-page. You can jump to the end, beginning or even the middle of a file with a single keypress. While viewing a file, you can search forward or backward for a word or phrase. You can use the left mouse button to

Source: D:\UTILS\
Dest: C:\

998,899 bytes in 34 items. Files: 2 Folders: 8

HOTWIRE	4/89/91	ACCS	4/89/91
PICUTILS	4/89/91	AUTO	4/89/91
QUICK	4/89/91	CPX	4/89/91
VIRUSUTL	4/89/91	SLM	5/86/91
ARC	TTP 66325 4/28/98	{SAFETY}	6/16/91
ARCSHELL	PRG 42177 4/17/91	CODEKEYS	KEY 988 6/16/91
AUTO_ORG	PRG 18658 4/28/98	CONTROL	INF 24 4/89/91
CODECOPY	PRG 6358 4/28/98	DESKICON	RSC 11518 5/17/91
DCOPY	PRG 21222 4/28/98	MULTIDISK	ACC 32898 4/89/91
DCSEA	PRG 19237 7/23/98	NEWDESK	INF 2128 6/16/91
DCXTRACT	PRG 54768 18/24/98	PINHEAD	DAT 41 4/89/91
DEGASMAP	TOS 1664 4/28/98	SHDRIVER	SYS 9229 12/87/98
DLII	RSC 19938 4/28/98	VECHECK	DAT 3872 4/89/91
DLII_024	PRG 48254 4/28/98	XCONTROL	ACC 41125 18/23/98
EDHAK	CFG 910 5/12/91		
EDHAK21R	PRG 68524 1/31/91		

69,632

1

NAME/RENAME

EXIT

scroll forward and the right to scroll backward through your text files, as well.

Read/Write or Read Only, as well as Normal, Hidden or System flags can be set from the File Information dialog. You can also set a number of "program flags" for executable files. These include FastLoad flags and flags for running or using TT Fast RAM.

Other Features

Setting these flags from the Information dialogs affects individual files. In addition, MaxiFile allows you to modify these flags for groups of selected files via the Tools icon.

You can rename entire groups of files by selecting a batch of files and clicking on the Name/Rename icon. MaxiFile presents each file, one after the other, for you to modify.

Clicking the Safe icon in the upper right corner of the MaxiFile III screen gives you the equivalent of a recoverable trashcan. When on, any files you delete via MaxiFile are copied to a folder called {SAFETY} in the root directory of the source drive. Using MaxiFile to delete items in the {SAFETY} folder actually deletes them permanently.

Users of HotWire and MaxiFile get the added bonus of being able to run programs from HotWire by simply double-clicking on the displayed names. MaxiFile can also be called directly from within Little Green File Selector, a shareware File Selector replacement that is included on the MaxiFile III disk.

Everything you can do

Touch	T
Lock	L
Unlock	U
Hide	H
Show	S
Set Archive Bit	A
Clear Archive Bit	C
Fastload On	[
Fastload Off]
Run in TT RAM	;
Don't Run in TT RAM	'
Use TT RAM	,
Don't Use TT RAM	/
Print	P
OK	Ret
Cancel	Undo

lot capably while individual programs do individual tasks better, MaxiFile III does everything superbly. In fact, if Atari's executives managed their company as well as MaxiFile handles file management, the Atari world would be a happy place, indeed.

in MaxiFile III by using the mouse, you can also do using keyboard equivalents. Everything!

You can save your configuration of MaxiFile III, so you don't have to reset often-used options. Your current paths, sort and warning options, disk format and copy settings, filter extensions and lots more are all saved.

Conclusions

In short, MaxiFile III is one heck of a great utility. In fact, it replaces a whole slew of individual programs. Unlike some "integrated" packages that do a

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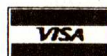
Name _____
Address _____
City _____ St _____ Zip _____
Phone _____

Signature _____ Date _____

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HOT

I'm a fan of desktop replacements and enhancements. I find that I like to spruce up and juice up my computing experiences as much as possible. I've tried, and liked, almost every package that falls into this category—NeoDesk, DC Desktop, SLICCTOP, VDOS Pro-Queue, Menu Plus, GoGo ST and the list goes on.

Most of the desktop enhancing or replacing programs are high on functionality and features. They all use up some degree of your system's memory, but what they give you in return is well worth the cost. And, each person will have their own favorites for one reason or another.

Personally, I like them all. But the one I use most—the one I have continued to boot my systems with for the last two years—has been HotWire from CodeHead Software.

Other software packages, like Menu Plus from Rimik or GoGo ST, also work in a similar fashion. Rather than do a feature-by-feature comparison with these other products, I'm going to stick to HotWire. [Ed: A review of Rimik's Menu Plus will appear in a future issue of Atari Interface.]

Before we get into how HotWire functions, though, it's probably best to discuss what HotWire is and what it can do for you and your computer.

HotWire falls into the category of desktop enhancements. You could, however, use HotWire exclusively—along with a couple other packages from the CodeHeads—and never look at the ST desktop again. Like most of these programs, HotWire is most useful to hard drive owners and not very practical for floppy-based systems.

The actual HOTWIRE.PRG file goes into your AUTO folder and is installed into your system's memory at bootup. You can define HotWire to "autostart" at bootup, or you can switch into HotWire from the desktop with a click of the right mouse button.

What HotWire allows you to do is fairly simple—it allows you to create menus from which you can execute programs. Of course, there are piles of other features, like Ledger Files, corner clock and alarms, environment variables, Work Files and more. We'll discuss some of these extra features later in this review.

File

MENUS	
Load A Menu...	f1
Save This Menu...	f2
Print This Menu	f3
BLOCKS	
Load A Block...	F5
Save A Block...	F6
Load Global Block...	
LAUNCH	
Launch A Program...	f7
Start A Document...	^f7
WORK FILES	
Work File List...	F8
QUIT	
Quit HotWire™	Ret

What It Is

HotWire is now at version 3.x and has come a long way over the years without losing its ease of use. In fact, it's gotten easier to use, in my opinion.

Edit

ENTRIES	
Move Entries	f4
Delete Entries	f5
BLOCKS	
Delete Block	F7
CLEAR	
Clear This Menu	f6

Gourmet Menus

When you first use HotWire, you need to add your favorite programs into the HotWire menu. HotWire recognizes TOS, TTP and GEM programs. With

Configure

SYSTEM CONFIGURATION	
Environment Variables	F2
HotWire™ System Paths	F3
COLORS	
Desktop Color/Pattern	
CLOCK/ALARMS	
Corner Clock Options	F4
HotWire™ Alarms	F9
SAVE	
Save Configuration	F1

WIRE 3

TTP files, you can include command lines—in fact, there are HotWire menus available from the online services that act as ARC shells, etc.

You can also create "headlines" to group programs by type within a specific menu. HotWire lets you go even one step further by allowing you to create "sub-menu" entries. You can, for example, put all utilities on one menu, all games on another menu, etc. Then, you can link the menus to each other via sub-menu entries in each individual menu. I use both headlines and sub-menus in my setup of HotWire.

With up to 54 programs per menu and the number of menus limited only by the amount of free disk space, you'll run out of programs before you'll run out of entries!

Program Entry Options

Although the concept of what this software does is simple, the way HotWire does it is unique and very powerful. To give you an idea of the power

and usefulness of HotWire, let's look at the Options Box for a specific program.

Once you have clicked on an empty cell in a HotWire menu, the File Selector appears. From the Selector, you choose the program you wish placed in the cell. After selecting the program, HotWire presents the Options Box. Let's split this dialog box up into four distinct parts for this discussion.

Identification

The first part, at the top of the Options Box, identifies the program. In the Title field, you enter the name you wish HotWire to display for the program. The Title need not be the same as the actual program, allowing you to give programs more descriptive names. You can also set the text color for your program entries.

Beneath the Title Field are four buttons that tell HotWire how to execute the program. The function of the GEM and TOS/TTP buttons are fairly obvious. Selecting the Command Line button causes the standard TTP command line to appear each time you run the program from the HotWire menu.

Running your TTP programs from HotWire in this fashion gives you the added bonus of being able to use the File Selector to input filenames. Clicking on the Exit Prompt button makes HotWire pause and wait for a keypress or mouse click after running TOS/TTP programs.

Further down in the Options Box, you can define up to four "document types" to be associated with this program. This works like the "Install Application" facility of the ST desktop. For example, let's say you have created a Calamus entry in HotWire. In the Documents section, you could add "CDK" as an extension. Then, you could add entries for any Calamus documents you use frequently, adding them to the Hot-

...the one I use most—the one I have continued to boot my systems with for the last two years—has been HotWire...

Options	
--- CURRENT MENU ---	
<input type="checkbox"/>	AutoStart
<input checked="" type="checkbox"/>	Warnings
--- LEDGERS ---	
<input type="checkbox"/>	Ledger
<input type="checkbox"/>	External Ledgering
<input type="checkbox"/>	Ledger Messages
--- CLOCK/ALARMS ---	
<input checked="" type="checkbox"/>	Corner Clock
<input checked="" type="checkbox"/>	Alarms
<input type="checkbox"/>	Save Expired Alarms
--- SPECIAL EFFECTS ---	
<input checked="" type="checkbox"/>	Zoom Boxes
--- BLITTER ---	
<input checked="" type="checkbox"/>	Blitter

Applications		Utilities		HotWire Sub-Menus	
C Breeze	⌘B	ARC Shell 2.1	⌘A	Disk Utilities	⌘D
Calamus	⌘C	DL II	⌘D	Graphics Programs	⌘G
Disk Catalog	⌘D	Ed Mak!	⌘E	MultiDesk Menu	⌘M
Flash!	⌘F	Sift File Converter	⌘S	Utilities (Special)	⌘U
GranSlam	⌘G	Michtron's Toolkit	⌘T	-----	-----
Joppa FAX!	⌘J	What It Is!	⌘W	-----	-----
LDW Power	⌘L	-----	-----	-----	-----
I Want My Mac ST!	⌘M	-----	-----	-----	-----
PageStream 1.8	⌘P	-----	-----	-----	-----
SuperBase Pro	⌘S	-----	-----	-----	-----
Tracker/ST	⌘T	-----	-----	-----	-----
ST Writer Elite	⌘W	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----
-----	-----	-----	-----	-----	-----

For lack of a better definition, let's lump all the little buttons at the bottom of the Options Box into a miscellaneous category. Here, you can set how HotWire functions with individual programs. You can set HotWire to display (or not display) the corner clock, keep track (or not) of the time you spend in a program, use (or don't use) CodeHead's Button Fix accessory, and more.

I don't have room to go into detail on all of these features. I find some of them highly useful, like the ability to turn the corner clock on or off for each program. Others, like the password pro-

tection for individual program, I never use but can see how someone might find it important.

HotKey Selection

The second part of the Options Box allows you to pick a single key (or key combination) that can be used to execute the program from the HotWire menu or from the ST desktop. This is one of the most useful features of HotWire, in my opinion. Let's say, for example, that you have PageStream defined with a HotKey of Alt-P. To execute PageStream from the desktop, all you do is hold down the Alternate key and press 'P'.

HotWire allows you to define HotKeys using the Control, Alternate, Left and Right Shift keys, or any combination of the above, as well as single characters. In all, there are 416 possible combinations from which to choose!

On Atari's new Mega/STE and TT, these HotKeys do not function from the desktop. The CodeHeads say this was done to maintain compatibility with future TOS versions. Also, the newer machines use key combinations for their own purpose. The HotKeys do function perfectly from the HotWire menu screens on these new machines.

Return Options

The Option Box's next major section determines what happens when you exit a program you've run via HotWire. Just below the Documents fields are four buttons labeled Always, Never, Same and Opposite. Choosing Always will cause your system to always "return" to the HotWire menu, while Never causes your ST to always "return" to the desktop. Clicking on Same returns you to the same place from which the program was run (either the HotWire menu or the desktop). Opposite, obviously, sends you to the desktop if you ran the program from the HotWire menu, or vice versa.

Global Blocks

HotWire 3.0 adds the ability to define a "global block" of programs. These are programs that are independent from any specific HotWire menu. The big advantage to this is that they are available at all times, no matter which menu or sub-menu you are in. You can switch from your main HotWire menu to a Utilities sub-menu and still retain access to your most-used programs.

Other Goodies

At the bottom of the HotWire screen is a row of icons for saving, loading or printing HotWire menus (.HOT files), configuring HotWire and even for executing programs not found on your HotWire menus. Also in this row are buttons allowing you direct access to MaxiFile and MultiDesk, CodeHead's file manager and desk accessory loader, respectively. Of course, you have to own MaxiFile and MultiDesk to take advantage of these options—and I strongly advise you to get these two utilities! [Ed: See the review of MaxiFile III elsewhere in this issue. MultiDesk was reviewed way back in the April '89 issue of Atari Interface.]

The HotWire disk comes jammed with a whole slew of HotWire-related utilities. HotSaver is a screen saver, mouse accelerator and hard drive park utility all-in-one. HotSaver works just fine without HotWire, but has some extra features—like displaying the time—when HotWire is present.

Other utilities on the disk allow you to edit HotWire menu files, globally change drive paths, etc. A special KIKSTART program allows you to get up and running with HotWire quickly.

Plus, the CodeHeads have thoughtfully included the Button Fix accessory (stops that annoying double scroll of window bars in TOS 1.4), Little Green File

MultiDesk Menu

MultiDesk

MultiDesk

MultiDesk

MultiDesk

Accessories

Calendar 5.1

Ed Hak 2.1

PageStream DA

CodeKeys Macros

Accessories

Accessories

Accessories

Accessories

Accessories

HotWire Menus

Disk Utilities

Graphics Menu

HotWire Main Menu

Utilities Menu

HotWire Menus

HotWire Menus

HotWire Menus

HotWire Menus

HotWire Menus

Selector and PinHead. There's more on the disk, including sample HOT files, but you get the idea.

Conclusions

HotWire has a lot to offer to anyone wanting to in-

ject a strong dose of power into their ST desktop. The program is so unobtrusive that you will, most likely, forget it is even there. The addition to your system of HotKey execution of your favorite programs is something you'll find you almost can't live without. I give HotWire a definite thumbs-up!



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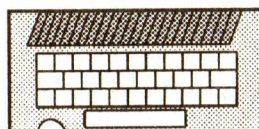
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CodeKeys Version 1.3 By Charles F. Johnson © 1998 CodeHead Software All Rights Reserved.	
RS-LS-Ctl-Undo : Disable RS-LS-Ctl-Help : Enable	
<input type="checkbox"/> Macros ON	<input type="checkbox"/> Macros OFF
<input type="checkbox"/> Use Link File	<input type="checkbox"/> Bells
<input type="checkbox"/> Restore	<input type="checkbox"/> Scheduling
<input type="checkbox"/> Lock	
Lockout Abort Code: XXXX	
<input type="button" value="Keys"/>	<input type="button" value="Save"/>
<input type="button" value="Print"/>	<input type="button" value="OK"/>

CODEKEYS

Bill Rayl

I don't know how many times I've had a program that makes me go through the exact same sequence at bootup and I've said to myself, "Gee, I wish there was some way to automate this." Short of writing to the author and hoping the program would be updated to make my life easier, my options were very limited.

CodeKeys from CodeHead Software to the rescue! This little combination AUTO program and desk accessory package can be a godsend to anyone who wants to automate part or all of a given program.

Although this is one of the few CodeHead products that not everyone will need, I think most people would find CodeKeys useful if they had it. Ever wanted to add keyboard equivalent to the desktop's drop down menu commands? Well, you can get one of the newer machines with TOS 2.0 or higher...or use a replacement desktop...or you could use CodeKeys to get the job done.

BBS sysops, how would you like to set your BBS to automatically back up your important system files at a specific time each night? CodeKeys can do it for you, while you're sound asleep.

User group members needing to do demos can automate the demo process, complete with dramatic pauses, freeing the demonstrator from sitting at the computer and allowing for a better overall presentation. CodeKeys is the next best thing to a VCR for demo purposes!

The possibilities are as endless as your imagination. Anything...absolutely anything...you normally do on your computer can be recorded and played back by CodeKeys.

How It Works

The CodeKeys package consists of two programs. The first goes in your AUTO folder and actually does the macro recordings. The desk accessory allows you to edit, name, save and load CodeKey macros. While it is not necessary to install the desk accessory to use CodeKeys, you will want it around when you are first creating your macros.

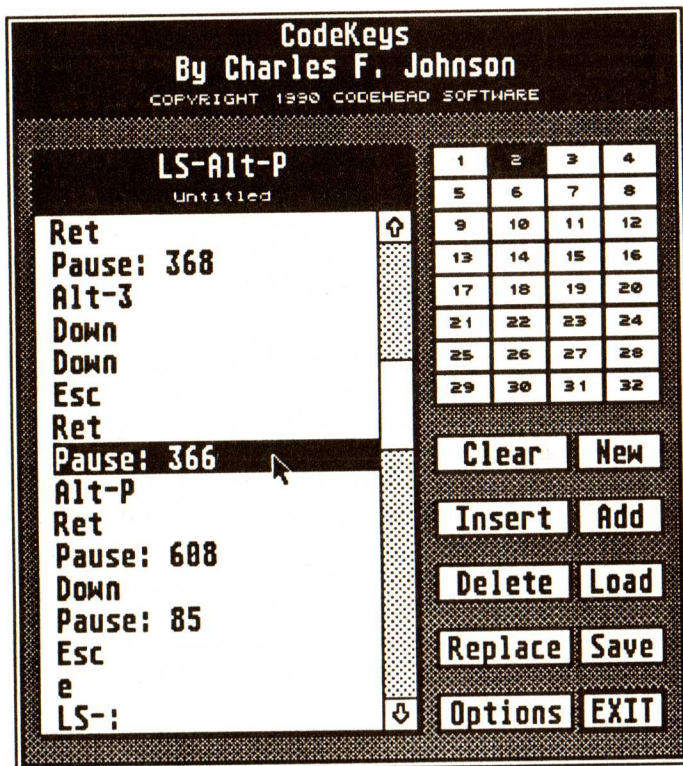
Once you have installed the CodeKeys executables and rebooted your system, you are ready to start recording. Creating macros is a simple process. In fact, the most complicated thing you have to do is decide whether you want a normal or "timed" macro. A timed macro is one that runs at exactly the same speed at which it was recorded, and is very handy for program demonstration. Normal macros, which run as fast as possible, make your ST look like it's just gone into warp drive.

Depending on which form of macro you choose, you press a given key combination to start recording. CodeKeys asks you to supply a macro number (1-32), and then requests a trigger key combination that you will use to invoke this macro in the future. Then, you go about doing whatever it is you want to record—accessing drop down menus, running programs, even calling other macros. When you are done, another key combination tells CodeKeys to stop recording.

That's it. The macro has been created and is now ready for your use! To play back a macro, all you have to do is press the trigger key combination you defined while recording.

Accessory to CodeKeys

Well, that's really not *it*. There are lots more options, and most of them are editable or available through the CodeKeys desk accessory. One of the most impor-



tant of these options is direct editing capability of your macros.

The left side of the CodeKeys accessory display contains the Macro Display Window. All the commands (called "events") contained in a selected macro appear here. You can scroll through the macro, and add, delete or change events. These features allow you to fine tune your macros, adding or removing timing delays as needed, etc.

Clicking the Options button lets you define a number of useful functions. Probably the most important of these are the Repeat 0, Repeat 1, Delay and Scheduled options, in conjunction with the Time and Repeats fields. Selecting Repeat 0 or Repeat 1 tells CodeKeys to repeatedly play the macro once it is triggered. The timeframe and number of times to be repeated are indicated in the Time and Repeats fields.

Macros set with Repeat 0 will begin executing after the time interval, while Repeat 1 macros begin playing when triggered, then wait for the specified time interval before playing again. It sounds complicated, but it isn't.

For example, let's say you do a lot of word processing, but your program doesn't have an autosave feature. Use CodeKeys to record a "Save Document" macro. Set this macro to Repeat 1, Time of 00:05:00 and leave the Repeats field blank. You now have a macro that saves your document immediately upon being triggered, then automatically initiates a save after every five minutes until you manually turn off the macro.

The Delay option sets a macro to play once after a specified time period has elapsed. Scheduled macros play at preset times, such as 4 AM. Scheduled macros

are useful as an alarm clock, backing up important BBS files late at night, etc.

Other Options

The CodeHeads have given CodeKeys lots of other nifty options. You can, for instance, create what is called a Link File. This file "links" individual macro (*.KEY) files to specific programs. When programs in this list are executed, their corresponding macros are automatically loaded.

For example, you could create a special KEY file for your word processor that contained all the macros related to that program. In this KEY file, you could include the "Save Document" macro mentioned earlier. Whenever you ran your word processor, these macros would automatically load and be ready for you to use. Then, when you exited back to the desktop, those macros would be unloaded and your "global" macros reinstated.

With 32 different macros possible for every program you own, you'll run out of procedures to automate before you run out of macros!

CodeKeys can also be disabled by a key combination at any time. This allows you to turn off all macro playbacks. Another key combination gets you going again.

Users of CodeHead's HotWire have the added ability to load KEY and Link files by using LOAD-KEYS.PRG. While this program can be used from the desktop, it is far more useful when placed on a HotWire menu with KEY and Link files included as "documents."

The following chart gives version numbers and suggested retail prices for all CodeHead products as of Monday, June 24, 1991 are:

CodeKeys	1.3	\$39.95
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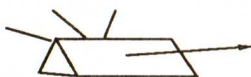
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UnderMonitor ICD+ \$682
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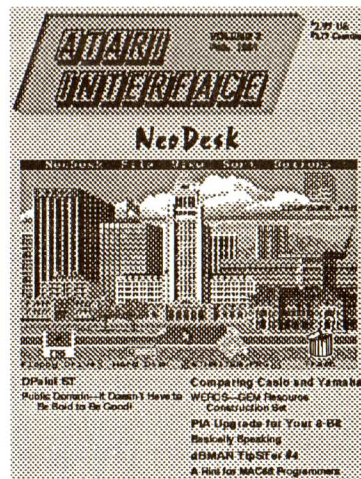
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LookIt! & PopIt!

A Double (Code)Header

PopIt! is one of those "neat-o" little hacks we've come to expect from the CodeHeads.

In the CodeHead tradition of producing excellent utilities at a reasonable price, the LookIt! & PopIt! package gives you "two powerful utilities for the price of one."

The only connection between these two programs, other than being in the same software package, is that they are both programmed by Doug Harrison. LookIt! & PopIt! is the first CodeHead package not written by Charles Johnson or John Eidsvoog. Both programs live up to the "CodeHead standard," though. While LookIt! is the most impressive of the two programs, PopIt! is one of those "neat-o" little hacks we've come to expect from the CodeHeads.

LookIt!

LookIt! is, to put it simply, a file viewer and binary file editor. The user interface is very Macintosh-like. For some, this could be a hindrance; for others, a major plus. The manual explains the interface quite nicely, so no one should get lost. Users of the Spectre Macintosh emulator or GEMINI replacement desktop will feel right at home.

If you're a GEM purist, don't let the

interface turn you off to this program. LookIt! is the fastest file viewing utility I have ever seen. I'm not talking about the kind of speed up you get with Quick ST or Turbo ST. I'm talking blindingly fast.

To give you an idea of the kind of speed I'm talking about, I did a test using a 97K text file. From the ST desktop, with Turbo ST installed, it took me exactly one minute to get from start to finish of the file. Running LookIt! on that same configuration, I scrolled through the same file in 22 seconds!

Speed isn't all that LookIt! has to offer. You can load up to 32 files at once. Up to four "bookmarks" can be placed in each file, allowing you to jump to a specific point in a file with a single keypress.

Expressive Searching

LookIt! gives you word/phrase searching capabilities using "regular expressions." In other words, you can do some pretty complicated searches using some fairly simple to learn operators.

For instance, to find all words that start with a capital letter or all lowercase words ending with "ing," you could search using this expression—`[A-Z]+ [a-z]* | [a-z]*ing`. That kind of search capability is hard to find even in highend word processors. Users of UNIX and egrep will, no doubt, recognize this form of searching.

While many users may not need the kind of searching power LookIt! offers, it sure is nice to have the capability.

When in Binary viewing/editing mode, you can search using ASCII, Decimal or Hexidecimal inputs.

Path: D:*.*

Drive	Directory List	File List	Ext
<input type="radio"/> A	<input type="checkbox"/> FLASH	DEMONS .PNT	<input type="radio"/> TXT
<input type="radio"/> B	<input type="checkbox"/> GRAMSLAM	HOTELS .TXT	<input type="radio"/> DOC
<input type="radio"/> C	<input type="checkbox"/> LDWPOWER	JUNE .ASC	<input type="radio"/> ASC
<input checked="" type="radio"/> D	<input type="checkbox"/> SBASEPRO	MGAUGDAT.LBL	<input type="radio"/> C
<input type="radio"/> E	<input type="checkbox"/> STDCAT	MIST .LZH	<input type="radio"/> PRG
<input type="radio"/> F	<input type="checkbox"/> STWRITER	STR723 .TXT	<input type="radio"/> TTP
<input type="radio"/> G	<input type="checkbox"/> TRACKER		<input type="radio"/> TOS
<input type="radio"/> H	<input type="checkbox"/> TRANSLAT.ORS		<input checked="" type="radio"/> *
	<input type="checkbox"/> UTILS		

View: STR723.TXT

OK Cancel

Printer Control

Once you're done viewing your file, you might wish to obtain a printout. LookIt! can do this for you, as well. LookIt! has a pile of useful print options, and comes with printer drivers for the HP DeskJet in 66 and 132 lines-per-page mode, as well as for standard Epson and compatibles. If the predefined drivers don't suit your needs, you can define your own printer configuration file.

Other print options include final/ draft, condensed printing, use of extended characters, printing a header on each page and setting of left, right, top and bottom margins.

Command Line

Users of HotWire or any other program execution shell that can send command lines can really have fun with LookIt! LookIt! comes complete with a very powerful predefined HotWire menu allowing you to load from one to five files with a click of the mouse.

Using the command line, you can actually load multiple files into LookIt! simultaneously, with some

Desk File Edit Configure Options

2:56:22

Text Mode		LookIt!	Binary Mode	
1 - One File	BT	LookIt!™ 1.0	BL	1 - One File
2 - Two Files		Command Line Help		2 - Two Files
3 - Three Files				3 - Three Files
4 - Four Files				4 - Four Files
5 - Five Files				5 - Five Files
Print & Exit		Instructions	Print & Stay	
1 - One File	BP	Use HotPathSetter on your HotWire disk to remap all the LookIt entries to the place you keep LOOKIT.PR6.	BS	1 - One File
2 - Two Files				2 - Two Files
3 - Three Files				3 - Three Files
4 - Four Files				4 - Four Files
5 - Five Files				5 - Five Files
		LookIt! HotWire Menu by Terry May	HotWire Main Menu BM	

files loaded in text viewing mode and others in binary. Once in LookIt!, you can switch from file to file with a single keypress.

PopIt!

PopIt! is a very uncomplicated kind of utility. In fact, the 50+ page manual for LookIt! & PopIt! contain only seven pages for this program. It's the kind of utility that is super easy to install, and once you start using it you forget it is even there.

What PopIt! does is assign "hot-keys" to your desk accessories, allowing you to open a desk accessory with the press of a key combination. Nothing earthshaking, but definitely a useful utility. PopIt! even works with desk accessories loaded by CodeHead's MultiDesk.

As a devout MultiDesk, I really like what PopIt! does for me...allows me to access my desk accessories without moving to the Desk menu, clicking on the MultiDesk entry, then selecting the appropriate accessory.

PopIt! can keep track of up to 50 different desk accessory definitions per configuration file. You can load and save these configuration files on the fly. PopIt! does not, however, load any desk accessories—it only allows you to add hotkeys to the currently loaded accessories.

You can also call any active desk accessory by double-clicking on its name in the PopIt! window.

PopIt!
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Accessory	HotKey
Desk Accessories!	Ctrl-Alt-D
PopIt!	Ctrl-Alt-P
Control Panel	Ctrl-Alt-A
MaxiFile	Ctrl-Alt-M
Calendar v5.1	Ctrl-Alt-C
CodeKeys	Ctrl-Alt-K

Print

Load

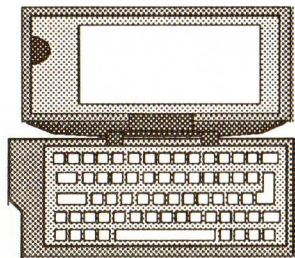
Save

Info

✓ Hot

Sort

Assign



The Portfolio Hand-Held Computer: A Business Tool

Bill Kithas (HACE)

I am employed by an Oilfield Service company that records logs (graphs) of oil wells to assist oil explorers in pinpointing and evaluating oil- and gas-bearing rocks. This describes how I use the Portfolio to assist me in doing my job.

With the introduction of small, hand-held computers and small portable printers, computer-assisted well log analysis can be performed anywhere. All equipment can be carried in a briefcase. Along with this portability, you have the ability to do basic word processing, spreadsheet analysis, maintain an active diary and maintain a dialing/address book.

Any business application for which you may use a laptop computer can be performed by these small computers. The Portfolio computer was the first hand-held computer introduced to the American consumer. The use of hand-held computers will greatly expand the capability of the log analyst and technical representative beyond the technology provided by programmable calculators.

1989 was the year the computer industry introduced small, hand-held computers to the U.S. consumer market. The Atari Portfolio was introduced in September of 1989. Basic specifications are:

- List Price: \$399.00
- Power Specs: 3 AA batteries.
- RAM: 128K / 640K
- Media Storage: Ram Card
- Screen Size: 240 x 64
- Keyboard: 63 keys
- Size: 1.2"H * 7.8"W * 4.1"D

The Portfolio is the hand-held of choice for the following reasons. First, it has built-in software that covers all the needs of a Sales Engineer, Log Analyst and Manager. Second, the size and weight are excellent because of comfortable transport wherever your job takes you. The final reason is the reasonable cost. The availability of portable printers for about \$300 provides a complete system at the cost of the next competing hand-held computer.

These three facts, once recognized by technical people on the move, will cause a dramatic change in the portable computer business. As these machines become more powerful and more reasonable in cost they will replace the programmable calculators.

Built-In Applications

The Portfolio has the following built-in applications that allow the businessman to conduct his everyday business with a portable computer.

The Operating System for the Portfolio is resident in the com-

puter's ROM and is compatible with MS-DOS 2.11.

The Address Book allows the user to compile as many separate books as he wishes and the only limitation is memory. Notes and comments may be recorded with each entry, as well as several phone numbers per entry. An option allows the auto dialing of a selected phone number.

The Calculator serves as a continuous business calculator or a scientific calculator. Remember, these applications are in the machine's Read Only Memory (ROM) and are retained even if the machine is left without power. No part of RAM is used for program storage by any of the resident applications.

The Diary has a Calendar that can be scrolled to the future as well as the past. As many appointments or messages can be entered for each date as you desire. The Diary can be actively edited and its contents may be printed. All the applications allow printing of their active contents.

The Editor is a simple word



processor. This article was written using the editor. The saved file was then transferred to my office PC and copied directly to a 720K IBM-formatted disk. This disk, as you know, is compatible with the ST.

A file from the Editor can then be imported into ST Writer, Wordwriter ST or Timeworks Desktop Publisher. I am sure other programs will accept these TXT files, but these programs were the only ones tested. The Portfolio can be used as a portable text editor for the PC, the ST and probably the Macintosh.

The Setup utility allows configuration of the Portfolio's bells and whistles and printer, RS232 and file transfer setups.

The Worksheet is a Lotus 1-2-3-compatible spreadsheet. This application allows the user to perform many basic business functions that can be done using a spreadsheet. Log analysis, expense account entry and printing, job price calculations, financial record keeping and forecasting are some of the uses of this spreadsheet. The same IBM and ST compatibility applies to the worksheet WKS files as the editor files. VIP Professional, Masterplan, LDW Power and others read the worksheet files. The remainder of this article will cover examples of the worksheet utilization.

Open Hole Logging Job Pricing

The Worksheet application allows the use of Lotus 1-2-3 WKS files or templates. One such template is a simple spreadsheet that allows the user to make a price estimate for a normal open hole logging job. Once the user becomes familiar with the mechanics of using a spreadsheet, he or she can easily modify this template for custom needs and even save these custom templates for future use.

Most of the entries for this template are in one column. This makes the actual pricing very fast. Discounts may be set for the entire job as well as changing the discount for special services. This template will handle wells of any depth on land or offshore.

Basic Log Analysis

Log analysis is done using the Worksheet application. The benefits recognized for the pricing template apply to any other spreadsheet template. One template is for quick look (or basic) log analysis, another is for Complex Lithology Reservoirs. A shaley sand template and a pulsed neutron template are not, as yet, ready but are being developed or tested.

These templates provide a print that is similar to the handwritten worksheets commonly used. The equations used in this spreadsheet are in popular use and no proprietary information is used.

In the basic template, porosity is calculated from Sonic travel time using the input matrix velocity. Porosity can also be input as density or neutron porosity values. The density and neutron porosities are averaged using special averaging functions that duplicate crossplot porosities very well. This is the default porosity.

To use the sonic porosity, the density and neutron values must be omitted. Water saturation is calculated by either the Archie Equation or the Humble Equation. This option is selected in the heading. As an aid to the log analyst, Rwe can be calculated from the SP. This is also provided in the heading.

Resistivity of any water can be corrected to a bottom hole Temperature in a part of the spreadsheet. Also the Rwa and Ro for each zone is calculated. The traditional disclaimer is included in the printout of each analysis worksheet.

Conclusions

Of the available hand-held computers, the Atari Portfolio is best suited for use by mobile technical professionals. Those who need large file capacity may choose a laptop. However, most large applications are done on a desktop machine. The cost, size and built-in software make the Portfolio the most acceptable choice. Normal business applications are provided by the Portfolio making it desirable for the average businessperson.

By combining the Portfolio with a small portable printer, a complete, complex system can be carried in a briefcase for only \$760 (plus tax). As consumers recognize and accept this, the use of hand-held computers will exceed the use of programable calculators.

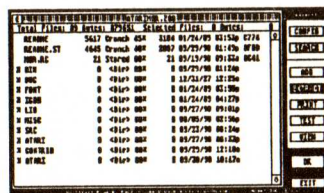
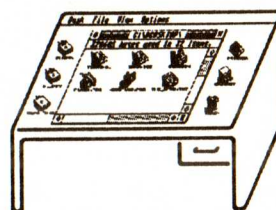
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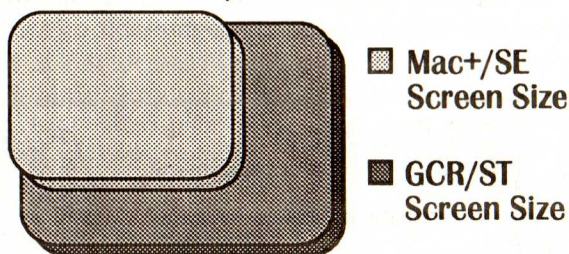
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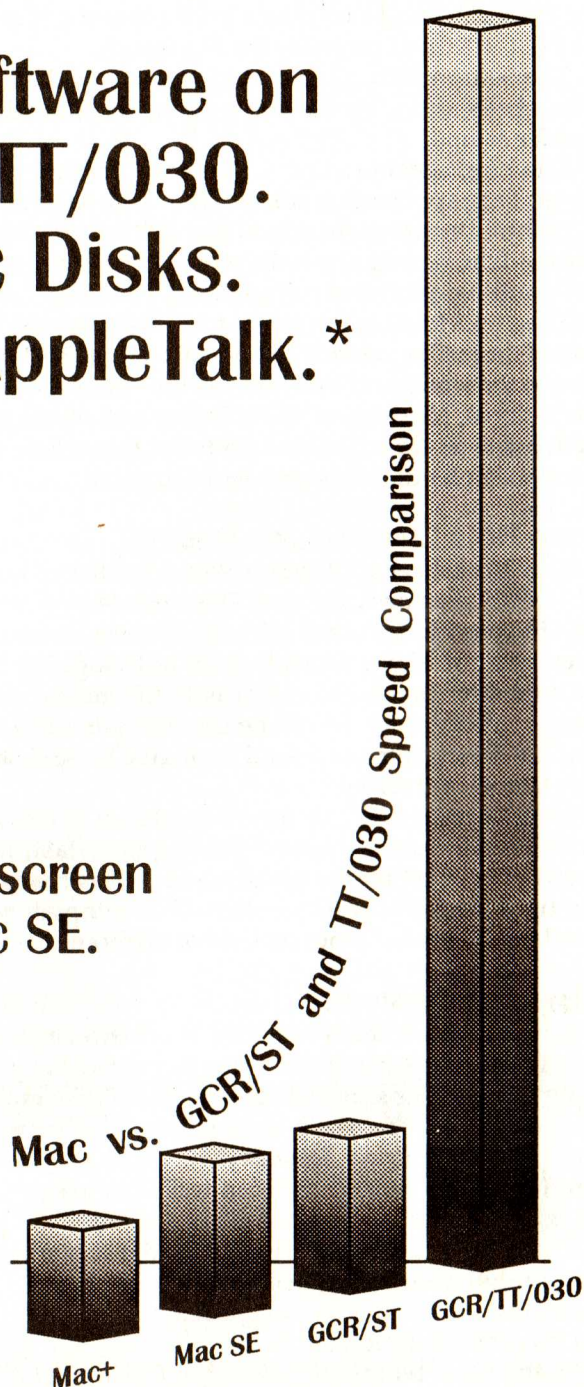
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So You Want to Start a User Group?

A Primer for Starting Your Own User Group, Part 1

Tim Holt (ACCEPT)

The computer sits on your desk, shiny, new and ready to take you on a cruise you have never been on before. You got your word processor, your spreadsheets, your databases, and all the other neat things the guy at the computer store could sell you. Your tax rebate check is gone, and your wife wants some results from that expensive "toy."

You crank up the word processor and start into the 576-page manual: "Make sure interface A is solidly connected to your camshaft before you begin any operation of your wing nut removal system..." It is going to be a long time before grandma gets her letter.

How could you avoid the hassles of computer ownership? How could you find out how Part A slides "easily into Slot B?" And, most importantly, will grandma ever get her letter?

Well, you could go back to your dealer, but chances are they would have to fit you in between customers. And, frankly, they thought you were smart enough to figure the computer out before you bought it. It would be *embarrassing* to go back to them. You convinced them that you were smart, and going back would prove they were wrong.

The best bet would be to find another computer user who was at one time in the same mess you are in now. Another user who could guide you through the programs. Even better, a group of users who could help you, whose brains you could pick, and who wouldn't

make you feel too stupid. What you need is a *User Group*.

What do you say? There is no user group in your area? Well, why not start your own? In this series of columns we will hopefully describe how someone can get a user group going in their area, what to look for, what to avoid, and how to keep that club going even after you have it well established.

Of course, this is just a generic outline of how to get a group going. The rest will be up to you. Like art, the limits in any user group are the limits of your imagination. You will do things that we have never tried, and some of the things we have tried won't work for you. But hopefully, this series will let you at least see the way to go.

What, Why and How

1. *What is a user group, and do I belong?*

A user group is defined here as a group of people with some sort of similar interest (i.e., the computer). This group meets, either formally or informally to discuss how to make the computer a more useful tool for them. If you do not think you are getting all you can out of your computer, then you might enjoy the services of a user group.

If you are a master of everything about computers, then a user group would be a great place to display the fruits of all your hard work. In other words, a user group can be fun for just about everyone.

2. *Why form a user group? Wouldn't just talking to your friends be enough?*

Well, this idea works if all of

your friends own exactly the same things you do. Chances are they don't. Chances are also pretty good that your friends are not using the computer for the same purposes you are.

The old cliché that two heads are better than one works well here. Input from a wide variety of sources is extremely important. You didn't buy the first car you ever saw, or the first computer. You shopped around and got a variety of ideas.

A user group facilitates the wide variety of inputs, the bantering around of new ideas. Some fellow from the other side of town, or in another city, might have a solution to your problem that your inner circle just can't figure out. The sharing of ideas is *the* major reason user groups are formed.

3. *Okay, I want to form one. How do I do it?*

Well, you just can't expect a user group to form overnight. Some careful considerations are in order *before* you even have a first meeting.

Check the Numbers

Consideration #1: Will your area support a user group?

Get a feel for how many other similar computer users there are in your area. If you are the only one in a 300 mile radius, chances are a group won't work. However, if you know of several other people with your type of computer, chances are there are many others that you do not know about. (Kind of like roaches—if you see one, there might be thousands in the walls....)

Put a "feeler" up on a local BBS that supports your computer. Ask the dealer nearby if they would

ask customers about starting a group. Put a poster up in the local computer store saying a user group is forming, and to call you if they are interested. This should give you a pretty good idea.

Make an effort to let it be known that you will be having an organizational meeting. Make the date and time convenient for most people. The organizational meeting for our group was held in a food court at a local shopping center. The reason being, the mall was well known, easy to get to, centrally located, and neutral. Folks might have qualms about going to some stranger's house. If you find that a few people are interested, great. Don't be discouraged by a low turnout, either. Our first meeting had 5 people show up!

Consideration #2: Where are you going to meet regularly?

Well, you can't keep meeting in the middle of the mall, so you had better find a place that facilitates your club's gathering. Here are several things to look for in a meeting room—lots of chairs (for the big crowds!), lots of tables (gotta put those computers somewhere) and lots of electrical outlets. If you know a place that meets those criteria, go for it. (This also knocks out most people's homes.)

Public libraries usually have meeting rooms they will let you use. They should let you use them if you tell them you are a non-profit organization. Since your taxes help pay for the library, most

cities allow clubs to use the meeting rooms in libraries.

Public schools also make nice meeting places. Lots of chairs, etc. However, most schools are not open on Saturdays, which is a traditional meeting day, and many of them are not usable during the summer. Check with your local school district on their policy towards clubs using the facilities.

Churches usually have meeting rooms and tables with chairs. If you have a close relationship with a local church, go ahead and ask them if you can use the room once a month. They might ask for a small donation, and if it isn't too outrageous, go for it.

The dealer who sold you the computer might have an open area in the back of the shop that you can use. This is especially nice for you because you get to use their computers and see the newest gadgets right in the store. It is also nice for the dealer, because he gets a group of users that are always looking for the newest and neatest stuff, and he essentially has a captive audience for a few hours. Good for you, good for him.

Other options: I have heard of clubs meeting in banks, Shriner's Halls, Bingo Parlors, the local college. You name it, they meet there.

Remember, though, if you can save money, do so. If you have a choice between a free place and a \$5/month place, go for the free one if they are similar. Some places make you sign an agreement for a period of time, say, a year. Don't sign one that says *you* will have to pay so and so. *You* will get stuck with the bill if something happens. Try to find a place that has no monetary restriction, such as security deposits.

That's why our club meets in a library. We have an agreement that says our club will meet there the second Saturday of each month for an entire year. No other user can use the facility during our time, from 12:30pm until 3:30pm.

Consideration #3: How will the group be structured?

Traditionally, a club of *any* kind has the basic officers.

President: The grand marshal. He oversees all the goings-on of the club. This person sets the agenda of the club and is responsible for making sure that things run smoothly. In many clubs, the president is EVERYTHING! Don't let this happen. For one, he will get burned out real fast OR he will go on a power trip that will alienate the rest of the membership. When things go well, the president looks good. When things go poorly, the president looks real bad! If you have a traditional club, make sure the president shares responsibilities.

Vice President: This guy fills in for the president when the president is away, sick or resigns, as in the case of our club! Sometimes, the president just flips out, and the vice president must be there to fill in. (I would tell you about our flipped out president, but there are still a few in El Paso that are sensitive about it...)

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Secretary: This person is in charge of the club's office work. Mailing out letters, filing newsletters, keeping the membership informed about the goings on in the club. Also, the secretary often will take the minutes of the meeting to be read at the next meeting. The duties of the secretary are often closely related to the Treasurer.

Treasurer: The person in charge of the club's money. Your club will have to get a bank account and this person is in charge of it. Make sure it is someone trustworthy.

Also, make sure there are specific guidelines for how money should be spent. Can the treasurer take money out of the account by himself, or must two officers sign for money? Can the officers spend money between meetings, or must all transactions be approved by the membership? All of these questions must be answered *before* anyone should be allowed to play with the money.

Sure as shooting, if you spend money, someone will ask why. Since the membership money was paid by the members, they will demand an accounting. They have the right to one at any time. It's really their money. Sometimes, the officers of a club will get cocky and think that the money belongs to them. That is why

safety guidelines should be established, to protect everyone. In many smaller clubs, the secretary and the treasurer are usually the same person.

This traditional method is rather like a triangle, with the president at the top, and the regular members at the bottom.

There are other ways to structure the club as well. ACCEPT has no officers per se, but rather a three-member executive committee that meets on occasion.

There are no *rules* that say your club must have things a certain way. Our group started out with the traditional officers, but evolved into what we have now. No one way is correct. You may decide that officers are needed, or you may decide that officers are a pain. If it feels good, do it.

Can't decide? Well, that's one of the neat things about user groups, someone will always come up with an idea. (Sometimes the ideas are pretty lousy, but every once in a while, a gem comes through.)

So you have decided to form a group, you got a meeting place and have decided on the organizational aspects. Next time, we will discuss how to get members, and what you have to offer them in order to keep them.

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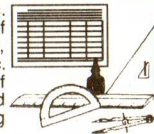


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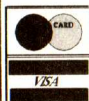
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STers, Don't Let Your 8-Bits Grow Up To Be Doorstops!

Thomas Girsch

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[NOTE: This article has never before been printed, and has not been submitted to any other publication. One time printing rights are hereby granted to Atari Interface by T.J. Girsch].

**Someday
when you've
got some
hours to kill,
go back and
boot the old
thing up,
and see how
much fun
they really
are.**

The Atari ST is a wonderful machine. So wonderful, in fact, that I seem to keep investing more money (that I don't have) to enhance my system. After acquiring a hard drive, I found myself a bit stripped for cash, with only one solution in sight. "Old Faithful," my 130XE system, would have to be sold.

Now, while I certainly liked my 8-bit (it got me through middle and high school), I figured I wasn't using it, I had no room for it, I have no time for it, and so on... So, I dug it up. And boy, did I find all the neat stuff I had with it!

I heaved a sigh. I no longer wanted to sell this old beauty. While the applications can easily be replaced by those on my ST (better, in fact), there are some old games on the 8-bit that I miss dearly that cannot be obtained for the ST. I longed for the time to use them again.

Star Raiders—While it's true there was an ST conversion of Star Raiders, the general consensus is that it was nowhere near as playable as the old 1978 Atari 8-bit classic. I probably spent more time with this one over the years than with any other game. Never did master it, either. *That* was a game with lasting appeal.

Ali Baba—This was another of the all time 8-bit faves. OK, so the graphics were poor, but the game was so much fun! I used to have groups of people come over and I'd dig out the ol' 400 with 4 joystick ports. We would literally play for 5 or 6 hours. They just don't make fantasies like they used to.

Koronis Rift—Toward the end of the 8-bit heyday, Lucasfilm developed some excellent titles. KR was probably the best of these. Long hours went into this one, too.

M.U.L.E.—This one is probably the most widely missed of the 8-bit games. I don't know how many Atari shows I've been to where people would cry out for ST MULE! I even heard talk of "MIDI MULE." Sometimes the simplest games are the best, and MULE was a perfect example.

Alternate Reality—Only two modules of this one—City and Dungeon—saw release, but boy were they ever good. Many people I know preferred 8-bit Alternate Reality Dungeon over ST Dungeon Master!!! The City saw ST release, but to the dismay of many, it paled in comparison to its 8-bit counterpart.

So many of these I found. "God," I thought, "how can I ever get rid of this???" Still, the empty wallet calleth. I was forced to sell the old system. And I felt torn asunder, as if an integral part of me was missing. I realized then that I had been an 8-bitter for ten years!!! There was only one way to solve this dilemma, and I exploited it—I sold the 8-bit to a friend. That way, I can still get at it when I go through my "8-bit withdrawal" symptoms.

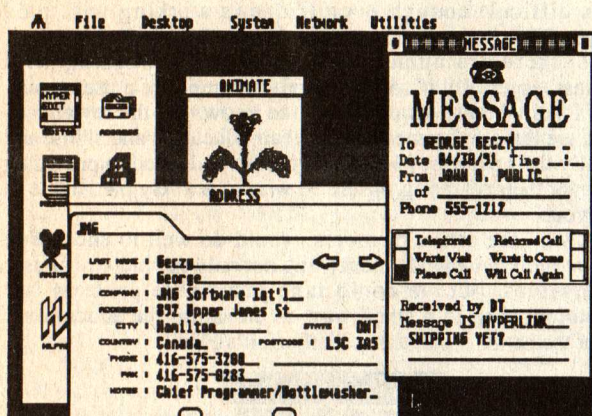
Many of you STers, I am certain, still have your 8-bits laying around somewhere. Some of you may still even have them hooked up. Someday when you've got some hours to kill, go back and boot the old thing up, and see how much fun they really are. You may even begin to miss it as much as I do.

Who knows? Maybe I can scrape up the cash for a Branch Always 8-bit adapter....

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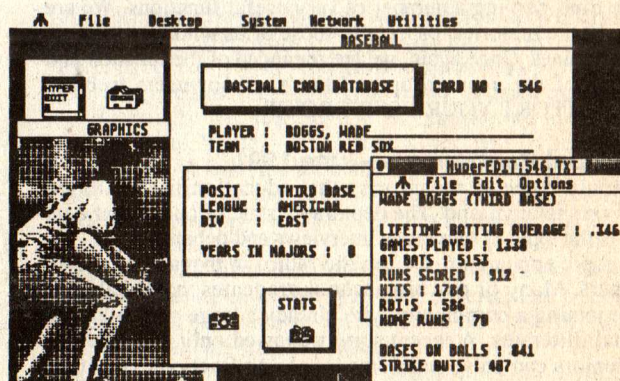
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AAAUA ATARI 8-BIT USER GROUP

Presidential Ponderings—May 1991

On May 14th and 15th, the ninth annual COMPUTER & OFFICE SYSTEMS SHOW, was held at the San Antonio Convention Center. American Show Management, who organized and conducted the show, invited all computer user groups in San Antonio to participate and to hold a user group meeting at the Convention Center the evening of May 14th. The show management also provided a booth for participating user groups to display and distribute posters advertising their respective groups.

AAAUA accepted the invitation, as did several other user groups, and held an Atari Historical Exhibit from 7-9 PM, on Tuesday, May 14th. It wasn't a complete exhibit of all Atari products, but we did have a fair representation of computers from the Atari 400 up to the Atari ST. We distributed and posted hundreds of posters and talked to dozens of people.

Although thousands of people attended the main show, only a few found their way to our Atari exhibit. This was rather disappointing, but understandable. The show was virtually 100% MS-DOS oriented and most of those attending had that mindset. Also, two of the user groups who participated were "PC" groups, and their "PC" oriented presentations lured attendees from our "off brand" exhibit.

This experience at the San Antonio COMPUTER & OFFICE SYSTEMS SHOW served to highlight, once again, the entrenchment of the IBM and clones in our business community and the vast difference between the business user and the user group member. The typical business user looks at the computer simply as a means to an end; the user group member looks at his or her computer as a source of pleasure and entertainment, while, at the same time, serving a number of very useful functions. We are certainly in the minority, especially those of us who have chosen "other" machines. Once again, we are reminded of the function and usefulness of the user group and the need for users to band together. SUPPORT YOUR USER GROUP!

Presidential Ponderings—June 1991

It should come as no surprise that education in the United States is on shaky ground. The deplorable state of our educational systems is the topic of numerous interviews and debates.

The topic appears on TV, on the radio, in magazines and in newspapers. Many of our high school graduates, barely able to read, are joining a community with already a large percentage of functional illiterates. A recent survey showed only 46% of high school seniors can solve problems involving fractions, decimals and percentages and only 5% are ready for college math! The majority of college graduate students in science and engineering are foreigners, most, of whom, return home after their studies.

How long can we, as a nation, remain a world leader if our population, as a whole, is becoming so academically weak?

Most everyone recognizes the problem, but there are vast differences in how best to solve it. There are those who advocate spending more money. But in my view, "throwing money" at a problem alone does little to solve it. Much more important to the solution is the attitude and value system of those involved. And that does not mean JUST the teachers. Parents and their families play a key role in the success of any educational system.

So, what does that have to do with computer user groups? Could it be that helping correct this problem should be a mandate of every user group? Yes, I know that originally the user group was formed to provide a source of information for home computer users. This is still a valid and primary purpose of a user group.

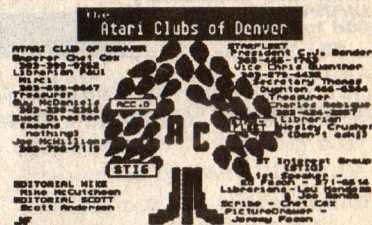
But, think of what we of the computer community could do by encouraging young people (and those not so young) to become involved in a computer user group. The spin-off benefits are practically endless.

Becoming computer literate is the first thing that comes to mind. But, along the way, the active user group member will (can) learn many ancillary skills. Among them are logical thinking, programming, math, music, art, video work, desktop publishing, English (and other languages) and writing and speaking skills.

If the member becomes an officer or otherwise gets involved in the administration of the group, he or she will gain organizational and management skills and possibly even political skills if they undertake to persuade other users to participate in group activities. This is difficult enough even if one is working with paid employees! But with volunteers, it provides a REAL challenge!

Yes, there are numerous benefits from working with computers, especially if one is an active member of a user group. Young folks who are aware enough to know that the rewards of this life are largely dependent upon their education and skills, and especially their parents, whom we trust are dedicated to providing the best for their offspring, would be wise to actively participate in a user group.

We, who are active members, would do well to encourage participation. We would be benefiting not only the individual user and ourselves, but we could take justifiable pride in our contribution, even in a small way, to elevating the educational status of the nation. And, to top it all off, it's FUN!!



Atari Club of Denver Minutes - May 7, 1991

Paul started the meeting with a demo of Print Power. This program has been available for some time, but it was new to some of the members. Paul showed almost every feature short of printing out his creation. Print Power is still available from Horizon Computers and some Mail Order houses.

Larry showed a utility written by Tom Hunt called Snapshot. Snapshot enables an 8-bit machine of 128K or larger to have two programs in memory at the same time. Each program is run independent of the other. Although both programs can't be running at the same time the user can switch from one to the other in less than four seconds. This interesting utility has some great possibilities.

Mike announced ICD is having a sale on most of their 8-bit products. The sale prices are available only through their BBS. Anyone interested in ordering something should contact one of the club officers.

Mike showed us a File Information Data disk with almost all of the game section of the Starfleet library cataloged on it. He demonstrated the speed of the search feature by searching 168 records in under three seconds. As soon as we work out the details, the Atari Club will start cataloging its library too.

Starfleet Meeting Minutes

by Thomas Oughton, February 8, 1991

Officers present: Guenther, Oughton

The meeting started with a total of 7 members present. Anyone who wants to attend our meeting, please call an officer for our summer meeting location. Chris, our president and librarian, has been cataloging our library. This month he demonstrated a new games disk added to the library. The disk includes classic games like Wumpus, Bowling and Ski. Other games are Oilwell, Acrobat, Roto and Star Attack.

Wumpus is a basic game where the player is in a cave and is hunting a cave dwelling animal called a Wumpus. A Wumpus is very heavy so "super-bats" that live in the cave can't lift it. It has suction feet so it can cling to the side of a pit. It spends most of its time sleeping, but wakes when it hears an arrow. The hazards in the cave are the fore-mentioned "super-bats"; that carry the player to unexplored parts of the cave; and the bottomless pits; where the player falls to his death.

Bowling is a simple Basic game where the computer is the bowling alley. It even keeps score. Ski is a game where you try to avoid trees and other things while skiing down a mountain. Acrobat is a game where a man is running along and must jump over or duck under things placed in his way. In Oilwell, you get to buy and sell oil wells. Once an oil well is bought, you can drill the well to produce oil. Taxes are charged on the amount of oil a well produces. If you make enough money, you can be the next J.R.

Roto is a machine language game that has a one man helicopter flying in a cave. By shooting the walls he can enter other parts of the cave. His object is to find all these glowing fuel cell like things and return them to his base. Star Attack is also a binary game. The player must avoid stars bouncing around a room or box.

I demonstrated Jukebox a program from STart magazine. It plays A.M.P. files without all the keystrokes needed by A.M.P. to play a file.

Family Finances is an Atari program that allows the recording of expenses and income for an entire year. It can be used to then budget the expenses for the next year. While written back in the early 1980's, it is still very usable and is still available.

Mike demonstrated Snapshot, a program written by Tom Hunt. This program allows a 128k or larger memory XE compatible to switch between two 48k programs while running them. This for example, allows an author to play a game then, while still playing, switch to a word processor and write the review on it. While not a true multitasking system it is as close as an eight bit can get.

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

ACCEPT

**Atari Computer Club
of El Paso, Texas**

A very nice meeting, unless you let me carry any of your equipment. Thanks to Paul, Wendell, Pete and Mark for bringing systems to the meeting. Paul did a nice demo of the Macintosh game "Life or Death" in which you are an actual surgeon trying your best to save someone from certain death. Although Paul demoed the Mac version, the game is also available for the ST, but you must get it from Europe.

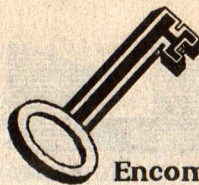
The new AtariUser was handed out to everyone. All people seem impressed with this new offering. I don't think anyone will complain about the \$6 they charge us each month.

We have had responses from 45 people to our free membership offer. Two have actually joined. I would also like to welcome back to the club Joann Anderson. Ben Tice also has become a new member. Welcome both!

I destroyed Paul's keyboard. (Actually just the down cursor) and I apologize again. See, trust the prez to do something... We had several of the European mags on display today, and a lot of people took a look at what we are missing by living in the US.

Next month, our meeting time is changed to 3:00pm. PLEASE NOTE THE TIME CHANGE. Also, next month is our auction, so if you have something to sell or trade, this is the place to do it.

Well, that is all for now. Thanks to all who have given money for the upgrade, it should be in soon. Also, thanks to Wendell for doing a fine job with the library. Thank you Pete for scanning the new club logo. Thanks to Angela Holt for designing the new club logo. Keep bringing those computers! Until next month...Tim



ACCESS

Atari Computer Club

Encompassing Suburban Sacramento

For those of you who don't know who we are, ACCESS is the Atari Computer Club Encompassing Suburban Sacramento (California). We are proud to be an EXCLUSIVELY 8-BIT user group, carrying on the 400/800/XL/XE tradition. If you have trouble finding software for your 8-Bit, check out our Disk Library and the ACCESS BBS. We provide help and information to the local Atari community. In addition to AIM, our members receive "The ACCESS Key", our local newsletter.

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 S.M.U.D. training building at 1708 59th Street, 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. We hope you can be part of these groups.

Our meetings are very informal and lots of fun. The format is called RANDOM ACCESS, meaning it's up to you to bring something to share--a new program you might be working on or an old favorite that you want to show off. There will be a sign-up sheet at the door.

We will start with a "question and answer" session, so be sure to write down specific questions or technical problems you might have. During this session we won't go into detailed answers, but we will point you to someone who is likely to know the answer, and then you can get together with him (usually Barry Gordon!) during the later part of the evening, after any demos or presentations, when all pretense of organization is dropped and we gravitate into informal groups and "catch as catch can."

During the past few months, for example, we have been treated to: Michael Stomp (our most often published writer) on programming; Bob Haynes with his "works in progress" (Big Font, Son of Big Font, and Illegitimate Son of Big Font!); former ACCESS president Mark O'Connell with the very popular "Antic Music Processor"; Jim Dysle (our other prolific writer) with a mind-boggling, humorous "Acrosstix" (how do you spell that???); and not the least of all, our hardware experts, Tim Naber & Barry Gordon with everything from the Black Box and MIO's to 1-Meg upgrades, hard drives and SynFile.

We're comfortable with a "laid back" kind of club: casual, informal, just friends getting together on a monthly basis to share what we know or to learn from what somebody else is sharing. It's a great group. We have alot of fun at the meetings. If you are reading this and are not a member, come on and join us. We hope to be a group "where everybody knows your name."

Anyway, we hope to be in touch with you other 8-Bit user groups. Why not drop us a line -- electronically on the ACCESS BBS (916-428-8662) or "the old fashioned way" (at PO Box 1354, Sacramento, CA 95812-1354).



ATARI COMPUTER OWNERS RESOURCE NETWORK FORT WAYNE, INDIANA

Notes from the June 1 Meeting.

The topic for the meeting was telecommunications. Kim Stahn had just received the new US Robotics 9600 baud dual-standard modem for the BBS and he had it with him. (It has since been installed and is up and running on the BBS.) Our FNet node number will be 678 but Kim and the Sysops are still getting things set up for us to be an FNet node.

Scott Sorg demonstrated a couple of inexpensive approaches to modem use with the ST. Vanterm 3.8 is a shareware telecom program that has many features that make it easy to use. Vanterm was written in GFA Basic. Scott also demonstrated how the VT-52 emulator that comes with the ST can be used as an accessory which along with another accessory like Transfer 1.2 to make maximum use of a 512K, single-floppy system. An ST was set up with Forem to act as the BBS for the demonstrations. An XE running Express! was also demonstrated.

Mike Surface demonstrated Lemmings on the ST. Adam Kelley demonstrated the ST version of the Lynx game Chip's Challenge.

Notes from the Officer's Meeting

The July, August, and September meetings will be held at the Shawnee branch library on the first Saturday each month starting at 10 AM. Final preparation for our Three Rivers Festival event is being made. Plans are for the joint ACORN/IEEE meeting to have emulators as the main topic.



Secretary's report: June's meeting was started with a demo of AIM's new 8-bit disk-of-the-month. Looks pretty good. Phil brought in the club's new 1040STe. The club librarians are maintaining the club computers. Discussions started with the Glendale Atari Show, we will not be having a booth this year, but some of our members may assist in show activities. There is a new release of ST Writer Elite, it's on Sonny's BBS for those interested. The latest Calamus update is modular. Word also has it that the Stacey was canceled. However, the Atari Notebook is due out 'soon'. Following the regular meeting, several people got a chance to try out the new 1040STe. Next club meetings are: Jul. 1st, Aug. 5th, and Sep. 2nd. See you there, and don't forget to renew your memberships!

BRAG ST



Buffalo Region Atari Group for ST's

The May 16, 1991 BRAG ST meeting was opened by Chairman Mark Pierro at 7:30 p.m. Due to an error (wrong meeting date and agenda) on the reminder postcards sent to members for the May meeting, there were only 10 members present. We regret any inconvenience this may have caused.

Club business included a discussion about having a fund raiser, but the idea was voted down for the present time. Copies of the ST Connection "Atari Users Coupon Book" were then passed out.

The meeting continued with demonstrations of Informer 2 (an excellent data base program with the ability to integrate graphics with data) by Gerry Genson and Hard Driving by Mark. Because of the low attendance it was decided to save the raffling of Hard Driving for the next general meeting. As usual, Carl Barron was busy selling the AIM disk of the month.

See you all at the next meeting.



Our own Mr Aaron Leis is gittin' married to Miss Charah Celeste Starr. The wedding took place the 29th of June at the Village Green in Sisters Oregon. Our congratulations and best wishes to you, Aaron and Celeste.

Everyone, remember we receive PD software monthly. Much of it quite good and useful. We have utilities, graphics, and games. We have recieved some DeskJet and hard drive utilities that some of you may be very interested in. One of the HD utilities allows you to turn your system on all at once. The utility awakens and waits for those SCSI drives that require you to do a double boot. It's Shareware (\$5.00) that makes life with you HD much nicer. There are envelope and sheet label print utilities, screen dumps, and down loadable fonts for your Desk Jet. Come to the meetings and pick some up. Oh, by the way, it would be handy if you would pre-format your disks. That way we don't have to waist the time formatting we can get right to copying.



ANNOUNCEMENT !!!!

HACE has confirmed its plans for the 1991 ATARI SAFARI to be held in Houston on Saturday, 28 September 1991. Times will be from 11:00AM til 5:00PM. *Everyone is welcome!* For details call the officers of HACE or call 915 855-0815 (evenings). A dealers package is about ready and will be mailed out in June or early July. Bob Brodie has indicated that he wants to come to Houston and that he did not want to miss the ATARI SAFARI. Everyone make your plans to make this *Houston Event*. The location is at the Holiday Inn @ I-10 and Silber. The meeting space is three times larger than last year's space, so this is going to be the largest ever Atari event in Houston. Y'all come!

Middle
Georgia



Atari
Users
Group

JUNE MEETING

The June meeting was a little smaller than usual. Discussions were held on the state of Atari and new developments. One discussion was about whether Atari's move to production in Israel was wise. Although Atari will be cutting transportation cost for its main export (Europe) there will be substantially higher labor costs

in Israel.

Lee Benjamin brought his computer to the meeting with a new and unorthodox adaptation for the Atari -- an IBM power supply adopted for use with the ST. Seems that Lee's power supply in his ST died last month and while looking for a low cost alternative he noticed that many IBM power supplies have the same outputs as the ST. A little rewiring and the IBM power supply was hooked up without a hitch. Although the set up was not very good looking there is an added bonus of using low cost IBM power supplies which in many cases sell for \$40 or less.

Plans for our annual show on October 5 are going ahead so be sure to sign up to participate. As stated earlier we will have the IBM, and Amiga users groups will attend also for a big gala event.

That's about it for this month. Don't forget the next meeting.



P3Atari Computer Enthusiasts (P3ACE)

The Prez Sez by Rick Reaser

It's hard to believe it, but summer is already here and it's time for our annual picnic. The plan is to have it at the same place as last year, Black Forest Regional Park, with the same general plan--bring your own meat and the club provides everything else. We will be sending out a separate flyer with the details by direct mail. Since the park has electricity, we will also have a few computers in the pavillion as well.

Mailbag—We have a nice library of catalogs from many Atari vendors. Several catalogs are really worth seeing. Best Electronics and B&C ComputerVisions both have new catalogs with excellent product selection, pictures and graphics. The latest German club 8-bit disk has stuff that will knock your socks off (so will the stamp that mailed it). Of course we continue to receive PSAN and Current Notes. We are also getting the new AtariUser magazine as well ST Connection. The ST Connection sent us a bunch of coupon books that were passed out at a recent ST SIG meeting. We got a nice letter from Jim Cox, who is still in Germany, but at a different location. Jim renewed his dues so that P3ACE membership will continue to span the globe. Nick Christopolous, our Wyoming member also wrote and is having trouble winning at some of his games. Looks like STart is no more. At least we still have AIM.

The April 8-bit SIG was game night. We played One-on-One, Mario Brothers and a whole lot of other things. Fun was had by all. We looked at educational software in June. There were a number of picks and a lot of pans. The watchword is to ask someone else, before you buy any educational software. There are some real dogs out there. The July meeting will be a swap meet. We are doing heavy advertising on it with the GT, Base paper, CableVision and a post card to each member. Someone donated an entire 8-bit system to the club which we will sell cheap at the swap meet. ICD is selling out all their 8-bit stuff direct to anyone. We are going to "double" the donated 1050 disk drive and keep it, but sell the club's Percom drive. The ICD sale is pretty good, so if you ever wanted anything from ICD (P:R: connection, SpartaDOS, R-Time, Rambo XL, US Doubler, Toolkit, etc) now is the time to get it, cheap!! We are also signing up to get AIM's 8-bit Disk of the Month. More 8-bitters need to start coming to the SIG, so that Roger Meston doesn't keep winning the door prize.

The STsters have been up to their usual antics. In April, Bob Vixie demoed his ICD AdSpeed. Slick!!! Not only that, he explained how the AdSpeed worked. Slicker!!! Bob also had several other "industrial strength, home made" boxes hooked up to his highly modified 520 ST with 1Meg and Rainbow TOS. Sam Cherry, the accessory and public domain software king, showed us Video Eyes. He severely jeopardized his 1040's memory chips by

scanning yours truly's happy mug as a part of the demo. May was a swap meet for the ST SIG. (I wonder where the 8-bitters got the idea to do their swap meet?)

On a sad note, Dave Koster is now in Ohio getting his Masters Degree in Space Stuff. We will really miss Dave in P3ACE. He was always ready to help and go that extra mile for the club or anyone for that matter. He was a true Atarian's friend. But wait, he's not dead yet. Maybe he will get reassigned here to the Springs. We can only hope. In the meantime, I will need to find someone else to call when I don't know what to do.

See you at the next SIG meeting.



Summer's here, and as I've been told, interest in computing declines markedly. I don't know about the rest of you, but I have been logging an enormous amount of time on my ST. I've fully organized PACE's ST Disk Library and that should be to everyone's benefit. Working around system crashes with Word Up is enough to drive one insane. How could such a program be sold for money? Maybe it was written to run on an Amiga and went through a sour translation. Nonetheless, my MIDI programs run superbly. Next project is to upgrade the STe to 4 megabytes and try to locate Atari's "Midi-Tasking" software. I've been searching for some software that will "show off" my STe's sound and graphics. If anyone hears of such a program, let me know.

By now we should be receiving our 8-bit DOM from AIM. Hope the disk contains some of those fabulous European programs we have all been hearing about. I'm sure each disk will contain a good mix like the ST AIM DOM's. I have read that the 65/130XE continue to ship to many parts of the world, including the US. Atari is supporting the machine the best way possible, but support for the 8-bit in the US is declining sharply. My 800XL is still used many times during the week. Aaron's favorite games? Challenging the computer in Archon, flying with Blue Max and Ace of Aces! Keeps his trigger finger finely tuned.

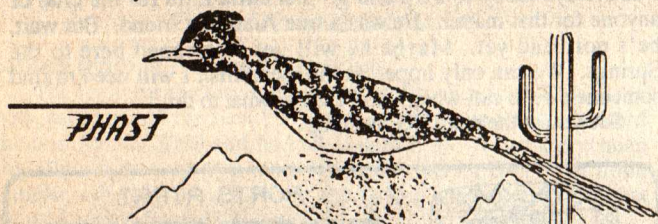
Our summer meeting respite is half over. However, like previous years, we always seem to get together once in the summer to talk 'tari. Think of summer as an opportunity to familiarize yourself with fellow members on a more personal basis.

PACE loves their AIM DOM's!!! Those of us who don't have access to either modems or the commercial BBS's have become reliant on those disks as a source of excellent software. The magazine isn't bad, either! Again, our club is in excellent financial shape and is continuing to "run itself."

I've received an alarming number of telephone calls lately involving the sale of used Atari equipment. One caller with a huge ST assortment joined the IBM league and was hoping we would purchase his equipment for our club. Another call was from a real 8-Bit power user who bought an IBM clone and needed to sell his gear. More and more Atari users are defecting in favor of "Big Blue" and nothing I say will stop it. Just about every major retailer has IBM clones for sale and prices are coming down monthly. Most of us agree if there were only one retail outlet that sold Atari's in this area, people could at least compare machines and make an educated decision what computer to buy. On the positive side, there's bound to be an enormous amount of Atari gear in the local want-ads, so keep an eye open for some good deals.

Our ST-PD disk library is ready and by now, everyone should have our catalog on disk. It is chock-full of useful programs along with the PD library. The disk also features GoGo-ST as the menu driver. Out of town members should have received their disk by mail. The 8-Bit AIM Disk arrived and has a varied mix for everyone. I admit I was a bit rusty unarc'ing the disk, but after the

first one, it was easy. It's been a long time since we've had anything new to offer our 8-Bit users and this disk fits the bill perfectly. We'll have a lot of catching up to do at next month's meeting, so be prepared to wait in line for your free ST / 8-Bit DOM's. See you next month in AIM!



Club Minutes—Meeting on 06/08/91 by Wayne Myers

Well, with this meeting our club meetings now begin at 10:00am in the morning so the rest of the day wouldn't seem so short. Unfortunately, some failed communications brought some members at the 12:00pm time.

During the meeting we had demonstrations of two programs, Shufflepuck Cafe and ST Writer Elite V. 4.1.

Shufflepuck Cafe is a game by Broderbund in which you play a futuristic air hockey player and find your way in to a bar with some alien hockey players which want you to play a game or two or more of shufflepuck. Shufflepuck itself is very similar to pong, you basically knock a puck with your paddle to your opponent and then your opponent returns it to you, and back and forth until someone fails to return it. Each opponent you face has their own personality and special ability in shufflepuck, so you need to develop different strategies against each one of them. As well there are various options to modify the paddle size, speed of puck and other things.

ST Writer Elite is a word processor which started out as the ST's 16 bit Atariwriter program, but Atari dropped its rights and it became public domain. With that a fine programmer modified it and it became what it is today, a free word processor for all to use at no cost. The actual word processor covers most command used by word processors, as well it can convert Atariwriter files to ST Writer files.

R.A.C.E.

Well gang, it's been a while since we've talked but since we missed the last issue, there's a little bit of catching up to do. First of all, I'd like to announce the new officers to all of you who missed the May meeting.

I was concerned that no one would want to step up and help with the club and I was really thinking that the club may come to an end. But I was proven wrong. As of now the officers for R.A.C.E. are as follows:

President -	Lewis Midyette -	828-4319
Vice President -	Eric Schofield -	851-5134
Secretary -	Don Nelson -	942-2764
ST Treasurer -	Tony Manino -	851-8092
8-bit Treasurer -	Arthur Katz -	881-0247
BBS SYSOP -	Robert Yates -	552-7053

If you have any problems, please call. We're here to help you.

The club BBS is now up and running and activity on the board is very low right now! We need to change this. We all have been griping about getting a BBS and now that we have one, no one ever calls it. We need EVERYONE to call and upload their favorite Atari software to it (no copyrighted software please!) whether it is 8-bit or ST software. Let's get involved gang, send email, send

fmail, start messages, DO SOMETHING! The name of the club BBS is the Galaxy BBS and the number is 552-0974.

The club is now receiving AtariUser magazine each month. You can pick up your FREE copy simply by coming to the meeting. The mags will be distributed there. It has a color cover and the articles inside the magazine are excellent. It has easily become one of my favorite magazines on the Atari market.

July's meeting will be held at the Richard B. Harrison Library at 7p.m. on Tuesday, the 23rd. We will be discussing telecommunications and hopefully we can work something out where we can hook up to the club BBS and GENIE while we're there. We'll show you a couple different terminal programs and show you what some of the telecommunication services have to offer. We'll see you at the next meeting and don't forget to call us if you have any questions!

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

President's Comments:

This column contains information to our members who have not attended our past meetings. Because of AIM missing an issue and our problems with meeting at College of DuPage some of our members are unaware of changes made at the last meeting. COD is starting to charge for meeting on the weekend at a rate of 10 dollars an Hour. Therefore, the following will take place. The July meeting will be on the 20th of July. There will not be any August meeting. Starting in September the meeting will be on the first saturday of the month. This change will be permanent. The ST Sig will be canceled until Mike Riley can get together a group to restart the meetings. This change was the best the club could arrange at the present time. It also will mean our treasury could get tight in January next year.

SCAT has scheduled the following demo's at the general meetings.

July 20. Al Conley will attempt to get an 8bit Atari to talk to a ST with the use of a null cable. Room K157

August NO MEETING

September 7 Desk top publishing programs Timeworks Publisher ST and PageStream Version 1.82 will be compared. Room K157

October 5 A Hewlett Packard Laser IIP and deskjet 500 will be compared.



SDACE has been busily arranging for speakers to address our monthly general meetings and it looks as if we have a couple of good ones coming up. At our May 20th meeting, we had Mr. Todd Bane demonstrating ST Informer II database system. At our June meeting, we hope to have a demonstration of ST Tracker although that was not confirmed by press time. For upcoming subjects that will occur after this goes to print, at our workshop meeting Thursday, August 1, we will have our second Atari Swapmeet. Don't miss this event! We hope to press on with more demonstrations including TT's, ICD's ADSPEED accelerator, and more! Come join us at our general or workshop meetings, everyone is welcome.

For those of you who just joined us, SDACE is still alive and

well and continuing to hover around 100 members. That makes us a significant Atari market and we want to make sure other folks know it. Why might you ask? Because our size has aided us in our ability to get some good Atari product demonstrations for the group, and some great software discounts to boot!

In May, we had a demonstration of ST Informer II, a semi-relational database program, by Mr. Todd Bane of Soft-Aware Inc. After the meeting, we managed to get a special discount on the latest release of the program and 5 happy members picked up a copy. While we're all not in the process of itemizing our workplace or household, the power of the program and ease of use make this an ideal database for all but the most demanding of users. Thank you Soft-Aware!

In another coup for the group, Vladimir Vooss, our Secretary/Newsletter Editor, managed to work another deal on ST Tracker. With a demo version to be shown at the June meeting, and a big discount to club members, we're rounding out the software inventories of our group.

We've had some changes in our group - Dennis Kay has taken over the monumental job of maintaining SDACE's public domain disk library with hundreds of disks to be catalog'd and updated. Terry Scott, our 8-bit coordinator has moved out of the area and had to turn the reins over to Tom Smith. We'll miss Terry, he brought a tremendous revitalization to the 8-bit group.

Our August workshop meeting, scheduled for Thursday, August 1st, is rapidly approaching, bringing with it our second SDACE swapmeet of the year. The response to the first one was exceptional, but this next one should easily eclipse it. I'm dusting off my unused software and hardware in preparation for this event. It is coming just in time to help me get in the mood for the September Glendale, Ca Atari show put on by the HACKS group. This event is the big Atari event for all of southern California. Hope to see you there!

SEVAC

SEVAC Report for 4-20

Treasury Report \$650

We have a 520st and are upgrading it with the jri simm board to 2 meg and starting an ST BBS. We got an 85 meg harddrive for \$275. No date yet for its operational start. Phone number will be 833-9216.

1040STE \$400 drop from \$699. Branch Always discount through club for 5 or more orders. Practical Solutions is out of business. Our meetings are now at the Dobson Library in Mesa.

SEVAC Report for 5-18

Treasury Report \$293

Wire schematic for Microsoft mouse on ST. STart is not publishing any more. Jim Allen's new T20 (68020) board upgrades for \$329.

June 15, Hardware Day...Bring Your Favorite to Show.

July 20, Applications Day...Bring Your Favorite to Show.

Aug 17, Audio/Video Day...Bring Your Favorite to Show.

Sept 15, Emulation Day...Bring Your Favorite to Show.

Oct 20, Telecomm Day...Bring Your Favorite to Show.

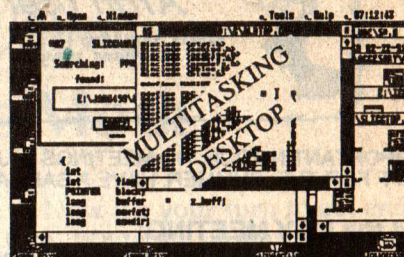
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By Randy Foster
President of SLICCWARE

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August will bring the release of a powerful word processor, SLICCWORD, which will also be made available only to registered owners. Both the word processor and the text editor will run directly on the desktop

and make use of the multitasking, unlimited windows, and transparent data sharing capabilities found only in SLICCTOP!

Additionally, a terminal emulator and various five'n-dime software modules for interfacing modem hardware and performing file transfers using standard protocols, are planned to be released before summer's end.

Most importantly, SLICCTOP will not increase in price until autumn, when it will undergo a substantial increase in price to reflect its capabilities as an operating system.

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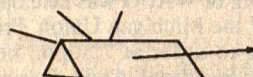
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IMPORTANT NOTICE: NO MEETINGS IN JULY AND AUGUST!!!!
OFF FOR THE SUMMER. HAVE A SAFE AND FUN SUMMER.

At the MAY MEETING:

At the May meeting, we discussed the happenings at the Atari show in Ontario, Canada. Two of our members attended the show and enjoyed the seminars, dealers, and discussions with fellow Atarians. Bryant LaFreniere demoed the stuff that he bought from Codehead Software. The major program of interest was the CODEKEYS program. This program can remember keystrokes, mouse clicks, and other movements. With this ability, macros can be created for any of your Atari programs. The ability to edit these instructions makes this program the ultimate macro creation program for the ST.

At the JUNE MEETING:

At the June meeting, we discussed the information recently received from AIM. The new format for sending information to the club within a month of a meeting was our goal in the beginning. I hope that it works out for them and us. We will register for the AIM disk for the ST and 8-bit for the following year. We will not participate in the community fair during the July 4th weekend at Fashion Square Mall. Doing two shows is too much for our small club and we will concentrate on participating in the January show next year.

Marty demoed dbMan, the most sophisticated database for the Atari ST. DbMan is compatible with that other computer's (IBM) popular database, DBASE. The ability to create your own desktop menu allows you to customize your databases. The self-creating and editable programming language gives you the flexibility to do whatever you want in formatting, printing, and search capabilities. We were very impressed on the possible uses of the dbMan database program.

In SEPTEMBER:

NO MEETINGS IN JULY AND AUGUST!!!!

At the September 14th meeting, we will hopefully look at WORDFLAIR II for the ST. The newest GDOS, FSM GDOS, should be out and a demonstration of it with WORDFLAIR will show you the power of ultimate word processing. Bryant LaFreniere and Darryl Ziegler will show you these programs and will be the equipment volunteers. Also, The premier issue of the AtariUser magazine SHOULD be there (if Steve gets it to us). A free copy will be given to all who comes to this September meeting.



May Meeting Minutes

The May meeting of WAUG was held on Tuesday, 5/14, in the Anderson Room of the Michigan Union. President Craig Harvey called the meeting to order at 7:30pm, keeping his campaign promise good to the last drop! Craig distributed a survey polling the members on ideas concerning the club's future.

The video of the AtariFest we had hoped to show was not available, so it looks as if we'll be watching that next month

instead. There was some discussion about the show for the sake of those who had not attended, and copies of the show brochure were made available. By most accounts the show was highly successful and, although the attendance levels were somewhat disappointing, most of the vendors have indicated in the online networks that their sales levels were good and both the WAUG clubs were happy to note they did not report any red ink when all was said and done.

Craig detailed coming events: June will be the annual officer elections/flea market. July will feature a twist from the normal general meetings, we'll be meeting at Uno's pizzeria instead of the Union where the club will spring for 'za for the members in a sort of Post-AtariFest- Extravaganza-For-No-Good-Reason.

Bruce Urbanski started the discussion of the feature topic (high speed modems) showing his U.S. Robotics HST and describing some of its features. Bruce was happy to tell us that the USR proprietary protocol has allowed him to experience throughput exceeding 14,000 bits per second. Bruce was followed by Victor Volkman, sysop of the local HAL9000 BBS. Victor held the room in near silence as he described the history and status of current CCITT standards, modems and protocols, and the Hayes hardware he uses.

Bill Rayl demonstrated and/or described most of the titles on this month's AIM disks, both 8-bit and ST. The latest picture display programs for the XL were truly astounding! Russ Crum followed Bill with a treasury/membership report.

The meeting was adjourned as Bob Retelle showed prints of pictures he took at the show, with Bill merrily chugging away making up copies of disks from the club library.

June Meeting Minutes

The June meeting of WAUG was held on 6/11 in the Anderson Room of the Michigan Union. Craig called the meeting to order at 7:30, depending on whose watch you were looking at, and announced this was to be the annual officer election night.

Preceding election activities, Craig read the list of job descriptions from the Charter. With the formalities out of the way, the fun started. It is noteworthy to mention that MOST of the positions had more than one nominee in contention! And the winners (?) are:

David Brzezinski, President
Craig Harvey, Vice President
Dan Cable, Secretary
Russ Crum, Treasurer
Bob Retelle, Editor
Mike Olin, ST Librarian
Dick Selke, 8-bit Librarian

Congratulations all!

Following the elections, Craig reviewed the results of the survey taken last month. It was decided to update our old and outdated demo equipment, along with an increase in door prize activities.

Dave B. described a brainstorm he's been working on concerning future Atari shows and a way to promote user groups amongst Atari computer owners. While this is still in the thought stages, ideas will be considered during future officer and general meetings.

Craig announced that the show video is still not available for viewing. Apparently the producer has been having some equipment problems which should be rectified any day now. Plans for the July general meeting, however, will make it impossible to view the tape at that time so we will probably now postpone it until the August meeting.

The July meeting will be a pizza party, a "good job" gesture in recognition of the excellent work and support that went into planning and execution of the AtariFest. Members will meet at Uno's pizzeria (South University, near Forest) at 7:30. The August meeting plans are a bit fuzzy at this point. We will either take a guided tour of a TT or demonstrate the assembly of a hard drive system for the ST and 8-bit systems.

A-T-A-R-I

ANSWERS, Tips And RELEVANT INFORMATION

CREATIVE PROGRAMING USING ATARI BASIC's IMMEDIATE Mode

Paul V. Alhart (AFED)

What is the Immediate Mode? Just type in a command, *with no line number*, and press RETURN. The command will execute *immediately* without disturbing any program or data you currently have in memory. Try this from BASIC:

```
FOR I=1 TO 255: POKE 710,I:  
NEXT I: POKE 710,144[RETURN]
```

As you can see, more than one command can be placed on a line, just as in any BASIC program line. There are some obvious limitations though. You have to type in the commands each time you want to use them, and you can only type in as much as will fit on one "logical" line (120 characters max).

So where does the creative programming come in? Type in the above example again, only precede it with a line number before pressing RETURN. Notice that this time it didn't execute when you pressed RETURN.

The line number tells the computer the command is a Program Mode Command and should execute only after you issue a RUN command. Now give this one line program a name and LIST it to disk (for example, LIST"D: TEST").

Using a word processor, load this one line program and edit away the line number. Resave it to disk using the ASCII Save option, and you now have a disk-based program that will RUN in Immediate Mode when ENTERed from

disk (using the above example, ENTER"D:TEST").

Now you can get creative. Your Immediate Mode programs are no longer limited to one "logical" line. They don't have to be retyped each time you want to use them. They will not interfere with programs or data residing in memory!

Most BASIC commands can be used, including DIMension, Open & Close, GET & PUT, IF & THEN. Commands that reference a line number—like GOTO or GOSUB—cannot be used within an Immediate Mode program. But, GOTO can be used as an exit to a program line that is in memory.

Immediate Mode programs can call other disk-based programs. BASIC programs can call Immediate Mode programs and use them as disk-based subroutines. End your Immediate Mode program with a RUN or GOTO command and a program in memory can be automatically restarted when your Immediate Mode program finishes.

Some uses for disk-based Immediate Mode programs could be for utility programs. I have written several Immediate Mode programs which I keep handy on my BASIC Programming utility disk. They allow me to look up an ERROR number, convert numbers between hexadecimal and decimal, look at disk directories, Lock/Unlock/Delete files and more....

All without ever leaving BASIC or the program I am working on! You may remember seeing some of these in my Atari BASIC Enhancements article that appeared in the May '89 issue of Antic.

Now it's your turn to get creative. Write an Immediate Mode program or utility of your own. You will find that writing a program that does not reference any line numbers can be quite a challenge.

Be sure to LIST it to disk and edit out the line numbers after you have it debugged and RUNNING. Feel free to send me a copy of the fruits of your labors. I would love to see what other 8-biters are doing.

Also, with your permission, I will share your efforts with my readers in future A-T-A-R-I columns or possibly on an AIM 8-bit DOM.

Paul Alhart
524 North Zee St.
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\$139.95 \$139.95

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\$199.95 The "MULTIPLEXER" \$199.95

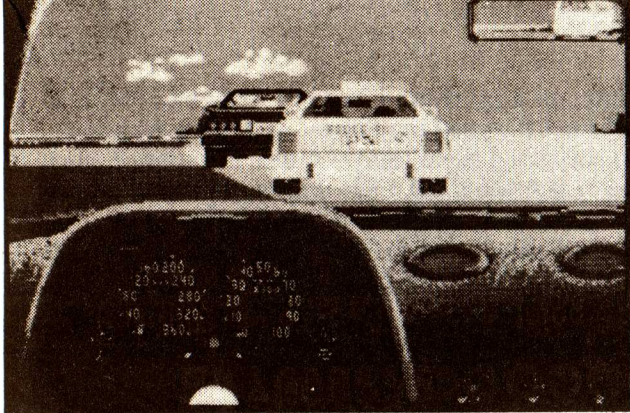
This device brings the power and flexibility of larger systems to your 8-bit. The Multiplexer is a device (actually a collection of modules) that allow up to 8 Atari's to read and write to the same drive (typically a hard disk), printer, and talk to each other. One "master" computer (any 8-bit) is equipped with the master Multiplexer interface. Then up to 8 "slave" computers can hook up to the master, each having their own slave interface. The "common" peripherals (things that are to be shared) are connected to the master computer. On each slave, all disk and printer I/O is routed through the master, so no drives are needed on them. The master computer can be configured in any manner you wish - you can for example have certain peripherals "local" to the slave, or routed to a different number on the master. Under development is a BBS system that will make full use of this device, allowing up to 8 lines/users to be using the system at the same time! A multiuser chat mode is a feature of this program, however, you do not NEED this program to run a BBS with the Multiplexer (but be warned that not all BBS programs will run concurrently). All slaves are independent, and do not need to have the same program running on them. This system is excellent for BBS SysOps, because you can be using your hard disk(s) while still running your BBS uninterrupted! Another example is in a classroom situation, or anywhere a disk needs to be shared by different people. This is an EXCELLENT programming/debugging tool as well! The Multiplexer price is \$199.95 for a master and two slave units (plus \$5 S/H/I). Additional slave units are \$99.95 each.

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TEST DRIVE II: THE DUEL

Mike Bonkowski (MACE)

It's finally here!!! Test Drive II: The Duel is out. But how does it compare with the original?

I have been waiting for this program to come out ever since it was released for the IBM machines last year. I saw all those wonderful scenery and car disks, especially the muscle cars. I called Accolade in March, and I found out it was released about a month earlier.

A couple of quick calls to my dealers and Test Drive II was on its way.

I believe Accolade listened to all the comments and complaints about the first and set out to correct those in the sequel. Most of the users of the original version will be very surprised when they try out this game.

The cars are "super" responsive. The original had very basic steering, and was very sluggish. This game gives new meaning to the word "oversteer." It is *extremely* easy to try to steer around one car and crash into another car or tunnel wall.

Did I say tunnel? Yep, there are three tunnels on the second scene of the master scenery disk, and each one is longer than the one before. They are also two lanes wide. So, it's near impossible to pass in a tunnel.

Thankfully, the scenery changes from round to round. You are not "locked" into the same type of scene as you were in Test Drive I. There are six different scences.

The first scene (level) is a flat open desert, where you can really "open it up." The second scene is a

mountainous road, similar to Test Drive I, except that the road has no guard rails and has tunnels. You will also get a very weird sensation as your car goes over the edge of the cliff and crashes into the valley below.

The third scene is of a winding, tree-covered road. The fourth is similar to the second, except the mountain is on the right side, instead of the left. The fifth is similar to the third, except it is more winding. The sixth is like the first, except it is *extremely* winding, almost in circles at times. Also, the third through sixth screens are heavily patrolled.

Overall, game play is still very similar—you are still "behind the wheel" of the car of your choice, either a Porsche 959 or a Ferrari F-40. Both are extremely sensitive to turns. Through my own trial and error, I have found that the Porsche is a little easier to drive and control, but not much.

In addition to what was found in the original game, this version also shows the distance you have to travel, distance to gas station, and elapsed time. You also have a graphic display of where you are on the course, where your opponent is, and where, if in pursuit, the police car is.

They also changed the sounds of the game. People who were annoyed by the "whine" of the original, will find that Accolade now uses digitized sounds, so it even sounds like you're really driving this car.

They even changed the traffic. The original had only three types of cars, all Fords. Now, there are Mercedes, Chevys and Fords trying to share the road with you.

(Fat Chance! I own the road. I pay the electric bill.)

You can race against the clock or against a computer-controlled car. I have found it is a lot easier to race against the clock, since you will not have to worry about the computer car possibly boxing you out of passing traffic and slowing you down.

You now also have control over the traffic and type of transmission in the car. This version has a slide bar that has a setting for "Auto-Shift," a near automatic transmission. This bar also sets the speed and the amount of traffic on the road. The closer you set the pointer to "Pro," the harder the game is to play.

They even improved the crash and "blown engine" effects. When you crash into another car, you actually see the hood crumple and glass break. When you blow the engine, instead of a simple message of "Blown Engine" and cracked glass, you get a rear view mirror full of smoke. Nice touch. It make a lot more sense than a cracked windshield.

And the best part? Accolade decided to release it on two unprotected single-sided disks. You can copy it to one double-sided disk, or even to a hard drive! Accolade decided to use a "Code Wheel" instead.

Accolade deserves a round of applause. To release a game like this with no copy protection, it must take a company a lot of trust in its users. *So let's not let them down, shall we?!*

The only things I found wrong with this program are minor—a seldom occurring bug where the game stays stuck at the main

menu. A quick movement of the cursor on the "rookie-pro" slide bar solves that problem. This could be the fault of my Mega ST. The other "annoyances" are that the Porsche 959 is an "all wheel drive" car, but only the rear wheels spin in the demo, and the computer shown in the "play against the computer" Icon is an Amiga 1000. Come on...the least Accolade could have done was change it to a ST. But I nit-pick.

Overall, the game is first rate. The program ran the

first time, on a machine it wasn't designed for. It is "listed" for 520/1040 machines, and even Accolade, when I contacted them, was not sure if it would work on my Mega. Well it did, even with add-on boards and a Mac emulator hanging out of the cartridge port.

My final recommendation is *buy it!* Now if you'll excuse me, I must return to my Porsche. I left it idling, to challenge that ST to a rematch. I wonder if anyone would want to buy my old copy of Test Drive I?

Test Drive II Scenery and Car Data Disks

When I purchased Test Drive II, I also ordered all the data disks that are available. I mainly wanted to experiment with different cars. You can get tired of the same scenery and cars after a period of time, especially when the cars are not *really* what you want.

So when Accolade released Test Drive II, and stated that it would have additional cars and scenery, I couldn't wait. There are four disks for Test Drive II—The Supercars, The Muscle Cars, California Challenge and European Challenge.

Car Disks

The Supercars data disk is very much like Test Drive I's cars, except that instead of a Porsche 911 and Corvette, the cars are the Porsche 911 RUF Twin Turbo and Corvette ZR1. Otherwise, the cars are basically the same. The Lamborghini has lost its rear fin, but that is about the only change. The only car I am utterly disappointed with is the ZR1. If this game exactly simulates that car, I am not interested! As you will see below.

The Muscle Cars disk is the disk I *wanted!* Here are the cars I grew up with, and now cannot afford. If you purchase Test Drive II, get this disk as well. You won't be disappointed.

The cars on this disk, top speed in brackets, include 1963 Corvette Stingray (142 MPH), 1968 Shelby GT500 Cobra Mustang (138 MPH), 1967 Pontiac GTO (107 MPH), 1969 COPO 9560 ZL-1 Camaro (154 MPH), and my favorite, a 1969 Dodge Charger Daytona (144 MPH).

With the exception of the GTO, which is the slowest of the cars, they can all beat the ZR-1. The GTO can even beat the ZR-1 if the Corvette crashes even once. How pathetic—1990 Technology beaten by 1969 Horsepower! That doesn't say much for the new Vettes, does it? But I digress.

All of the cars are very nicely drawn. The '63 Vette is best, due to the use of shading. Sadly, the '69 Daytona is only very good. For some odd reason, Accolade chose to make the car completely dark blue. And actually, the rear of the car is almost completely wrong. It looks more like a 1970 Plymouth Road Runner Superbird than a 1969 Dodge Charger Daytona. But, it's still a very nice car.

Scenery Disks

The California Challenge scenery disk has six different scenes. Trees of Mystery to Eureka—a mostly straight stretch of road and not patrolled. Eureka to Rockport—this stretch of road has a lot of climbing roads and sharp turns. Rockport to San Francisco—here, the streets are straight and flat, open it up and gain some time. The last three scenes I have not yet seen—San Francisco to Carmel, Carmel to Santa Barbara and Santa Barbara to Mexico. I cannot tell you what to expect, but the screen shots look nice.

The European Challenge is the other scenery disk available. Due to a delay, I have not yet received it. According to the Accolade catalog, you drive through The Netherland, drive on the beaches of the French Riviera, descend the mountains in Switzerland, and drive flat out on the German Autobahn. It sounds great. But more mountainous roads? I think Accolade could have come up with something else instead.

All the disks I have seen have been very good. I prefer the Muscle Cars, but all of them are first rate. When you purchase Test Drive II: The Duel, take a look at the scenery and car disks. I am sure that after racing the same two cars on the same scenery, you will enjoy the change.

Your Friendly Neighborhood Echo Boss Loves You

Tim Holt (ACCEPT)

I don't know much about those BBS networks. I have seen Nets, Mail, and Echos, but to tell you the truth, I can't figure out the difference between one and another. Our club BBS doesn't have a net, is not on an echo, and the only mail I see is an occasional complaint left to me in the E-mail.

What I know is rudimentary to say the least, but I do know that if you put a message on a net—or in an echo—you get all kinds of replies from all over the place.

Perhaps a few of you have seen the free offer our club had a few months back. Essentially, what we did was offer a free three-month membership to any ST user in the United States. No big deal, right?

Well, after posting the offer in ST Report, and on GENie and Compuserve, I decided to put the offer on an "echo" of another BBS here in El Paso. Uh Uh. Big mistake.

I posted the message for the free offer, and about a week later, I got a reply back from the head echoer, one Pat Moffitt. I guess he is important, because he has a title: "Atari ST Echo Moderator."

I am in trouble. Let me show you part of our message (the end part) and the reply Mr. Moffitt sent me:

Message #108 'NETMAIL' >
Date: 30 May 91 20:14:44
From: Pat Moffitt of 1:347/11.0
To: Tim Holt of 1:381/67.0
Subj: Free Offer

TH> This offer is taking the USA by storm! No other user group in the United

TH> States is making this offer! Take advantage of it now...Time is running TH> out!

"Now this is the kind of thing I was afraid was going to happen. Another act like this and you will ban all user groups for advertizing in the ECHO."

I also find this message very annoying for the amount of space it takes up. As the moderator I don't have to put up with this.

This is an offical [sic] warning, do not enter adds [sic] that take up more than one screen in the Atari ST Echo on Fidonet again."

Pat Moffitt, ATARI_ST Echo Moderator

Fidonet 1:347/11.0 (509) 965-2345

Holy Moly! I had no idea the Atari ST echo is so anti-user group! Let's look at what I did, and then at the response:

I sent a message that was about 45 lines long. I guess that is about 5-6K long. It was not any type of commercial advertisement; it was just an offer for our little club, way out here in El Paso.

Apparently, Mr. Moffitt thought it was too long. Now correct me if I am wrong, but don't these echos and nets and such shuffle about huge sums of messages each day? I mean, if I get things right, they deal with megabytes of information! One little message 5-6K long can't make that much of a difference.

Well, I could understand if everyone left real long messages, but out here in El Paso, I see messages that the entire contents are two or three words! And that is the majority of the messages. Most of the messages say things like:

"Thanks Billy Bob, I'll check it out!"

The point is, I cannot believe that our one message clogged up the entire Atari ST Echo in the entire United States of America.

I think that our message was important, it was addressed to every user in the United States, and at last count, we have gotten over 100 responses. Of all the "ads" we placed, 36 of the responses came from the ad that was placed on the "ECHO." (We had a question that asked where people heard of our offer.)

"Now this is the kind of thing I was afraid was going to happen. Another act like this and you will ban all user groups for advertizing in the ECHO."

Doesn't that seem to you to be an extreme stand to take? Even if our club did break some horrible rule, this guy would ban every user group in the world from using his personal echo.

Let's see, how many user groups are there? Well over 300, I think. Mr. Moffitt would ban every one for something those dorks way out in El Paso did. Thanks Mr. Moffitt.

With support like this, it is no wonder that Atari is on the ropes. This guy is supposed to be a friend of the ST? Well, you know the old saying, with friends like these...

"I also find this message very annoying for the amount of space it takes up. As the moderator I don't have to put up with this."

Gee, Mr. Moffitt, I had no idea that the echo limited to a certain size any message that is put up. I just put the darn message up on a local board. However, if there is a limit in size, how in the heck was I able to leave the message to begin

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St. Louis, MO 63033

or call:
(314) 921-0614
or see your dealer.

with? Seems to me you need to talk to your sysops, not get your panties tied in knots when user groups try to get a few new members.

"This is an official warning, do not enter adds that take up more than one screen in the Atari ST Echo on Fidonet again."

Okay you user groups, this is it! The official warning from Sysop Pat. Don't advertise on the Echo again. We at ACCEPT are sorry that we have dampened your chances. Our lawyers are ready for your responses.

Seriously, aren't we ST users supposed to be working together? Haven't we all figured out by now that the user group is important to the last remaining days of our computers? With the poor attitudes like the ones displayed by Mr. Moffitt, it is no wonder that Atari is still the stepchild of the computer world.

Gee guy, lighten up! We were only trying to get a few new members! It wasn't like we posted death threats or were passing pirated material over your system! I hope your attitude changes, Mr. Moffitt. I hope that you begin to realize that user groups are the thin line that separates Atari ST computers from Atari ST orphan computers.

As for all you user groups out there that are "Officially warned," we here at ACCEPT offer our sincere apologies. We didn't realize that our *one* message out of the millions that are posted would cause such a response. I hope it doesn't mean we can't do lunch next week...

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File Information PROGRAM

Chris Guenther (ACCD)

So there's nothing new or different for your 8-bit Atari, I hear you cry? Well, think again. What Atariwriter did to word processing with its power and ease of use, the File Information Program (FIP) has done for disk cataloging.

It's written in Action! (but, of course, stands alone), so everything it does is fast, and all of the functions are accessed from the single main screen. There's no hopping back and forth from one menu to another, and no disk swaps once it's loaded.

Fool Proof

Also, it's goof proof, because the FIP formats disks with a number in the first sector. If you swap disks without telling the program, it won't overwrite precious data or crash because it can't find an entry.

Data entry is very easy. Not only can you enter new data, but you can also modify any or all of an old entry. The field headings are what you'd expect. There are: 'filename' (w/ extender); 'Record #' (the FIP increments this—you don't have to); 'Category' (the categories are already predefined. You just choose the one that best fits the program); 'Disk Number'; and 'Details' (which is a four line field where you can enter a more detailed description of the program).

The 'Details' field is great, because the FIP remembers the last entry here. Thus if you're entering a series of similar programs, just press <control>-R, and the previous entry is brought back, allow-

ing you to put something like '...part 2' at the end.

Drawback?

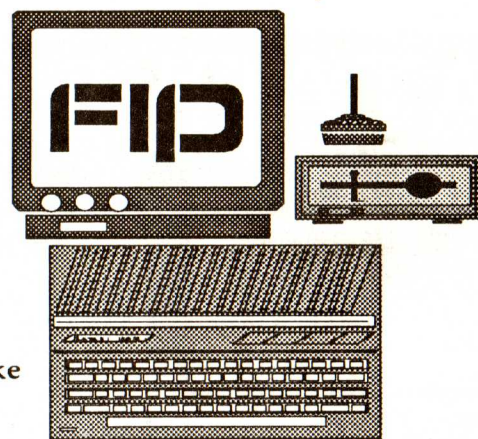
One thing some people may feel is a drawback of the FIP is the lack of a sort function. But, because of the speed of the search routine, the user really doesn't need to reshuffle the entries.

For a test, I ran a search through the Details field for a key word I knew was only in the last of 186 entries. It took about 30 seconds to get through all the data and find it, and this was while reading from the disk! Searches on any of the other fields are even quicker, because that data is retained in memory.

Printing

If you want to print out a series of entries, just toggle on the print option, then use either the Search or Display option. These allow you to see the first, last, previous, or any in-between records.

Additional utilities from the programmer in the future (he doesn't leave much memory available for any major changes) may include a sort routine, a pack utility to take out deleted entries, and



maybe a program to convert the data files to standard text, so they can be printed by a word processor.

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Video Titler III

For The 8-Bit

Ellen Lentz (ACCT)

Video Titler III (VT3) is a shareware program produced by Andrew Buongiorno. The purpose of the program is to produce titles which can be transferred to a VCR tape. It requires 48K memory and BASIC.

How VT3 Works

The program is divided into two parts and produces two types of files. One is called a Title and the other, a Screen. Either can be transferred directly to the VCR, but the Screen can include a picture with text, and a Screen can be incorporated into a Title.

There are several Screens included on the disk. These pictures can have text added to them and used in your own Titles. There are three .TXT files which can be printed out, giving information about the programs.

There are also two Titles—DEMO and SCREEN—which can be viewed to demonstrate what Titles can do, and the different Screens available.

On the back of the disk are two programs which allow you to convert MicroIllustrator and Fun With Art pictures to the MicroPaint format, which is used by VT3.

Getting Started

The program, once loaded, is resident in memory at all times, so you can remove the program disk and work with your data disk. The Main Menu is quite comprehensive. It allows you to List the names of the Titles and Screens, Enter changes, Retrieve,

Display, Save, or Delete a Title and Paint (Create, Retrieve, Display, Change, or change colors) on a Screen. The Paint option is a very elementary drawing program, but it is useful when applying text to a picture.

There is also a HELP option on the menu which lists the commands used to create a Title or Screen. These commands can be listed to a printer for future reference.

Creating Titles

Titles are actually BASIC programs which are entered under the Edit option, complete with line numbers. The same features apply as in writing a BASIC program—you can list the whole file or a portion of it, delete a line by entering the line number only, change a line by typing over it or add new lines which fall between existing lines.

If you are creating a new Title, the line numbers are presented to you; if changing a Title, you supply the necessary line numbers. Commands can be typed in either upper or lower case.

You can flip between the Edit and Display options very easily—create your Title, then see what you have created. Then go back and add some more, or change it if you want to. Every so often, you should Save the Title, in case you do something illegal to generate an unrecoverable error. You have to reload the program after such an error, but you can then Retrieve your saved Title and continue.

VT3 commands are preceded by a period (i.e., .S). All other text entered will be displayed on the screen. You can have three sizes of letters, three different colors of text

on one page, 16 background colors, and nine different intensities.

You can position the text on a certain line and between margins (useful if you want the text to appear in a certain position on a screen) and scroll the text horizontally or vertically. The text (if not horizontally scrolled) will be centered on the page, and both upper and lower case letters can be used. Screens can be entered with the ".Pict (filename)" command and music can be generated with ".Song" command followed by the appropriate code for the music.

An illustration of the foregoing can be observed by Retrieving the Title DEMO, then Displaying it. Each of the above features will be presented. To see the coding generated, use the Enter option. LIST will then list the code (you can stop and start it by toggling with CTRL-1).

Although these are BASIC programs, there is no way to list them to the printer, unless you first load a screen dump program (such as Humpty-Dump), run VIDEO-TL3.BAS, use CTL-1 to stop and start, and then print each page to the printer. There will not be enough memory left to Display the Title, but since you have your printed listing, you can then reboot the program.

Since the word "screen" has a specific meaning here, the word PAGE will be used to describe what you will see on your TV screen or monitor.

To get a new page, you must enter the size of the letters you want—.S, .M or .L. You should then set the colors and intensity of your background and text. The

default is a black background and gold text. On entering your text, you are limited to the number of characters on each line—about 18 or 20 characters for the small text. .Blank can be used to get a blank line between text. You can get 12 lines of small text on a page.

Entering a Screen will also produce a new page, but you can enter text on this same page (using the line number and margins). Entering .Song will not change the page.

Coloring

The colors available for both background and text are: Gray, Gold, Orange, Red, Pink, Purple, Navy, Blue, Lt. Blue, Aqua, Gb, Green, Yg, Og And Lt. Orng.

To set a background color, use .B (color). For the text, just .(color). Remember, only 3 colors can be used on a page.

The intensities are .Dk (0-4) or .Lt (1-4). The higher the number, the darker (or lighter for .Lt) the intensity. Again, for background, you use .B first.

Two other commands are available. .Pause (.1-5) will hold the page on the screen for the specified length of time. .Goto (line number) will create a loop.

Once you have the title DEMO loaded in, try changing it to see the effects of the above. It will not affect the original file. If you wish to save your changes, save the file to another disk.

To see the coding for the first page only, enter LIST 10,120. This shows an example of starting a page and using the background colors, intensity, and inverse type (use the Atari key for this effect).

List 120,370 for the 2nd, 3rd, and 4th pages. This demonstrates the different sizes of letters that can be used.

The 5th page, list 380,480 shows the text in three different colors. Try changing the colors.

490 through 830 changes the background colors on the page, and 840 through 1040 changes the background intensities. Note the use of the .Pause command.

1050 through 1210 is an example of the vertical scrolling. Note that no background color was specified so the default (black) will be used.

1220 through 1280 is an example of the horizontal scrolling. The screen is loaded (.PICT VT), line position is chosen (.VPOS 8), margins are chosen (.LMAR 3 and .RMAR 16), and the number of times the text is to be scrolled (.HSCROLL 3). The text to be scrolled can be any length.

1290 through 1310 loads the screen MUSIC (both screens VT and MUSIC are on your disk) and plays the song coded in line 1310. For those with a musical background, C is Octave 3.

1320 through 1340 is the final page and the Goto 10 at line 1350 returns to the first line and continues the display until you press Start, which returns you to the Main Menu.

Experiment with changing the text, text colors and

background colors, or add some more text of your own. Hitting return with no entry will take you back to the Main Menu, where choosing Display will show you the effects of your changes. Press Start for the Main Menu again and choose Enter to make more changes.

To start creating a new Title, choose Enter, and type New instead of List. Line numbers will be generated for you until you exit. When you return to this feature you will have to supply your own line numbers. Take care because the keys are rather sluggish.

The PAINT option on the Main Menu is to allow you to draw your own screens but you would be better off using a drawing program such as Micro-Illustrator (Koala), Micro-Painter or Fun With Art, then converting these screens. The only two editing keys that work as specified are the Print and Fire Button.

Position your cursor to where you want to start printing, then hit 'P' and start typing your text. RETURN will turn it off. You must use a joystick to control the cursor, which will first appear in the middle of the screen. Holding down the fire button will draw a blank line. "Q" will quit the Paint option without saving the picture, but START will save the picture, with not always satisfactory results.

There are two programs provided on the back of the disk to convert screens. PICCNVRT.BAS will convert Micro Illustrator (Koala), Micro-Painter, and Fun With Art screens from one format to the other. It will alert you if the format you've chosen isn't correct.

Some of the picture files with .PIC extenders are actually Micro-Painter pictures and only need the extender changed to .MIC. This program will tell you which it is and you can copy from Micro-Painter to Micro-Painter, getting the .MIC extender. This program allows you to use two disk drives and shows you the picture before it is converted. You use the full name of the files.

VT3UTIL.BAS will convert a picture with the extender .MIC to a screen with the extender .SCN. There are two options available. XTFR will copy .MIC files from one disk to another. You should only put about 6 files on a disk to leave room for the .SCN files. PROCESS converts .MIC files to .SCN files on the same disk. You have the choice of copying every other line on the .MIC file, or copying only the top half of the picture. This is because Micro-Painter has 160 rows and Video Titler has only 80 rows. In either case, you'll get a full screen. Try them to see which one you'll like best.

VCR.TXT has the instructions to hook-up your computer to your VCR. Print this file (also the two READ.ME files) from DOS.

This is a very useful and easy-to-use Shareware program. If you enjoy it, show your appreciation by sending a few dollars to the author and keep these good Shareware programs coming.

Video Titler III—Andrew Buongiorno, Box 257, Brooklyn, NY 11214

The Right Brain Shareware

Many years ago my Grandfather said something that, for some reason, stuck with me throughout my life. It was one of those things that he probably said in passing without giving it a lot of thought. But, to my child-brain, it sounded like genius, and stayed there forever.

What he said was, "You get what you pay for, Knuckle-head." True, I doubt this is an original saying, but I do have a lot of hero-worship left over for my Grandpa that I never had the chance to give him.

Which brings me to Shareware and Public Domain. For some reason, these have been lumped together over the past few years like they were the same thing. They aren't.

For those of you new to computing, or living under a rock for the past ten years, or perhaps if you have been ignoring Shareware fees, here it is. Shareware is *commercial* programming.

True, it doesn't come in a fancy box and have a fancy name like the stuff you get at your local dealers. It doesn't even come in plain, brown wrappers like the stuff you get from mail order houses, but it *is* commercial programming just the same.

What these brave souls, (Shareware programmers) have done is tried something *very* American. They have attempted to beat the system. These guys, mostly, are "back room" programmers that have created something they feel has value and use, but they can't afford to promote it or don't want to sell control of their beloved creation to a big, impersonal company.

They have set it adrift in the world of the computer and relied on people's honesty to send in their fees for their income. Generally, these folks are *very* disappointed in this method of doing things. Why? Because we computer users *don't* pay. It's just that simple. Oh,

sure, we talk big stuff, but we don't pay up.

Public Domain, on the other hand, is just that—Public Domain. Anyone can have it, and anyone can freely give it (or often sell it) to anyone else. Some of these efforts are just plain garbage, and others are just plain wonderful. It just depends on what you want, or need, at a given time and the "Brownian" movement of software in the public domain scene.

Is this just another Shareware plea from a "back room" programmer that wants to make a few more bucks? Yes, and no. This is another Shareware plea, but not from a programmer. (I couldn't write a line of code if my life depended on it!) The doom and gloomers are always talking about the ST market drying up and moving on to other operating systems. Well, eventually, the ST will die. But I'm afraid that we are helping to kill it.

If we support the low-budget programmer—the "hobbyist" programmer—that writes good shareware stuff, he will continue to write good stuff. And since he is a hobbyist, has a day job and isn't likely to go to work for IBM tomorrow, he will probably continue to write programs for a "dead language" computer long after the big companies have moved on. (Look what's happening to the Atari 8-bits!)

They, (the big companies) have to make big profits to stay in business and will not continue to support a computer with a small, and shrinking, installed user base.

But the Shareware programmer, who needs no such "big bucks" will continue to support us IF we continue to support him or her. So pay your Shareware fees, folks! It will help us all in the long run, and hurt us all if you don't.

Besides, like the man says, it's the right thing to do.

Paul Stampfli
ACCEPT

**Shareware authors...
rely on
people's
honesty to
send in their
fees for
their income.
Generally,
these folks
are *very* dis-
appointed...**

TextPro Configuration

John McGowan

(This article is Copyright 1991 by John McGowan but can be reprinted ad libitem provided this notice and the source from which you obtained the file are given credit.)

This article is for those who use TextPro version 4.54 (or later) and who also have a RAMdisk (there are some SpartaDos specific recommendations, but similar procedures can be used in MyDos).

One difficulty I had when I first used TextPro (from hereon referred to as TP) was that I had many macros and help screens and had to be sure the proper disk was in Drive 1 before accessing them (either by using the HELP key—OPTION-? on the 800—or CTRL-V to load a macro).

However, as indicated in the documentation for TP, this *can* be avoided if you have a RAMdisk.

Here's how to set TP to use a RAMdisk. First, boot TP, then load TP into itself as a text file! Do a global search and replace of "D1:" to "D8:" (assuming your RAMdisk is numbered "D8:"). Then, go to the head of the TP file and look through it to find the title screen and edit that to indicate that the program has been configured for RAMdisk (just overwrite some of the text with a "RAMDISK CONF" message...be sure not to overwrite the copyright notice).

Now, save the file as TP-RAM.COM (when you save it be SURE the command line is GREEN indicating that you have NOT changed the length of the file).

When you write macros, be sure they access files from 'D8:'.

For example, if your macro file needs to load a configuration file, use a "SELECT-CTRL-L BACKSPACE 8:cnfgfile.name" command in the macro.

The BACKSPACE (entered by pressing the ESCAPE key and then the BACKSPACE key) will delete the ":" in the "D:" prompt on the command line and replace the "D:" prompt with "D8:cnfgfile.name" to load the file from Drive 8.

Do this for all relevant files (help screens, configuration files, fonts if you use the TP fontloader program I wrote, or use TP 4.56 which allows new fonts).

Make sure everything is on "D8:" and you will access everything from RAMdisk and have all your macros/help files, fonts, etc. immediately at hand with no worry about disk swapping.

As an example, I have modified TP to run from RAMdisk as above and have a STARTUP.BAT file for SpartaDOS with the following:

```
RD D8:
COPY D:TPRAM.COM D8:
COPY D:*.FNT D8:
COPY D:*.MAC D8:
COPY D:*.CNF D8:
COPY (other files of mine)
D8:
D8:TPRAM
```

This ensures that all the files that TP looks for load in immediately—TEXTPRO.FNT, TEXTPRO.MAC (TEXTPRO.MAX in version 4.56 and later!), configuration files etc. are on D8: and the conversion to TPRAM ensures that the program looks to D8:.

As all configuration, fonts and macros are on Drive 8 and all my macros have been converted to find files on Drive 8, I never need have a disk in the physical drive!

Further, as TPRAM.COM is on Drive 8 as well, if I exit TP (CTRL-X) to do some DOS utility work (such as format a disk in Sparta format, XINIT) or run some utility, I type "D8:TPRAM" and TP reloads, finding all its files...on Drive 8! (very fast!)

The main use I have for this is with DaisyDot3 (DD3). My TEXTPRO.MAC file is a DD3 formatting macro file which has the OPTION-CTRL-P macro designed to do a binary run of DD3 from "D8:" (yes, my STARTUP.BAT copies DD3 to D8: as well!)

I can then run TP, edit a file and save to D8: (OPTION-CTRL-S is defined as a save to D8:!), hit OPTION-CTRL-P and be in DD3 before you can say "uncle." I then print the file, exit to DOS, enter "D8:TPRAM" and I'm right back in TP with my TP macros and configurations loaded (from D8:) VERRRY quickly.

If you have enough memory for a RAMdisk, consider modifying TP to access its files from RAMdisk. It makes it fast and handy (there is the option of using SNAPSHOT instead, but I leave that to Snapshot users to work out).

Additional Notes

I have had some trouble with ICD's RAMdisk handler for "D8:" using my RAMBO and using TP454XE, the XE version which allows three files in memory at once.

If you have a copy of the PSIRD.COM file, which is a SpartaDOS RAMdisk handler from PSI, use it instead.

[Ed: The PSI RAMdisk is one of the programs contained on the June '91 AIM 8-bit Disk of the Month.]

Boot Fix

Glenn Dulin (COAC)

The Problems

When I purchased my 1040 STE I quickly found it wouldn't work with my SH204 Atari hard drive. It seems there is a hardware problem with the host adapter or something. There isn't a simple fix and the one there is isn't worth it. The drive is fine when working with normal STs even with TOS 1.4.

Now, this upset me quite a bit. I had documentation to get out for a PC program I had written! I needed my software! I needed my hard drive! I found a good price on a SyQuest drive and ordered it. I was wanting to get one for a long time anyway.

I got the drive and found that the SyQuest, which is a SCSI drive, needed to be booted twice before the computer would boot from it! So, whata-ya-do? You put a disk in drive A: and the COLDBOOT program in the auto folder and watch the computer boot a few ridiculous times before you can use the darn thing. Geez! This hardly seemed like a reasonable way for any high class computer to act.

With my older system I had to turn on the hard drive, wait for it to spin up, then turn on the computer. Double Geez!

Yea, I know all this isn't up there with the plight of the Kurds or the poor storm-struck folks in Bangladesh. But geez!

Yea, the good news is coming.

The Reason

The above problem with SCSI drives is common. All the SCSI drives need to be awakened first,

then booted to be recognized. Except that some drives can have a bit set in the SCSI controller to allow you to boot only once. These are Seagate and Quantum drives. ICD's software will set this bit. Of course I don't have one of those!

The Solution

Enter...shareware from Art Zeigler. Art has managed to cure, smooth and down right blow away all the aforementioned absurdities.

Ta daaa—SCSI Boot to the rescue. A low-powered name for a high-powered gem. I have already received a revision of this wonderful boot fix. It's SCSIWAI2.

It's simplicity itself. You run the program and it writes a boot sector on a floppy in Drive A:. When you boot from this disk, the program awakens the hard drive and waits for the drive to spin up and become ready. Then, the oper-

ating system does its thing and boots off the hard drive.

You can turn your whole system on at once and not have to wait for the spin up or for that double boot! This does mean you will have to boot with this disk if you want it to work, but I found this not a problem. I have but one drive, but the software shows the ready status of all seven on-line SCSI devices. It's marvelous!

The Price

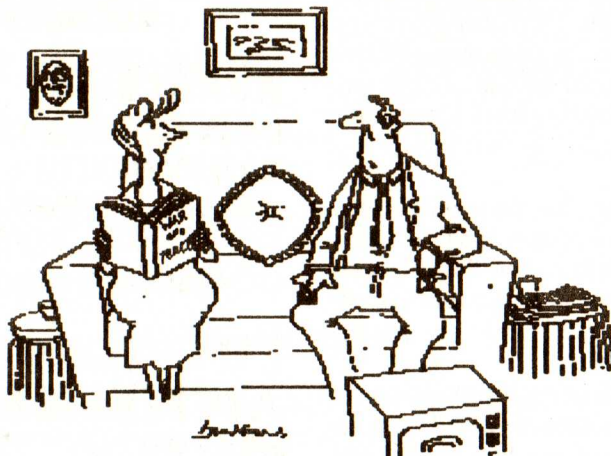
Art says send him \$5 along with a disk and your address and he will return the latest to you. I think it's worth more.

The Place

Art Zeigler, 1719 SW 16th Ave., Apt #4, Portland, OR 972011

The Goodbye

Goodbye!



" Its even more remarkable when you think it was written before wordprocessors were invented"

THE FONT RESOURCE

SAFARI DISK #1 (for Calamus & PageStream)

EXPORT

``".,:;!?\$00123456789ABCDEFGHIJKLMNOPS
TUVWXYZÀÁÂÃÄÅÆÇÈÉÊËÌÍÎÏÑÒÓÔÕÖŠÙÚÛÜÝŽ

Nervous

!~\$&'(),.-0123456789:~?ABCDEFGHIJKLMNO
PQRSTUVWXYZ_`abcdefghijklmnopqrstuvwxy
|-...8ÀÁÂÃÄÅÇÈÉÊËÌÍÎÏÑÒÓÔÕÖŠÙÚÛÜÝŽ
áâãäåæçèéêëìíîïñóôõöøšùúûüýž

WILD WEST

``"-.,:;!?\$()0123456789ABCDEFGHIJKLMNOPS
TUVWXYZÀÁÂÃÄÅÇÈÉÊËÌÍÎÏÑÒÓÔÕÖŠÙÚ
ÛÜÝŽ

Welcome to *The Font Resource*, our new monthly column spotlighting some of the latest font releases for your favorite ST DTP packages.

This month, we're going to take a look at two of the many disks available from Computer Safari under the Safari Fonts title.

Computer Safari is, by far, the most prolific font supplier for PageStream. In fact, most of the font disks sold by Soft-Logik actually originated from Computer Safari and its president, Jay Pierstorff.

Many of the newest Safari Fonts disks contain font versions for both Calamus and PageStream. The quality of all their fonts is excellent. You really can't go wrong with any of them!

For purchasing information on any of the fonts showcased here, or for details on other font disks, contact Computer Safari, 606 W. Cross St., Woodland, CA 95695, phone (916) 666-1813.

SAFARI DISK #2 (for PageStream)

HARI EXTRA BOLD

""""""--.,:;!?\$X()0123456789ABCDEFGHI
JKLMNOPQRSTUVWXYZÀÁÂÃÄÅÆÇÈÉÊ
ËÌÍÎÏÑÒÓÔÕÖŠÙÚÛÜÝŽ

AVANT Bold

!#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNO
PQRSTUVWXYZ(\)^_`abcdefghijklmnopqrstuvwxy
z{|~AA
AC«»AE4«»E4IteHHV\NR4U4IcV\K4LMN\5Ø\NW\wxy
G4'.,-~.---...ffPIS""°°¿¡¢£ÄÅÄÄÄÆÇÈÉÊËÌÍÎÏÑÒÓ
ÔÕÖŠÙÚÛÜÝŽàáâãäåæçèéêëìíîïñóôõöøšùúûüýž

TWO-TONE

ABCDEFGHIJKLMNOPS
TUVWXYZ0123
456789.,:;!?\$%&'()*+,-~.---•ÀÁÂÃÄÅÆÇ
ÈÉÊËÌÍÎÏÑÒÓÔÕÖŠÙÚÛÜÝŽ

All fonts displayed in 15 point, except Two-Tone (18 point) and AVANT Bold (12 pt).

Folks visiting the Nation's capital *should* see the National Arboretum
the Senate Subway, the Washington Navy Yard, and
the largest Atari computer show on the east coast.

W • A • A • C • E

AtariFest '91

October • 12 & 13 • 1991

Sheraton-Reston Hotel

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education entertainment utilities
applications ibm & mac emulation
business animation art graphics
developers programmers friends
bargains, fun & lots more...**

Show hours are 10am until 5pm both days

Admission:

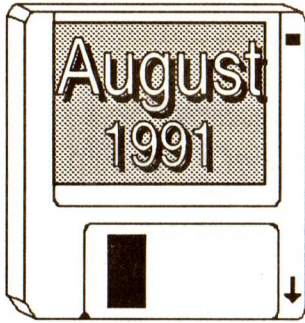
\$5.00 for one day, or \$7.00 for both days

For general information, contact Charles Smeton at 301-465-8628, or on GEnie
mail as C.S. Smeton. For vendor information, contact John Barnes at
301-652-0667, or on GEnie mail as J.D. Barnes.

Telephone for hotel reservations: 703-620-9000

Hotel rates, which include FREE admission to the 'Fest, are \$59 per night, single or double occupancy, and \$66 triple
or quad. These rates are valid from Oct. 10 through 13. State tax of 4.5 percent applies. In order to obtain these
special rates, you must mention AtariFest '91.

AtariFest '91 is presented by the Washington Area Atari Computer Enthusiasts



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

CLOCKSET.APP—This is version 1.3 of CodeHead's ClockSetter. It lets you set the system time and date. You can also use ClockSetter in your AUTO folder to read the keyboard clock and set the GEMDOS clock. New features allow you to input time in 24-hour format and a bug has been fixed which caused a lockup on some systems. ClockSetter is freeware from CodeHead Software.

DCRESERV.APP—DC Reserve will save a predefined amount of memory when you execute a program. For example, when you run FLASH! it takes all free memory for its capture buffer. With DC Reserve installed and set to reserve 100K of memory, you will get 100K free RAM in FLASH! to use for other things (like DC Shower or DC Xtract Plus). 100% Assembly. ST, STe and TT compatible. From Double Click Software.

DCSALVAG.APP—Ever try to copy a file that had a bad sector in it? What happened? Couldn't copy the file? DC Salvage will rescue any file from the junk heap. Just tell DC Salvage which file to copy, and it'll copy as much of the file as possible, displaying info all the while it is copying. 100% assembly. ST, STe and TT compatible. From Double Click Software.

HORSTCAP.APP—Horst Caps, a "curly-Q" display head font for ISD's Calamus. Converted from a PD Mac Postscript font.

HP2WWDRV.APP—WordWriter ST printer driver for the HP LaserJet II. Now, you can take advantage of the HP's abilities via WordWriter!

MICRON.APP—Micron Demi and Micron Bold Extended fonts for Calamus. Includes italic versions. This font is similar to Eurostyle. Excellent for headlines. Shareware.

MINI_6.APP—Yet another Shareware font for Calamus, Mini <6> is specially designed for optimum printing at 6 point on a 300 DPI laser. This font should not be used above 7 point, but it can produce legible text even lower than 3 point!

MINT_07B.APP—MiNT (MiNT is Not TOS) multitasking operating system for the ST/TT. Allows access to GEM and can handle MINIX formatted partitions. Complete documentation included.

SOLITARE.APP—Demo of a sharp-looking solitaire program. Color only.

STW4DOCS.APP—Documentation for STWriter Elite version 4.2.

STW4ENG.APP—Version 4.2 of ST Writer Elite Word Processor. Fixes some cosmetic bugs and adds scrolling help dialog box accessed via the Help key from the Edit window. Works in all resolutions on ST and TT, with 3 font sizes on TT med and high res. Fully configurable.

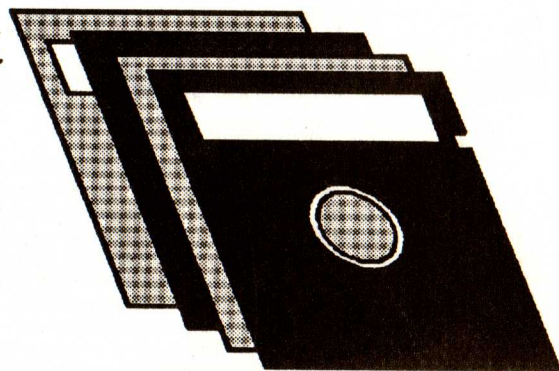
STW4GER.APP—ST Writer Elite 4.2 German version of the program.

STW4SPN.APP—ST Writer Elite 4.2 Spanish version.

UMORIA.APP—Version 5.2.2 of UMorla, a D&D-type game similar to Hack or Rogue. Uses "text graphics," and is very addictive. If you've played Hack, Rogue, Phantasia or similar games on mainframes or UNIX systems, you'll love UMorla.

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 August '91 disk when ordering.

AIM 8-Bit Disk of the Month August 1991



Each AIM 8-bit Disk of the Month is a single-sided, single-density "floppy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility and to decompress files with a DCM extension, you need DISKCOM3.UTL (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 August '91 disk. For more complete documentation, see the text files contained within most of the ARChives.

Side 1

BRIKBAT.DCM—A 2-player combat game where you control a Breakout-type paddle to volley the ball and knock out bricks. But, there's a twist—you also get nifty items like a laser gun, etc to fire upon your opponent. Adds a whole new dimension to the old Breakout style game. Excellent playability and good graphics. Disk-comm'd boot disk. Shareware.

GLYPH.ARC—A font editor and utilities package. This ARC includes Glyph (the font editor), Rosetta (a conversion utility), documentation and a number of fonts. Shareware.

SOURCES.TXT—Text file listing names and addresses of companies that still support the Atari 8-bit computer. From PD software to hard-to-find commercial programs to hardware to magazines, there are still companies out there if you know where to look. So, look right here!

WARPZONE.ARC—PD "demo" release of a game written for the Atari some 7 years ago. In WARPZONE, you blast the aliens while collecting all the crystals from the various sectors in each level. Complete game available for a Shareware contribution to the author.

Side 2

EXTENDED.ARC—Extended Atari BASIC adds DOS commands, line renumbering, automatic line numbering, joystick cursor control, clock, function keys, and many other commands and functions to Atari BASIC. Runs on XL/XE's with at least 64K RAM and built-in BASIC. Works well with DOS 2.5 and MyDOS, but doesn't work with SpartaDOS. Docs and three sample programs included.

INFOMIND.ARC—INFO MINDER is a new full-screen database program for all Atari 8-bit machines. Written in Atari BASIC, user customizing options, easy data entry and more. Very easy to use and flexible enough for almost any purpose. UNARCs to 662 sectors, so be sure to use an empty disk (no DOS) to UNARC.

MYDOS80.ARC—An 80-column menu for MYDOS 4.5. Works with any 80-column driver, but the README file in this ARC is for the XEP80. This replaces the DUP.SYS of MYDOS 4.5.

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 August '91 disk when ordering.

AAAUA ATARI 8-BIT USER GROUP



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

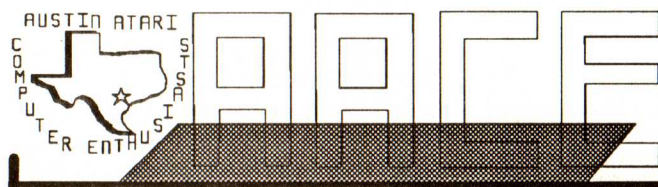
The Alamo Area Atari User Association (AAAUA) is an Atari 8-bit user group serving primarily the greater San Antonio area. General Membership meetings are held on the first Tuesday of each month at the Balcones Heights Community Center, 107 Glenarm, San Antonio, from 6:30 to 9:30 PM. Each third meeting 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 Sunvison, Executive Assistant, at (512) 344-3522.



ALBUQUERQUE ATARI COMPUTER ENTHUSIASTS

President Richard M. Houser (505) 299-3977
16bit Vice President Everett Schnetzer
8bit Vice President Ed Skeans
Secretary/Treasurer Mike Evans

General membership AACE 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.



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.

the Atari Clubs of Denver

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Librarian Paul Hinc 303-599-0647
Treasurer Guy McDaniel 303-230-2366
Exec Director (nothing) Joe McWilliams 303-790-7119

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Secretary Thomas Oughton 466-6344
Treasurer Charles Robique 303-424-2857
Librarian Wesley Crusher (Don't ask!)

ST Interest Group
ST Speaker - Ed Fason - 971-6614
Librarians - Lou Mendoza & Joe Ronda
Scribe - Chet Cox
PictureDrawer - Jeremy Fason

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Mike McCutcheon
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.

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



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

Bob Drews	(916) 423-1573	President
Ed Galvan	725-6955	Newsletter/Disk Library
Ken Helton	446-2794	Treasurer
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.



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.



The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month at Brighton High School, 1150 Winton Road South. An ST Beginner's class starts at 6:45, while our 8-bit 'Basically Speaking' class starts at 7:00. Our general meeting starts at 7:30pm in room 262S, with a split into ST and 8-bit SIGs at 9pm.

ACORN has both an 8-bit and ST PD software library. Over 300 8-bit disks and over 100 ST disks are available to any individual. We operate the Dimension's End BBS at (716) 436-3078, 300/1200/2400 baud, 40 MB of online PD and shareware files. Membership in ACORN is not required to access the system.

Membership in ACORN is \$18 per year, and entitles you to a year's subscription to both the ACORN Kernel newsletter and the Atari Interface Magazine, 12 meetings, access to our 8-bit and ST PD libraries at reduced cost, and special access to our BBS. Our mailing address is: PO Box 23676, Rochester, NY 14692-0676.

President	Don Allis	(716) 293-3415
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Sam Duck	(716) 461-0544



Atari Computer Users Network

Salem, Oregon

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.



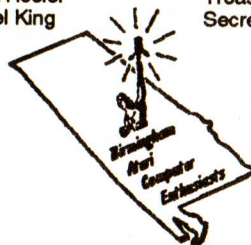
Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Allen Hanson
16-bit Librarian	Dan Liston
8-Bit Librarian	Chester Hadley



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

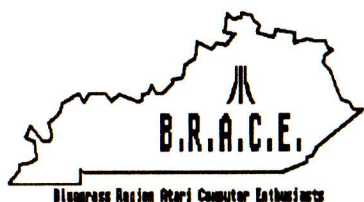
BBS:	(408) 986-0215
Robert Kaczanowski	President
Jeffery Komori	Vice President
Robert Hosler	Treasurer
Michael King	Secretary



President	James Gilrean	(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 Tuesday of each month from 7:00 P.M. - 9:00 P.M. in Conference Room B (located on the 4th floor), of the downtown branch of the Lexington Free Public Library. The current membership dues are \$15.00 per year for an individual membership, \$20.00 per year for a family membership, and \$10.00 per year for an associate membership (an associate membership includes receiving the monthly newsletter (AIM), but excludes the use of the library).

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

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

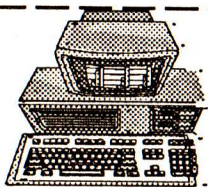


COOKEVILLE ATARI COMPUTER ENTHUSIASTS

Cookeville, Tennessee

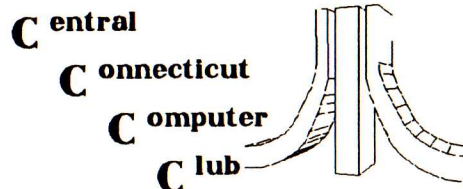
Cookeville Atari Computer Enthusiasts—c/o Robert Pecora—280 Capshaw Drive—Cookeville, TN 38501—Cookeville A.C.E. meets on the first Saturday of the month at 1:00 p.m. at the Putnam County Library in Cookeville, Tennessee.—Cookeville A.C.E. caters to Atari ST and 8-bit computers and is supported locally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

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



CDACC CENTRAL DELAWARE ATARI COMPUTER CLUB

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

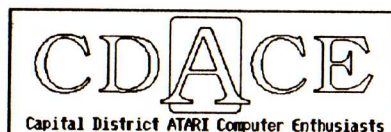


The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

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.



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

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 GRAG 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 dis is \$2.50 for members, \$4 for non-members. For more information call:

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



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

Henry Murphy
Jimmie Myers
Lee Johnson
Tim Brumleve

President
Vice President
Secretary/Treasurer
Librarian

CUSTUG PO BOX 3442 Champaign, IL 61826-3442

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. 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.

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



The Eastside Atari User Group, (EAUG), meets on the first Monday of every month, 7PM, at the Alton Square Mall Community Room, in Alton IL. 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.

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.

FACCS

First Atari Computer Club of Spokane

We hold our meetings the second Thursday of each month, at Eager Beaver Computers, located next to the Garland Theater. Meetings start 7PM. All visitors are welcome, so come check us out.

With the \$15 per year family membership, you will receive our club's newsletter (AIM) as well as access to our PD library. Since we currently have renewal dates scattered throughout the year, please check your card for your expiration date. To prevent any interruption in services please renew by the expiration date on your card. For more information contact any of the officers or write to FACCS, PO Box 5121, Spokane, Wa. 99205

President	Tim Osborne	(509) 624-1917
Classic Vice-President	Glenn Bruner	(509) 328-2177
ST Vice-President & Lib.	Greg Morse	(509) 328-1013
Treasurer	Norm Iverson	(509) 253-4733
Secretary	Nancy Prevost	(509) 456-0506
Classic Librarian	Ed Hicks	(509) 922-1244
Newsletter Editor	Merry Iverson	(509) 253-4733



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

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



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.

JACS public domain disk libraries (for all Atari computers) includes over 200 disks. 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&M Member.	Al Guretsch	596-7567
8-Bit Vice President	Robert Ely	989-8767
Treas & ST Librarian	Forrest Blood	764-0857

KAUG

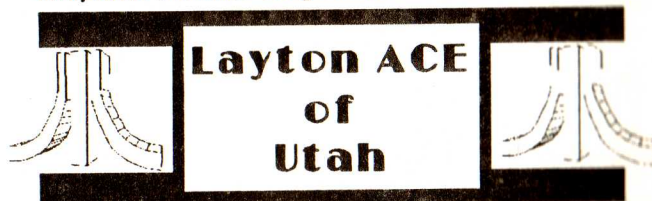
Kent Atari User's Group

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.

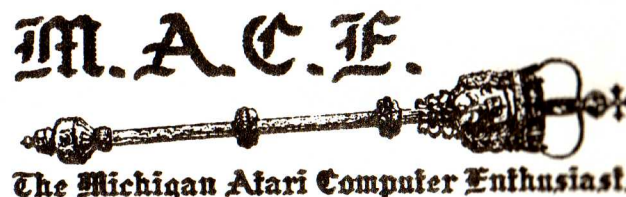
Mike Mormando	President	(801)731-1516
Doug Hansen	Vice President	(801)393-6849
Ken Karchner	Secretary/Treasurer	(801)776-8015
Richard Clark	8-Bit Librarian	(801)392-4450
Kelly Knecht	ST Librarian	(801)773-5652
Irwin Brooks	Publications Coor	(801)731-1516

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



Long Island Atari Users Group

Long Island Atari User Group, PO Box 92, Islip, NY 11751. For information, contact John Aalto at 516-589-6754 or call STar Scan BBS at 516-399-4252.



The Michigan Atari Computer Enthusiasts

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

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

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

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

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



MID-OHIO ATARI USER GROUP



Mid-Ohio Atari User Group (MAUG)

MAUG meetings have returned to A&B Computers, 1151 Park Avenue West, (West Park Shopping Center) Mansfield Ohio, from 7:00pm until 9:00pm, on the third saturday of each month (except July). If you are unsure on how to get there, call A&B at (419) 529-9999. If you have questions relating to MAUG, call Chuck Steinman at (419) 529-2478 (after 5pm).

ST and 8-bit downloads for MAUG members have returned to the DataQue Support board, so check them out! Included are the most recent AIM ST and 8-bit disks of the month, and other interesting files. Only MAUG members in good standing have access to these files, so make sure your have your dues paid! The DataQue support board runs 24 hours, 300-2400 Baud, and the number is (419) 529-5197. Make sure you indicate you are a MAUG member so that MAUG access will be granted.

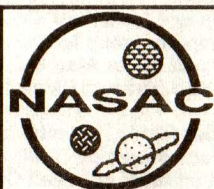
General topics of discussion at the montly meeting are the contents of the AIM disks, recent news and events. Of course demonstrations of new hardware and software are appreciated!

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 43 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 \$6 with the newsletter optional. Use of the club library is free to all paid members.



**NORTHMONT
Area Systems
of
ATARI
Computers**

Northmont Area Systems of Atari Computers, NASAC
Terry Browne President



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

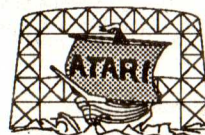


O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice 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!



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

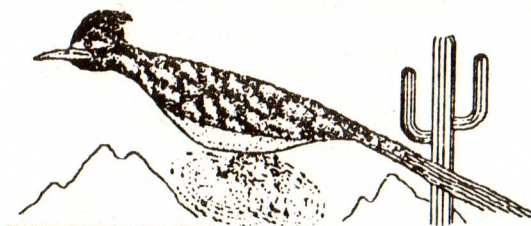


PORTS ATARI

P.A.C.E.
COMPUTER ENTHUSIASTS

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

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



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 10 to 12pm in room #101.

President	Michael Aubrey	
Vice President	Paul Ihms	
Treasurer	Wayne Myers	(602)264-5737
Member Sec./Sgt. at Arms	Mike Zachary	(602)273-1185
Disk Librarian	Dave Thorson	(602)954-6033



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



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.



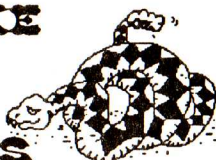
Rushmore Atari Computer Enthusiasts
9512 A Adams Dr. Ellsworth AFB, SD 57106

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

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Duane Charter	(605)-923-3274
Secretary	Joe Weigel	
Treasurer	Ken Kayl	(605)-343-7289

RATTLESNAKE ATARI COMPUTER ENTHUSIASTS



Rattlesnake Atari Computer Enthusiasts, PO Box 364, Frenchtown, MT59834. For more information, call Tom Tucker at (406) 626-4410. RACE meets the 3rd Sunday at Nat'l Guard Armory at 7PM.

R.A.C.E.

President	Lewis Midyette	828-4319
Vice President	Eric Schofield	851-5134
Secretary	Don Nelson	942-2764
ST Treasurer	Tony Manino	851-8092
8-bit Treasurer	Arthur Katz	881-0247
BBS SYSOP	Robert Yates	552-7053

S.A.G.E.



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

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

The 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

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



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

SEVAC

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

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



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 7:00 and the meeting begins at 7:30. Dues are \$15.00 per year and includes 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 8-bit 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.

Here is a list of upcoming meeting themes:

August 19 - Word processing, spell checkers.

September 16 - Sports on the computer

October 21 - The public domain

SST

Sacramento ST Users Group

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

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

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



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 September 14th, October 12th, November 16th, and December 14th 1991.

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!



President	Claudette Tishler	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

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.

President	Rick Ostapow	404-487-4845
V.P. & Editor	David Westbrook	404-426-8954
Tres & Mbrshp	Stephen Embry	404-923-4828
Librarian	Tommy Mersinger	404-938-2718

ST A. R. R.

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 Presiden	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

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.



The ST Users Network -- supporting users of the Atari ST, Mega, and newer technology Atari computers. Open meetings are held on the 3rd Wednesday of each month at 7P.M. in the Murray High School. Send correspondence to: STUN, P.O. Box 27285, Salt Lake City, Utah 84127.

President	Randy Larsen	(801)967-0209
Vice President	Ray LaFollett	(801)467-6726
Secretary/Treas.	Neal Baker	(801)466-4577
Disk Librarian	Jim Hepworth	(801)964-0586
STUN's BBS "The Bolt"		(801)272-4243

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.

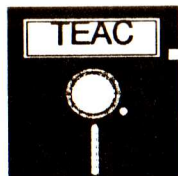
SVACE can be contacted at 672 E. Romie Lane, Salinas, CA 93901. Anybody interested in Atari computers is welcome.

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

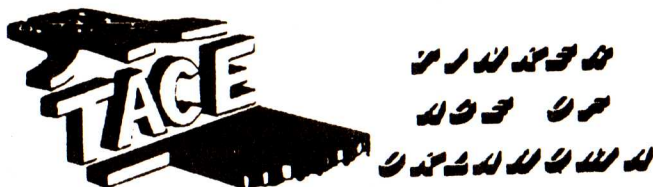
The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, 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



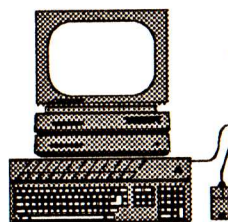
TEAC The Educator's Atari Club

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.



W.A.U.G.

Windsor Atari Users' Group

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

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

Our club dues are \$25(Canadian) per family membership. Each membership entitles you and your family to attend our regular meetings, as well as receive the AIM magazine as well as our own monthly publication, '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.

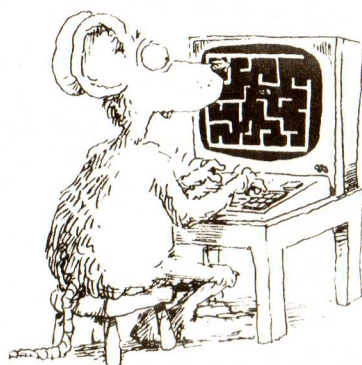
President	Brian Cassidy	(519) 966 0305
Vice President	Len Brown	(519) 252 4572
Finance	Gary Choptiany	(519) 966 5489
Membership	Kazmir Choptiany	(519) 254 4557
Communications	Todd Latam	(519) 839 5096
Software Coord.	Larry Latam	(519) 839 5096
Library Coordinator	Kevin McMahon	(519) 944 8935
Editor	Thom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



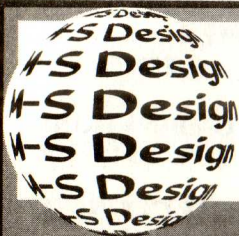
WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

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

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



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International: Actual freight.



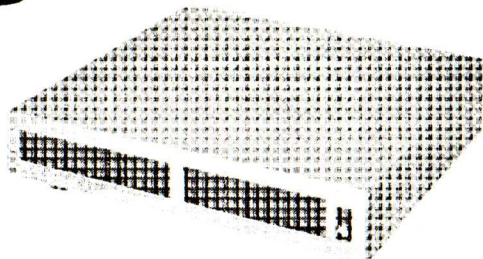
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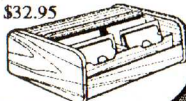
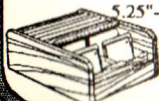
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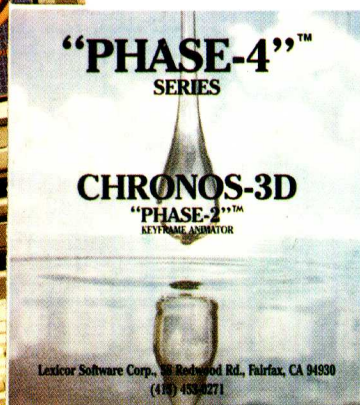
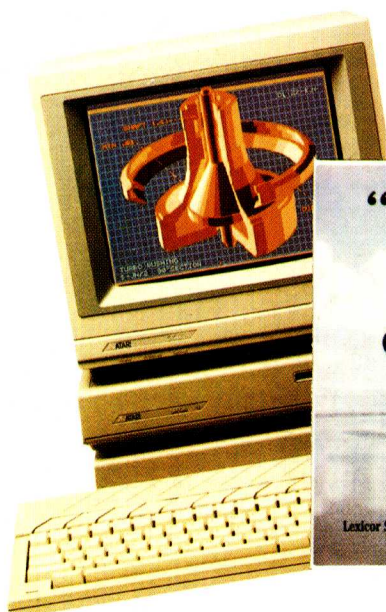
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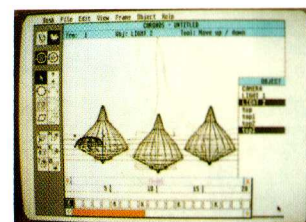
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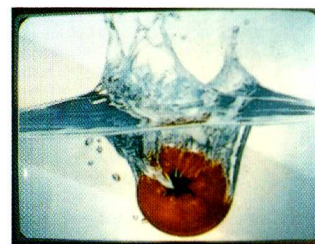
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