

ATARI INTERFACE

VOLUME 4

FALL 1992

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Atari Corporation

1992 STOCKHOLDERS' REPORT
THE STATE OF ATARI
ATARI AND SFAN
ATARI KID'S USERS' GROUP
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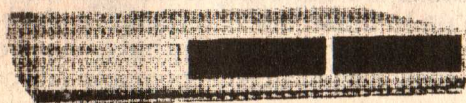
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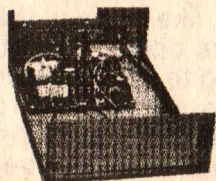
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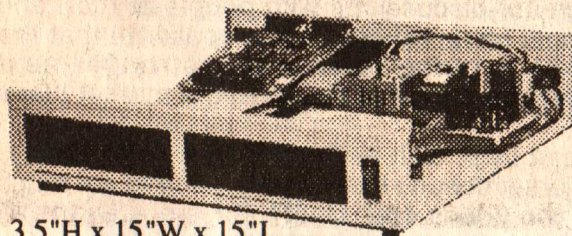
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120Megs	\$562	\$582	\$612
170Megs	\$722	\$742	\$772
210Megs	\$803	\$823	\$853
330Megs	\$1319	\$1339	\$1369
425Megs	\$1382	\$1402	\$1432
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44 Syquest	\$579	N/A	\$609
88 Syquest	\$729	N/A	\$755

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ATARI INTERFACE

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Things have been pretty strained here at AIM headquarters. As if the last few months of missed deadlines weren't enough of a problem...

Signs of the economic recession have become all too painfully clear to us. Two of our distributors have folded up shop, owing us considerable sums of money. Enough, in fact, that this issue was held up until we got enough funds from our other distributors to pay for printing on newsprint.

Another problem we're facing is that this was the worst summer ever for most Atari developers and dealers. To make matters even worse, Atari representatives have said the Falcon 030 will NOT begin shipping in quantity until the beginning of 1993 (or by December, depending on the source). On top of that, other changes at Atari (see our article *The State of Atari* for details) have left dealers and developers alike feeling very cautious.

For the very first time since we've been publishing *Atari Interface*, a large number of companies have decided to stop all advertising until the Atari market improves.

While these setbacks are not going to kill *Atari Interface*, they do force us to make some temporary changes. Mainly, the next few issues will probably not be produced on a monthly basis. Some, possibly all, of these interim issues may also be printed on newsprint.

You do *not* have to worry about *Atari Interface* disappearing from the planet, like some of the other Atari-related publications have done. The question isn't whether or not AIM is going to still be around; the question is only how many issues will be produced until Atari begins resupplying the market with quantities of products to sell. And the answer will be determined solely by finances.

Based on our discussions with people at Atari and other personal observations, we're confident that the Atari market is going to be much stronger next year...and we plan to be there when the market takes off!

So, please bear with us for the next few months. The Atari market doesn't look like it's going to get much better until the year's end. Until then, we Atarians all have to stick together and hope for the best

Bill & Pattie Rayl

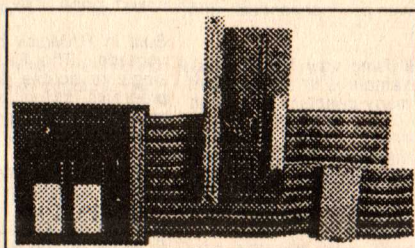
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All CSS products on sale until December 31!

Now \$149.95!

The Multiplexer

save 25%

Now \$64.95!

The Bit-Writer

save 20%

This device brings the power and flexibility of larger systems to your 8-bit. The Multiplexer is a collection of cartridge interface boards that allow up to 8 Atari's to read and write to the same drives (typically a hard disk), access the same printer(s), and talk to each other. It is the first practical networking system for the Atari 8-bit computer.

One "master" computer (any 8-bit) is equipped with the master Multiplexer interface. Then up to 8 "slave" computers hook up to this master, each having their own slave interface. The slave interface consists of a cartridge that plugs into the cartridge port. It has its own socket on the top, so you can use whatever cartridges you desire with the system.

The "common" peripherals (things that are to be shared) are connected to the master. On each slave, all disk and printer I/O is routed through the master, so no extra disk drives are needed. The master computer can be configured in any manner you wish. You may have certain peripherals local to the slave, or routed to a different number on the master. Note that serial ports (R: RS232 interfaces) are not multiplexed.

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 (our BBS uses it right now)! A multi-user chat mode is a feature of this BBS; 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; 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 many people. This is an excellent programming / debugging tool as well!

The Multiplexer regularly sells for \$199.95 for a master and two slave units with cable. Additional slave units, regularly \$89.95 each, are on sale for \$67.95. Shipping/handling is \$5.

Now \$74.95! **The XF Single Drive Upgrade** save \$25

The XF551 Single Drive Upgrade for your XF551 disk drive will double your storage space to 720KB by replacing your 5.25" 360KB floppy with a new 3.5" floppy disk drive. Not to be confused with public domain upgrades, our custom chip and brain module provide true Ultra Speed compatibility (extremely fast operation with compatible sector copiers and DOSes), and eliminates incompatibilities with software. The upgrade is designed so that it will work with a 5.25" drive, should you ever need to switch back.

Included in our kit is a high quality 3.5 inch floppy drive mounted in a 5.25 inch frame, so as to provide a perfect fit inside your XF551. Also included is a program which allows you to read IBM and Atari ST disks on your converted drive! Built-in text translation is featured for easy porting of PC/ST text files into 8-bit word processors.

The XF551 Single Drive Upgrade regularly sells for \$99.95 plus \$8 shipping/handling. If you already have a 3.5 inch drive to use, you may order the kit minus the 3.5 inch drive for \$59.95 plus \$5 shipping/handling.

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Our XF Dual Drive Upgrade has all the features of our XF Single Drive Upgrade, but allows you to have both your 5.25 inch 360KB floppy and a 3.5 inch 720KB floppy drive on your system. This is a totally switchless upgrade that turns one XF551 into two disk drives. Each drive acts separately, the 3.5 inch drive assuming the next drive number higher than the 5.25 inch setting. You can copy between drives, even mixing densities!

Complete with a 3.5 inch drive, the XF Dual Drive Upgrade regularly sells for \$139.95 plus \$8 shipping/handling. If you already have a 3.5 inch drive, you may purchase the kit minus the 3.5 inch drive for \$89.95 plus \$5 shipping/handling.

8-bit Repairs

Having a problem with your 8-bit equipment? CSS repairs all kinds of Atari products, from computers to disk drives. Call us to arrange shipment of your items.

If you have two of the same product and both need repair, take advantage of our **two for one** repair deal. Send both items to us, and we will fix one of them **FREE** and keep the other one for parts. Again, call us to arrange shipment.

The Bit-Writer is capable of duplicating even the "uncopyable" Electronic Arts and Synapse Syn-series, which employ 34 full sectors/track. These cannot be duplicated with the Super Archiver, as a standard floppy disk controller chip is simply not capable of writing what is necessary. The Bit-Writer is capable of reproducing these and future protection schemes of non-physically damaged disks, because it breaks down the data into bits, and writes it all out at once.

The Super Archiver with the Bit-Writer is the ultimate backup tool for the 1050 disk drive. Exact duplicates of originals are made. The Bit-Writer must be used with the Super Archiver. Regular price is \$79.95 plus \$5 shipping/handling.

Now \$59.95!

The UltraSpeed Plus OS

save \$10

The Operating System that should be in every XL/XE computer! The Ultra Speed Plus OS puts unbelievable speed and convenience at your fingertips. After using it a while, you'll be spoiled! Charles Cherry in the April '89 ANTIC magazine reviewed, "Quite simply, if you don't have Ultra Speed Plus, you're using a crippled Atari."

Use any DOS to place Ultra Speed formats on your disks (with XF551 or modified 1050 drives), reading and writing at this speed with most programs. This high speed mode is toggleable for maximum compatibility.

Built in RAMdisk handlers recognize any size (up to 2MB) XE-type memory upgrade. This RAM drive may be treated like a regular disk drive, capable of single or double density operation. Since the handlers are in ROM, most all programs (including sector copiers) see it. This opens up a whole new realm, as you can sector copy a disk into RAM, edit it, and even boot from it! A mini sector copier is built in for easy use.

A configuration menu is built in, and may be used to remap disk drives to respond to different drive numbers, and change the drive number of the RAMdisk. The memory test routines have been rewritten, and test ALL of the available memory. If a problem is found, the offending bit is displayed. The diagnostic ROM bit on the PIA is not needed, so all bits are available for memory upgrade use.

Several key functions have been added: a cold start key (to allow rebooting from any lockup without losing the contents of your RAMdisk), disk I/O sound toggle, screen DMA disable (turn off the screen to increase processing time of slow programs), internal BASIC toggle, keyboard lock, and screen color toggle. The OPTION key is reversed when booting, so you don't need to hold it to run ML programs.

The Ultra Speed Plus OS module actually contains three operating systems: the Ultra Speed Plus OS, the standard XL/XE OS, and the XL Fix Plus OS. The XL Fix Plus is a 400/800 OS translator in ROM, so you won't have to boot a translator disk again! It has two modes of operation for maximum compatibility.

Four simple solder connections are required for installation if your machine has a socketed OS ROM. If it does not have sockets, installation should be done by someone proficient in desoldering. As always, we provide free installation if you send us your computer. Regular price is \$69.95 plus \$5 shipping/handling.

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Call CSS at (716) 429-5639 between 10am and 5pm Eastern Time to order, or send your order to the address below. CSS accepts payments in cash, money order, Visa, MasterCard, or COD. Personal checks are also accepted, but shipment of your product is delayed until the check has cleared. Canadian orders must be paid for in US funds. Prices in this ad effective until December 31, 1992 only.

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Developing products exclusively for the Atari 8-bit since 1982!

Take advantage of CSS' first holiday sale!

Now \$179.95! **The Black Box** save \$20 Now \$39.95! **The Black Box Enhancer** save 20%

The Black Box is an add-on board for the Atari 600XL (upgraded), 800XL, and 130XE computers. The Black Box provides many unique and useful functions.

The RS-232 port emulates the Atari 850 interface very closely, but goes beyond by providing 19,200 baud capability. The Black Box is the only interface to support **hardware flow control**. This enables owners of high speed modems (4800 baud and up) to use their modem at full speed, and not worry about data loss due to a slow BBS or terminal program.

The parallel printer port interfaces to most all Centronics-type printers. You may assign the printer number and line feed options from within the Black Box's configuration menu. The Black Box allows **buffering** of your data, either using the extra 64K in your 130XE or the optional 64K RAM in the Black Box itself.

The hard disk port was the real reason for the design of the Black Box. You may connect most any hard disk controller that is SASI or SCSI compatible, or drives with embedded SCSI controllers. It is totally compatible with the current versions of MYDOS and SpartaDOS. The Black Box allows you to have up to 96 partitions with names, and set any partition as any drive (D1: through D9:), allowing you to place unprotected single density boot programs on your hard disk. You may also write protect ALL of your hard disks with the flip of a switch.

The Black Box also provides support for users who have previously used an ICD MIO to store data on a hard disk. You can have compatibility with an MIO formatted hard disk by simply setting a dip switch.

The 6502 monitor is very handy for machine language programmers. How often have you wondered where your program was, or what caused an apparent "lockup"? Entering the monitor will show you all the processor registers, and display the disassembly of the instruction it was about to execute when you pressed the button.

A printer dump of your current screen may be done at any time by pressing one of the buttons on the Black Box. A switch allows you to choose either text or graphics dump. (The graphics dump is only available for dot matrix printers capable of graphics.)

CSS sells a variety of accessories for your Black Box. The **Black Box Case** is a durable black plastic housing for your Black Box which sells for \$39.95. **Modem and printer cables** are available for \$9.95 each.

The Black Box regularly sells for \$199.95 plus \$8 shipping and handling. The Black Box with a 64K printer spooler regularly sells for \$249.95 plus \$8 shipping and handling.

Now \$134.95! **The Floppy Board** save \$15

Our latest and greatest product! The Floppy Board is an add-on expansion board for the Black Box interface. It allows the user to add up to 4 inexpensive, "standard" floppy drive mechanisms. The Floppy Board supports almost all floppy drive configurations, including 360kB, 720kB, 1.2MB, and 1.44MB. Built-in the Floppy Board are the Black Box Enhancer and a version of our Super Archiver.

Disks formatted on the Floppy Board are accessed at parallel bus speeds, providing a **substantial** performance increase over the standard serial Atari floppy drive. In fact, Floppy Board drive access is much closer to hard drive speeds than to standard serial drives! Included with the Floppy Board is our **IBM/ST Disk Transfer Utility** program, which allows you to both read and write IBM or ST disks. This makes the Floppy Board the ideal method for porting files to and from your PC or ST!

Also available for your Floppy Board is our 1.44MB drive kit. The kit includes a high-quality 1.44MB drive mechanism, power supply, and floppy drive cable, and sells for only \$79.95 plus \$8 shipping and handling. The Floppy Board regularly sells for \$149.95 plus \$5 shipping and handling. CSS also sells power supplies, floppy drive mechs, and custom floppy drive cables. Call for pricing.

Now \$79.95! **The Super Archiver II** save \$20

The Super Archiver II edits and copies all enhanced density programs plus retains all the features of our Super Archiver. This allows you to copy or create single or enhanced density protection schemes (including "phantom" sectors). It is completely automatic and compatible with the Super Archiver, a truly powerful backup and programming device.

Only \$99.95 plus \$5 shipping/handling. If you already own a Super Archiver, you may upgrade to a Super Archiver II for only \$29.95 plus \$5 shipping/handling (disk upgrade; no additional hardware required).

A must for all Black Box owners! The Black Box Enhancer is a plug-in module for your Black Box, enhancing the printer functions and adding an instantly available, full featured **sector editor**!

The built-in **screen dump to printer function** will now render a hardcopy with a 16 shade grey scale representation of the colors. A special graphics printer handler is built-in, which allows any output directed to P9: to be printed on your graphics compatible printer with the same character font used on your computer. This means all the Atari special control and graphics characters will be printed, along with inverse.

The built-in Task Master sector editor is the most powerful editor for the 8-bit. It contains a sector copier featuring multiple copies, automatic formatting, and uses all available memory for fast disk duplication. The Task Master is not limited to only floppy disks. It can handle up to 16 megabyte hard disk partitions (even in the sector copier mode)! The Task Master provides full DOS support for MYDOS, SpartaDOS, and Atari DOS derivatives. Subdirectories are fully supported! You may link through individual files by simply moving through the directory and highlighting the file you wish to edit. 16-bit and sector map linking are supported for hard disks, and 11-bit linking for floppies. It is ideal for quickly editing files and repairing damaged directories.

The Black Box Enhancer regularly sells for \$49.95 plus \$5 shipping and handling.

Now \$59.95! **The Super Archiver** save 15%

The Super Archiver is not just another double density high speed upgrade. Rather, it is the most powerful copying and disk editing tool available! Copies of disks are exact duplicates of originals, eliminating the need for patches, PDB files, extra computer hardware, etc. The Super Archiver is the fastest non-buffered upgrade for the 1050 drive.

Once installed, your drive has the ability to perform in all three densities, reconfiguring automatically as needed. But unlike some upgrades, 100% compatibility is maintained, so you will be able to boot any disk regardless of the protection. The software provided enables sophisticated editing of single density disks. Ultra Speed data transfer is fully implemented, so programs and hardware modifications supporting this will really take off. The Black Box and the UltraSpeed Plus OS also support this.

The Super Archiver is fully compatible with the older Archiver for the 810 drive, but comes complete with more powerful software that makes use of the 1050's extended capabilities. You may use an Archiver 810 drive for two drive backups.

The Super Archiver software is more than just a backup program. It enables the user to actually edit each sector (with ML disassembly), modify the sector layout on each track, and create your own bad sectors and other forms of protection. The Super Archiver is the only modification that will reproduce "phantom" sectors. The software included will duplicate these automatically, as well as let you write your own. Extra memory is supported for single pass copies. Track skewing (aligning each track in a certain order) is supported, as well as automatic speed compensation required to write out long tracks.

Included on the disk are other useful utility and diagnostic programs. The Mapper allows tracing the loading of a program within the drive. The Super Archiver utilities are all designed with simplicity in mind, yet with enough power for whatever you need. The only programs we know that cannot be duplicated are the later Electronic Arts programs and Synapse Syn-series (34 FULL sectors/track). However, we do have a fix for this! (See the Bit-Writer.)

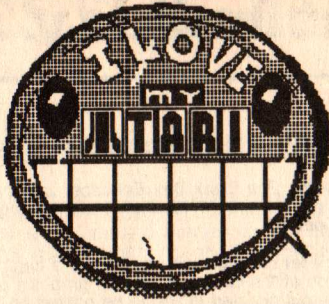
Disks should only be copied to back-up your original program disks! CSS in no way supports the misuse of this product as a pirating device. The Super Archiver regularly sells for \$69.95 plus \$5 shipping/handling.

Now \$34.95! **The XF551 Update** **NEW ITEM!**

The XF551 Update is a completely new internal operating system for your XF551 drive that fixes the quirks and bugs inherent in the XF551 design. It runs more commercial software, changes density properly, supports true Ultra Speed data transfer (actually, faster than the 1050 Ultra Speed), and has an optimized interleave in high speed formats to produce the fastest possible operation. It is the upgrade every XF551 owner should have!

Installation requires only a few simple solder connections. The introductory price for this new product is only \$34.95 plus \$5 shipping/handling.

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ATARI BULLETIN BOARD

040 Upgrade?

At the recent Messe in Germany, the Markt & Technik booth displayed a Mega4 with a 68040 expansion board mounted in a mini-Tower case. The 68040 CPU was running at 60MHz internally and 30MHz externally. Also on-board was 8 MB of "Fast RAM." Price for the upgrade, which was not yet available for purchase, was expected to be around DM 3000,- (approx. \$2000 US). Markt & Technik, Hans Pinsel Str. 2, 8013 Haar b. München, Germany.

TT Virtual Memory

If you have a TT and want to *really* upgrade your system's memory, there are a couple of options from Germany that might interest you. Maxon Computer GmbH sells a package called Outside allowing up to 128MB of virtual memory without hardware modification. You must, however, have a machine with TT Fast RAM. Price is DM 99 (approx. \$60 US). Maxon Computer GmbH, Schwalbacher Str. 52, W-6236 Eschborn, Germany.

If that's not enough memory for you, OverScan GbR has VRAM, which supports up to 2GB (giga-bytes) of virtual memory! The software supports any TT with Fast RAM or an upgraded ST with 68030, TOS 2.05 or above and Fast RAM. Price is DM 149,- (approx. \$90 US). OverScan GbR, Santisstr. 166, W-1000 Berlin 48, Germany.

PMC

Purple Mountain Computers (PMC), distributor of Darek Miho-cka's Gemulator, has announced the ST emulator for IBMs is now shipping. The package, which in-

cludes Gemulator board and TOS 2.06 ROMs is only \$299. The Gemulator software is being released as Shareware to keep the hardware price down.

PMC also announced availability of their Freedom Floptical Drive, the first low cost 21MB floptical drive available for the ST. The Freedom drive also reads standard 720K and 1.44MB 3.5" floppies. The drive package includes one 3.5" 21MB disk and ICD Link adaptor for a limited time introductory price of only \$399. PMC, Inc., 15600 NE 8th St., Ste. A3-412, Bellevue, WA 98008, phone: (206) 747-1519.

STorm

Double Click Software has announced that a new telecommunications package written by Alan Page (author of the original Flash!) is now in the works. The new program is called STorm and boasts such features as a modular design, internal multitasking, resizable GEM window editor allowing multiple files to be open at the same time, and a multitasking full BASIC interpreter for writing script files! Double Click Software, PO Box 741206, Houston, TX 77274-1206, phone: (713) 977-6520 (noon-6pm).

Warp 9 Upgrade

CodeHead Technologies released version 3.71 of their Warp 9 software accelerator. The newest feature is the Extend-O-Save modular screensaver. The screensaver allows external modules to vary the graphics displayed on-screen, similar to commercial packages for the IBM and Mac. Owners of previous Warp 9 versions can up-

grade for \$15. Retail price of Warp 9 is \$44.95. CodeHead Technologies, PO Box 74090, Los Angeles, CA 90004, phone: (213) 386-5735 (Mon-Fri 9AM-1PM PT), FAX: (213) 386-5789.

MacSEE

Compu-Seller West and Reeve Soft are now shipping MacSEE, a program allowing ST owners to directly read from and write to Macintosh HFS or Spectre formatted disks, including 1.44MB disks and SyQuest cartridges. Options include transferring files using MacBinary (for programs) and translation (for text, etc.). Retail price is \$59.99. Compu-Seller West, 220 1/2 W. Main St., St. Charles, IL 60174, phone: 708-513-5220.

Spelling Sentry

Wintertree Software has announced Spelling Sentry, a desk accessory that adds spell-checking and abbreviation expansion ability to any GEM program. The software supports a main dictionary of over 100,000 words and a user dictionary for personal or technical terms. Retail price is \$59.95. Wintertree Software, Inc., 43 Rueter St., Nepean, Ontario K2J 3Z9, CANADA, phone: (613) 825-6271.

E.Z. Arithmetic

A series of 12 modules covering whole numbers, bases, fractions, decimals, measurements, percentages and more is now available from E.Z. Software. The modules are designed to make it easy for anyone, from grade school and up, learn or review in all aspects of arithmetic. Each module retails for

\$49.95 and is available for the Atari ST/Mega/TT, Amiga, Apple, Macintosh, IBM and HP 95LX palmtop. E.Z. Software, PO Box 500, Midwood Station, Brooklyn, NY 11230.

Microdeal News

Microdeal has released Replay 16, the first 16-bit sound sampler for the ST. The cartridge and software is capable of converting between any 8-, 12-, or 16-bit AVR sound sample in either mono or stereo at up to 48KHz, which is better than CD quality! Included in the package is Drumbeat, a 4-voice polyphonic drum machine and MIDIplay, a MIDI keyboard emulator supporting up to 128 samples in memory. One meg of memory is recommended. Retail price is £129.95.

If you're looking for quality 8-bit sound sampling, Stereo Replay can convert 12- and 16-bit samples to 8-bit mono or stereo and includes a 3-channel drum sequencer. Retail is £89.95. And, for the user on a strict budget. The package lets you create and record stereo samples for only £39.95.

If you're into MIDI music, Microdeal has recently released Concerto, a low-cost, powerful 24-track MIDI sequencer with many features found only in packages that cost over twice the price. Retail price is £39.95. Microdeal Ltd., PO Box 68, St. Austell, Cornwall, PL25 4YB, England, phone: (0726) 69692, FAX: (0726) 68020.

CyberDrome

Fair Dinkum is now shipping CyberDrome—The Hoverjet Simulator, a "3-D virtual reality arcade simulation" by RHEA-FX. The game offers a single player mode or a 2-player/2-computer mode via modem or serial cable. Also included is a special 2-player Head-to-Head competition mode. Six mission levels are included, with plans to release additional mission disks in the near future. Requires 1MB of RAM and color monitor. Versions for the IBM and Amiga are under development and will be able to link with the Atari version for modem-to-modem play. Retail price is \$39.95. Fair Dinkum Technologies, PO Box 2, Los Alamos, NM 87544, phone: (505) 662-7236.

HyperLINK Runtime Package

JMG Software has announced release of the HyperLINK Runtime Package for FREE distribution by users' group, online services and users. HyperLINK is the leading "Application Generator" product for the ST/TT. The Runtime Package will allow HyperLINK owners to create their own standalone programs that other ST owners can use without owning HyperLINK. The full HyperLINK package, with Application Builder, Report Generator and additional modules retails for \$149. JMG Software, 892 Upper James Street, Hamilton, Ontario L9C 3A5, CANADA, phone: (416) 575-3201, FAX: (416) 5759-0283.

Atari Classics Debuts

The premiere issue of Atari Classics, a new maga-

zine for Atari 8-bit owners, is expected to be available at the WAACE show (October 10&11). The first issue will be shipped *free* of charge to all persons who responded to the Atari Classics write-in campaign and will also be given out to WAACE show attendees. Annual subscription rates are \$25 per year for the magazine (6 issues) and an additional \$9 for the three Classics disks. Atari Classics, ATTN: Managing Editor Ben Poehland, 179 Sproul Road/Rt. 352, Frazer, PA 19355.

Quick

A programming language for the 8-bit called Quick has been gaining a devoted following in Germany. The disk-based environment includes a machine-language compiler. Retail price is DM 39,- (approx. \$26 US). For orders outside of Germany, add DM 10,- for shipping. A disk-based magazine covering programming in Quick (written in German) is also available for DM 9,-. Power per Post, Postfach 1640, W-7518 Bretten, Germany, phone: (0)7252/3058, FAX: (0)7252/85565.

Atari Explorer Drops the 8-Bit

The new staff at Atari Explorer has announced they will no longer support the 8-bit computer line. Mike Lindsay, Explorer's new editor states this policy was necessary due to the new limited issue size and budget allowed by Atari.

Portfolio News

Megabyte of Hurst, Texas, now modifies the Serial Interface to include an internal Practical Peripherals Pocket modem. This gives you an all-in-one, direct connect modem for the Portfolio, eliminating the need for a serial cable. Cost for the modification is \$50, excluding interface and modem. Call Megabyte at (817) 589-2950 for details.

Optrol, Inc. has announced the availability of 1, 2 and 4MB Flash Memory cards that fit inside the Portfolio's memory card slot. List price is \$179, \$254 and \$399, respectively. Optrol Inc., PO Box 37157, Raleigh, NC 27627, phone: 919-779-3377.

Re:Port, a Portfolio-specific newsletter, has a new address. A subscription to the newsletter with disk and \$5 gift certificate costs \$50. As a subscriber, you also get to take advantage of Re:Port's special pricing on Portfolio hardware and software. Re:Port newsletter, c/o Editor David E. Stewart, 806 Benton Dr. #34, Iowa City, IA 52246-5207, phone (319) 354-7995.

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Right On Target



Dave Plotkin

When I first found out Dave was going to build the "ultimate" accelerator based on Motorola's most advanced (at the time) chip, I can't say I was too surprised.

Last issue, we were talking about Dave Small's original Macintosh emulator, the Magic Sac. This little wonder used genuine 64K Mac ROMs and could emulate the Macs that were based on these same ROMs.

As Apple increased the power of the Mac line, they found they needed more space in the ROMs. Thus, they brought out new Macs that were equipped with 128K ROMs. In fact, the actual Apple ROMs that Atari owners bought from Apple dealers to use with Magic Sac came from Macs that had the 64K-to-128K ROM upgrade performed.

Predictably, as the new Macs gained popularity and Mac owners rushed to have their Macs upgraded, the number of software programs that required the 128K ROMs mushroomed, leaving Magic Sac owners out in the cold.

Something else happened about this time too—something that helped to catalyze the development of a new product that could work with 128K ROMs and run the new software. Dave had a falling out with Data Pacific, and subsequently left the company. The company survived for awhile, selling Magic Sacs, and there were some ugly lawsuits (I don't know the outcomes). But, after a bit, Data Pacific disappeared in the mists that have swallowed up many an Atari vendor.

A Spectre Rises

As you know, though, Dave Small did not disappear. He began work on the new product—Spectre 128. It was named that because he envisioned it as rising from the ashes of Magic Sac and Data Pacific.

Spectre was designed to work much like Magic Sac—plug it into the

cartridge port, run the driver software, and voilà! Instant Macintosh.

As Dave once told me, Spectre was roughly twice as much work as Magic Sac—because he had to disassemble the 128K ROMs (which were twice as large as the original 64K ROMs) and study them to figure out how to make his software work.

But Dave is nothing if not persevering. He brought out the first Spectre, a small cartridge that worked like a champ. It worked wonderfully well and ran most Mac software. And, with each new release, it got better. Dave added sound support along the way—something he had once declared impossible. He also added support for directly reading Mac disks with a new version of the product called Spectre GCR (GCR is the encoding scheme that Apple uses for Mac disks). This eliminated the need for converting Mac format disks to special Spectre format before using the disks on an Atari.

Dave had pulled this direct-GCR-reading trick before with the original Magic Sac and a device called the "Translator." He worked very long and hard on the Translator, and the result was a rather large box that plugged into the MIDI ports on the ST. It had its own microprocessor and cost around \$300 (whew).

With Spectre GCR, however, the result was quite a bit better. The new cartridge was quite large, but still a cartridge—and it didn't tie up the MIDI ports. Gadgets by Small even allowed a generous trade-in allowance on original Spectres for people trading up to the GCR.

SST

Which brings us to the SST. When I first found out Dave was

going to build the "ultimate" accelerator based on Motorola's most advanced (at the time) chip, I can't say I was too surprised. I saw an early version at a Glendale show and even wrote about it based on the prototype.

Dave seemed to be making good progress, but there were some design changes, and the project ended up taking much longer than anyone expected. In fact, it took so long that a competing accelerator, also based on the 68030 was announced from Jim Allen's company, Fast Technology. (Don't ask me which one is better—I don't own either one yet).

As with most of Gadgets by Small's products, the SST is elegant and addresses a host of issues. Atari did a lot of things with the ST that were designed to cut costs—but these also made it very difficult to get a lot of speed from the machines. Dave (and Jim too, from what I understand) did a lot of creative things to solve these problems. Thus, today, you can buy an accelerator for your ST that is as fast as or faster than anything Atari makes—including the TT.

Dave Small is about as famous as anyone gets who works only in the Atari world, but he himself gives the biggest share of the credit to his wife,

Sandy. Sandy is a remarkable businesswoman who is managing to raise three children and manage a thriving company.

She is the president of Gadgets by Small, and she is the one you need to talk to when you want to do business with them. You can see her at the Gadgets booth at most Atari shows. I even got a button once that proclaimed that I had met her (though in fact, at the time, I had not!).

Next time, we'll talk about some of my own programming experiences with our favorite computer. 'Til then—keep your feathers dry.

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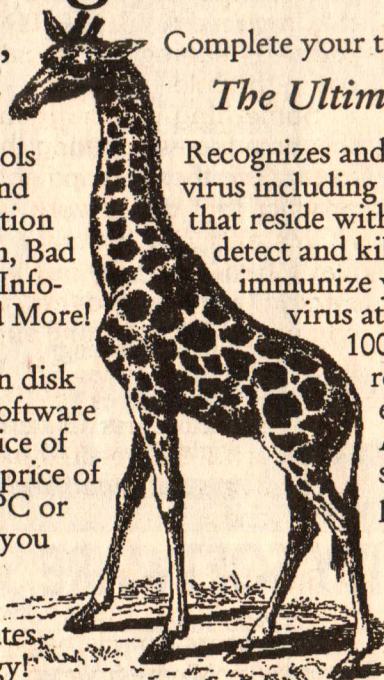


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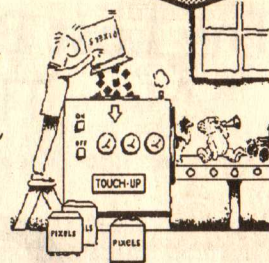
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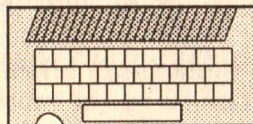
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The Lost Boys of MGAUG Set Out for The BRACE Atarifest

Lee Benjamin,
Van Johnson
and
Jeff Vincent
MGAUG

On July 17th, three members of MGAUG began what was destined to be a truly momentous journey. The plan was to meet at a Macon, Georgia, Racetrac gas station and proceed to Asheville, North Carolina. This would not seem too difficult for an employee of TRW, a hopeful soon-to-be college student and the club president.

Alas, simply being in the same place at the same time was too daunting a task for our intrepid adventurers. Jeff and Van showed up at their destinations right on time. Sadly, their destinations had the same name but not the same location.

Being at nearly opposite ends of Macon, Lee mounted a rescue, thus allowing everyone to leave at the same time, though not nearly on time. After an intense meeting, we managed to leave at 1:30 in the morning. (Please note: we were supposed to have met at the Racetrac at 11:45 and left around midnight...).

A peaceful trip ensued, filled with the sounds of our president's snores and our sudden, uncontrollable bursts of hilarity. A good sense of humor would prove to be most useful, as we would soon find out.

At approximately 3:00 in the morning, Lee's golden chariot began giving us an astoundingly bright light show accompanied by the most fascinating of sound effects. If you have ever been downed by an undetected SAM in Falcon, you know how we felt.

At 3:15 am, a quart of oil was poured down the noble beast's throat. Fifteen minutes after that, we were walking down a dark road in Athens, Georgia. The noble stallion

which had borne us through so much was no more.

Failure of the oil pump had, unbeknownst to us, dealt the fatal blow to our trusted steed. This had actually happened in Watkinsville, but Lee managed to nurse it into Athens, in the general direction of the airport.

Conventional wisdom says that an Airport will have both telephones and car rental agencies. Although this is true, even in Athens, Georgia, it is not true at 3:30 in the morning.

After Jeff's rude awakening to our situation, he and Van got to push the car to the crest of the bridge that it had almost reached. We then decided to try to walk to the Airport.

Luckily, we had broken down in a part of town which had the dubious advantage of needing frequent police patrols. We had walked just far enough to be out of sight of the car when Officer Joe Williams of the Clarke County Sheriff's Department came to our aid.

Officer Joe not only stopped, he also called for a wrecker and waited with us until it arrived. After looking us over, he decided that Jeff and Van belonged in the back of the car, behind the plexiglass and steel barrier.

After the wrecker departed with the carcass, Officer Joe helped us confirm that nothing would be open at the airport, and there were no other car rental agencies open at this hour.

We thus decided to wait for dawn at the ubiquitous Waffle House.

Upon our arrival at the Waffle House, and extended consideration, Van and Jeff were released from the car.

Our home for the next six hours provided the two essentials of life: companionship and coffee.

We consumed enough coffee to drive the profit margin down to an all time low for a regular business day. Seeing as our luck was consistently bad, we decided to ask one of the Waffle House staff for a lift to the airport.

The first person we asked for a ride was a young fellow properly attired in the brown and yellow uniform of the Elite Waffle SS, complete with paper hat. His hair style and proper speech betrayed him as a student of the University of Georgia. He looked at us as if we had just asked him for a harem of dancing Iraqis and said "Um, I uh, um, will ask the manager if we can do anything like that."

Already knowing the answer, he returned to us with a look of feigned sadness and told us that employees cannot leave the store while on duty. We must note here that the fatigue factor had been working upon the three of us for quite a while now.

We were, at times, overcome by fatigue induced cackles between coffee gulps and longing stares at any functioning automobile that drove up in the parking lot.

Apparently the management observed our appearance (complete with all of our luggage packed below our feet in the booth) and our behaviour, and they decided they would make arrangements to get us out of there.

So, Van removed the straws from his nostrils and Lee and I slowed our cackling long enough to bestow many thanks to the lady that was to take us to the airport. The Waffle House had had enough of the *Lost Boys of the Middle Georgia Atari User Group*.

By ten o'clock that morning we were in a rental car, speeding towards the Blue Ridge Atarifest, which had already opened. Truthfully, there was a small cloud of doom above our heads as we realized we would not be getting the "pick of the litter" by being there at opening time. We arrived in Asheville by twelve thirty that afternoon.

As there will undoubtedly be other articles written about this great Atarifest, suffice it to say that we attended the show, checked into a motel and spruced up a bit, then headed for the banquet at the Pisgah View Ranch. The banquet was hosted by Sheldon Winick, owner of the Computer STudio. We also had the pleasure of dining with the Winicks.

Being that this was an all-you-can-eat banquet, we did just that. No doubt we left a lasting impression upon the Winick family, for one of us ate like he was at home and it was not a pretty sight. (We shall not mention Jeff's name here for he is the club President, after all.) It should be noted here that the unmentioned person does not eat until he gets full, he eats until he gets tired.

We finished supper and headed back to our motel. There was live entertainment after supper, but we had not been asleep in close to 48 hours by this time.

Thankfully, the trip home was uneventful. At this point, the reader might ask, "Was it worth it?" Other than the \$\$\$\$ it took to get Lee's transportation up to par again, we had a ball!

The BRACE Atarifest was very enjoyable! Hopefully the MGAUG will have members in attendance annually.

Did I say that the trip home was uneventful? There was one small incident where Lee suffered a flashback and began to pull into a Waffle House parking lot. "Let's go get coffee," he said.

That's when we put our hands on our knives...

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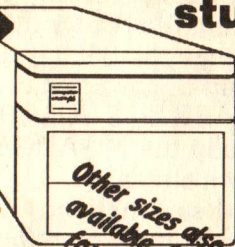
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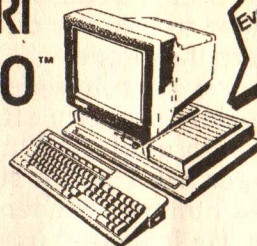
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Atari Kid's Users' Group

[Ed: This is our first in what will hopefully become a series of looks at innovative ways in which Atari users' groups are serving their members and communities. If you have a local users' group doing something special or going 'beyond the call of duty', please write to us or send us an article telling our readers all about it.]

Alice Christie
PACS

Though some people feel that the 8-bit computers are dead, we are sure they have a lot of life left in them. This is because of the enthusiasm and interest displayed by the newest SIG (Special Interest Group) at the Philadelphia Area Computer Society (PACS).

Jessica Cavanagh is President of the Atari Kid's SIG which meets at Drexel University on the third Saturday of each month, along with the adult SIG, at 10 AM for the ST and 11 AM for the 8-bit Atari in Room M11B.

We are quite proud of our youngest SIG Leader and hope Jessica keeps on enjoying using her Atari computers and helping others to learn how to use them, too. We are not sure, but we have been told she is the youngest computer teacher and users' group organizer. Due to her enthusiasm, the Atari SIGs have been growing with the addition of both new adult and Kid SIG members.

Jessica is eight years old and has been running her Atari group for five months now. She holds meetings during the month at her home where she helps the younger members (ages 5 and 6) use the Atari 400 and 800XL. Her group has a newsletter which they put out each month using "The News-room;" Amanda Collins (age 11) is the Editor, and she helps Jessica with the typing.

The newest member of the group is Vicki Sakers (age 12), who has taken on the job of Disk Librarian. Jessica and Vicki picked the program "Atari OIL" from the AIM disk of the month to show for PACS Family Day on August 15.

Jessica also wrote two programs in BASIC to show how easy it is to program on the Atari with the built-in Editor—even for a girl who has just completed first grade. One was a Guess a Number game and the other was Guess a Word (five letters). A printout of the programs were included in the Kid SIG newsletter which was given out at the meeting so the others could follow along.

Last month, Jessica and Amanda ran a class on floppy disks using a poster they made showing the inside of a disk to explain why you should not touch the exposed part. When they are at PACS, the members of the Kid SIG attend the 8-bit and ST meetings and use both machines. Jessica wrote up a review of her favorite ST game "Maniac Mansion" in the Kid SIG newsletter for July, giving hints on how to get into the secret lab without blowing up.

The Family Day meeting was completely given over to Jessica and her group to run, and they were very successful. Some of the things they had planned, along with the software demonstrations, were giving out free gifts to all the kids who attended (jump ropes and trading cards), raffling off an Atari 400 with tape drive, cassette programs and BASIC cartridge and giving away software door prizes which the adult members had donated.

The meeting ran from 11 AM to 1 PM without a dull moment. Three computers were running the entire time and the kids took turns using them. The time just flew by, and before we knew it was time to pack up.

TT Lust!

Yves Pelletier ASTMUM

I have owned an Atari 520STFM since 1986, but, in the spring of 1990, I realized it wasn't enough. I needed more memory and greater speed. I wanted the hours that I spent on the computer to pay bigger dividends than just entertainment and communications. It also seemed that my wife, who is a graphic artist, would sooner or later need a home computer powerful enough to assist her in her line of work.

At about that time, Atari was just coming out with a hot new computer called the TT/030. It seemed to me that this computer would be just the ticket for the scientific and DTP applications I wanted to explore. Wanting a TT was one thing; obtaining one was another. But, the seeds of TT Lust had been sown in my mind.

A career move landed me in Gander, Newfoundland. Gander's long-ish winter makes it a great place for spending a lot of time on a computer. Time passed...

Ordering the TT

Then, during a summer trip to the province's capital, St. John's, I noticed a cluster of STEs in the storefront window of Hutton's Music. John Hutton and his staff were very helpful and enthusiastic. We went over my wish-list and determined what the best initial set up would be. Then, John promptly placed my order, which included a TT, an Atari SLM605 laser printer and Calamus.

Time passed, and by late August, we were both pretty frustrated. I was just about to give up when Atari Canada came through in the nick of time. Finally, an Atari representative FAXed me a note saying my TT was on its way. Mr. Geoff Earle, General Manager of Atari Canada, generously relinquished two megs of RAM from his own computer so that mine could be delivered as ordered.

My TT has lived up to all my expectations, and it is a pleasure to use. The speed comes in handy, especially when using

demanding applications like Calamus SL. In fact, Calamus and the TT get along very well, each one showing off the other's strong points.

Unix on the Atari

Many ST/TT programmers and power users also know a few UNIX tricks, and some have tried, in true hacker fashion, to re-create a UNIX-like environment under TOS. This is usually fragmented and piecemeal because it is built upon dozens of shareware, freeware and PD programs scattered over many BBSes and electronic information services.

These attempts should not be confused with the actual UNIX system Atari supplied to TT developers over a year ago, and which, at this writing, consumers are still waiting for. In the meantime, there is a wide selection of UNIX-style command shells and other programs that I have used to learn UNIX concepts.

Until very recently, TOS did not allow UNIX-style multitasking. But other basic UNIX concepts, such as input/output redirection and environment variables, could readily be learned with wonderful programs such as the Gulam shell and Sozobon C. What I learned that way proved very valuable when my employer started to look for people who could work in a UNIX environment.

Mac Emulation on the TT

I have added Spectre GCR to my TT, but not without a few problems at first. They were remedied, for the most part, by following George Richardson's hardware modification instructions (AIM, April '92, page 52). Unfortunately, my internal disk drive still isn't 100 percent reliable in Mac mode. I finally licked the TT/GCR problem by adding an Atari SF314 external floppy drive to the system.

Also, the current version of Spectre does not take advantage of the TT's built-in SCSI port and requires the old-style hard drive. But, having a working "Mac TT" on my desk makes up for a lot of annoyances. I like to think that Spectre GCR turns my TT into the equivalent of a Mac Plus with a 68030/68882 accelerator.

Laser-quality printing, using the Atari Laser printer and Spectre, still looks like a virtual impossibility, but a GENie "thread" on that topic left me with the hope that a solution is not too distant.

Running Old Favorites

The TT is not intended to be a game computer (but then, neither was the ST). Its speed makes it virtually impossible to play many action games (if they can be run at all). It does run Dungeon Master, a favorite of mine. Gnu Chess runs fine, but Chessmaster 2000 blows to itty-bitty bits on my TT. I found that most point-and-click games (like card games) work on the TT.

By and large, software compatibility hasn't been an overwhelming issue. Running ST software on the TT is OK. However, what I would really like to see is more TT-specific commercial software. And, in cases where it might just be a question of re-compiling an existing program, it should be possible to offer TT-optimized versions of already existing software. Of course, some software

would require more radical modifications. I would love to find out how blazingly fast Calamus would re-draw the screen if only it took advantage of the 68882 Floating-Point Unit.

I think that, even with the advent of the Falcon 030, the TT remains a powerful and flexible platform (at least for the time being). So, where am I going with this system? Well, I'd like to keep adding peripherals, such as a high-speed modem, and upgrade my floppy drive so it can handle high-density floppies. Also, the graphics cards available for the TT (some of which I saw at the Ace '92 show in Toronto) are very attractive upgrade alternatives.

On the software side, I want to continue to "UNIXify" my system. The next step may be the installation of GNU C, a respected freeware C language compiler that has been ported from UNIX to a variety of platforms, including the Atari ST/TT. I also look forward to running MultiTOS on my machine. And, of course, my wife and I will continue to use the TT as a platform for her professional DTP needs.

Yves Pelletier is a meteorologist with Canada's Atmospheric Environment Service. He now lives in Montreal, Quebec, Canada. He can be reached via E-mail at: 71307,1100 (CompuServe), Y.PELLETIER (GENie), and afsfpel@cid.aes.doe.ca (Internet).

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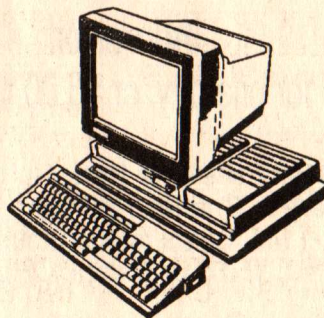
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ATARI StockHolders Meeting

John Pilge

The Atari Corporation stockholders' meeting was scheduled for May 19, 1992. However, the court trial against Nintendo didn't end until April 27, 1992. (The jury could not decide on two of the three claims, so the court granted a mistrial on those two counts.)

This caused Atari to delay the stockholders' meeting until June 2, 1992, 2 PM at Atari Headquarters. Officially, the meeting is to vote on the board of directors and to approve the choice of an independent audit company.

This is the first year that the board of directors owned less than 50% of the stock. In some companies, this might be cause for an exciting election result. But Atari is still a closely-held company. The board holds about 48% of the stock and Time-Warner owns just over 24% of the stock. There were only five candidates for the five board positions.

On June 2, 1992, 72.8% of the stock had voted on the following:

Jack Tramiel	42,014,116 votes
Sam Tramiel	42,024,726 votes
Michael Rosenberg	42,026,916 votes
Leonard Schreiber	42,075,816 votes
August Liguori	42,061,516 votes
Approval of the audit company	42,091,310 votes

The official part of the meeting lasted four minutes and 43 seconds. This is about average for Atari shareholder meetings.

After the official part of the meeting, president Sam Tramiel told of Atari's plans and answered questions from the audience. Since most people vote absentee, there is no reason to actually be at the meeting. About two dozen people attended. Most were friends of the board members, Atari employees, former employees and a few curious shareholders that lived nearby. A friendly crowd.

Sam Shares Information

Atari has discontinued selling their MS-DOS line of 386 and 286 computers. They only accounted for 10% of Atari sales last year and it was becoming difficult being cost effective.

The 2600 and 7800 game machines continue to sell well (mostly outside the US). New game titles for the two machines are planned for 1992. The Lynx should have 20 more titles available by Christmas. Video games machines accounted for 34% of company sales last year.

A Batman video game was planned to be released for the Lynx by June 19 (and it was shipped ahead of schedule). Lynx will sell with the Batman game while supplies last.

Code named "Jaguar," Atari's newest video game system is a 64-bit machine still in prototype. It will have a 10 key pad with joystick. Current plan is to have it available in 1993.

The XE line of computers are still being made. Though not available in the US market, XE systems are made for sale in Mexico, South America, Eastern Europe and Germany.

Code named "Falcon," the next generation of Atari TOS (which stands for "The Operating System" according to the Annual Report and the president of Atari) computers will support VGA monitors and have a new 56000 DSP (Digital Signal Processor) chip, which is also currently available on the NeXT platform.

There will be a 68030 version and a 68040 version of the Falcon family. The DSP chip will

aid in digitized sound and music programs. Atari currently has about 17% of the music market.

The sale of Atari's factory in Taiwan was because of a land boom in the area. The land the factory was on became valuable. There is said to be an apartment complex there now. While Atari products are being made by contracted companies, Atari is still considering another factory.

The meeting was over in 50 minutes.

The State of ATARI

Bill and Pattie Rayl

To accompany the Annual Stockholders' Report by John Pilge in this issue, we've compiled related financial figures and other items of interest with a bearing on Atari's current state of affairs.

First, we'll look at some figures from Atari's most recent quarterly reports. Then, we'll discuss what these figures mean and how they are affecting Atari's business organization. Finally, we'll touch on the recent Forbes article concerning Atari.

Fourth Quarter '91

As mentioned in John Pilge's article, Atari delayed release of their 1991 4th quarter figures because of the then on-going law suit against Nintendo. (Atari lost the lawsuit.)

On April 3, Atari reported a loss of \$4.4 million dollars for the quarter, as opposed to earnings of \$1.6 million for the previous quarter and \$8.8 million profit for the 4th quarter of 1990.

The 8-cents-per-share loss came on revenues of \$96.2 million and included a \$2 million credit for debenture repurchases. Revenues from the previous year's 4th quarter were \$151.9 million, indicating a sharp decline in Atari's sales.

For the 1991 year, sales dropped to \$258 million from \$411.5 million in 1990. Net income for the year was \$25.6 million, compared with \$14.9 million for 1990. (The 1991 figure includes a gain of \$40.9 million for the sale of the Taiwan-based manufacturing plant.)

Atari cut its operating loss for the 1991 fourth quarter to \$9.4 million from \$22.2 million in the 1990 quarter. Atari's operating loss for 1991 was \$18.7 million, compared with a loss of \$25.2 million in 1990. At that time, Atari's stock, which

trades on the American Stock Exchange, was at \$2.75 a share.

First Quarter '92

Atari's 1st quarter ended March 31, 1992. Net sales were \$44.1 million as compared to \$63.4 million for the same quarter in 1991. Atari also took a loss in currency exchange of \$12.1 million for the quarter, as compared with only a \$4 million loss in the same quarter in 1991.

When added to operating losses and other items, Atari posted a net loss of \$13.8 million for 1992 as compared to a net loss of \$2 million in 1991.

Second Quarter '92

The 2nd quarter ended on June 30, 1992, and Atari reported a loss of \$39 million. Gross Sales were \$23 million as compared to \$49 million for the same period in 1991. Atari also reported charges of \$34 million in losses of operating income for 2nd quarter 1992.

Atari's President, Sam Tramiel, said even with the loss, the company remains strong. "The company has over \$60 million in cash and a strong balance sheet," Tramiel said.

Consequences

During the 2nd quarter, Atari began re-organizing its operations in order to "streamline" the company. As Bob Brodie puts it, Atari is "right sizing" its organization.

What does this mean in the real world? Well, a number of events have transpired as a consequence of this "right sizing."

Atari Canada has been merged with Atari US

and is now called Atari North America. A small sales office is maintained in Toronto, public or contracted warehousing will be used to store, inspect and move products. A network of service centers will be set up for warranty and other repairs.

Many of Atari's non-US subsidiaries have been scaled back or closed entirely. These include Atari Australia (which is now selling only Lynx game machines), Atari Scandinavia and Atari New Zealand (which have been completely shut down). Nearly every subsidiary has been affected by the reorganization.

The Atari Entertainment division, which was located in Chicago, Illinois, has been pulled in-house. A number of the employees chose not to move out to Sunnyvale, including Tom Crosby (the division's head) and "some of the division's best programmers."

Atari has let their UNIX team go and the UNIX port has been put on hold. While UNIX has already been ported and runs fine on the TT, Atari is reportedly going to wait until release of the '040 based Falcon to push UNIX.

A number of projects have been put on the backburner, as Atari pins most of their hopes on the Falcon 030. The STBook, for instance, has gone into "redesign" because Atari found resistance to the machine due to it not having a backlit display. The Jaguar 64-bit home video game system is also slated for 1993 release.

Possibly worst of all, Atari announced at an August 14 private dealer meeting just prior to the Connecticut Atarifest that the MegaSTE was being taken out of production. And, the new Falcon 030 would not be shipping in quantities until early 1993.

This left many dealers wondering what they are going to sell for the 1992 Christmas season. In response, Atari has lowered the price of the TT, with prices recently seen at dealers for as low as \$1500 for a 4meg TT without hard drive.

Earlier statements from officials at Atari indicated a huge roll-out of Falcon 030 machines in the fall of 1992, possibly as early as August. Current plans are now to have only "limited quantities" available by the end of October through the end of the year.

Forbes "Bashes" Atari

An article entitled "Cheap Didn't Sell" appeared in the August 3 issue of Forbes magazine. The article's cutline stated "Computer game maker Atari Corp. is in trouble again, a prime example of the

dangers of pinching pennies on everything from marketing to expense accounts."

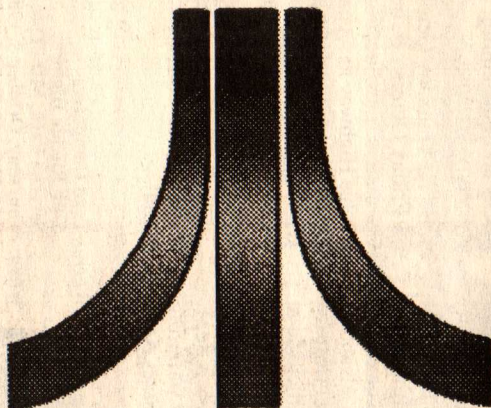
The article goes into a little of the history of Atari and the Tramiels, then points out numerous examples of mistakes and missteps made by Atari in the computer and video game markets in the

past couple years. Many of the details in the article come from items that became "public" at the recent Atari/Nintendo lawsuit.

While the article is fairly hard-hitting, it points out that Atari does just barely have enough cash on hand to successfully roll out the new Falcon 030 and Jaguar "with the promotion needed to give them a real chance."

In reply to a question concerning the Forbes article during a recent GENie conference, Sam Tramiel replied, "The Forbes article was a mish-mash and misconstrued article full of half truths. We are anxiously awaiting the release of the Atari Falcon to bring us back to the forefront. The article has given us some laughs, but otherwise has not affected us."

Atari's stock is currently trading at \$1.25 per share.



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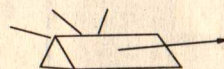
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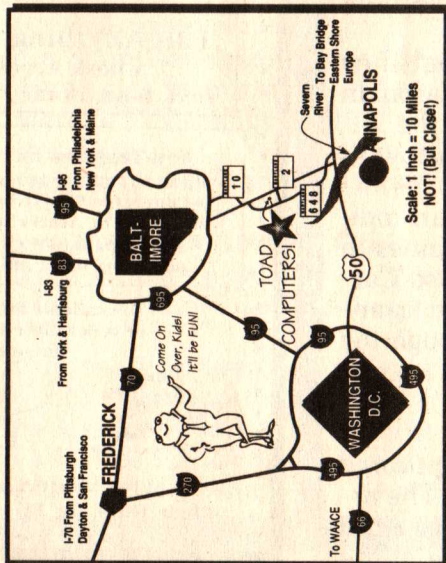


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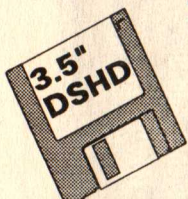
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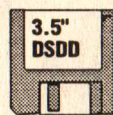
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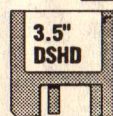
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Atari, Science Fiction and Cable TV

The following is an interview I held recently with Mike Kelley, who is heading up the SFAN cable channel. In particular, Mike let us know what SFAN is and how Atari is involved,

AIM: What is SFAN all about?

Patricia Snyder-Rayl

Kelley: The Space, Fantasy & Adventure Network is the first genuine effort to develop and launch a fan-oriented satellite/cable television channel specializing in Science Fiction, Space, Fantasy, Adventure and Horror programming. It is designed and defined to be an expanded-tier basic channel...carried in the same level of service as A&E or the Discovery Channel.

This accomplishes two vital missions. First, it will not be a premium service at a premium price. Second, because we will not have to meet over-the-air broadcast censorship requirements, we will (like A&E and Discovery) be able to transmit theatrical-release versions of movies rather than "edited for TV" versions gutted for network broadcast.

AIM: What sorts of things will SFAN have on it?

Kelley: SFAN will have a mix of the best series programming from the 50's through the 80's, the best and (laughably) worst movies from the 30's through the 90's, and original programming which will increase in amount and become more aggressive and daring as time and revenues permit.

Providing a detailed listing of our intended programming would be exciting, but we have spent thousands of dollars in consulting fees and hundreds of work-hours to research, track down and negotiate availability of the programming (some VERY obscure) which would be a wonderful "how to" shopping list for any other potential rival. We have gathered the best people to define the programming and the interests of the audience and we don't intend to give away that commanding advantage.

AIM: How is SFAN related to Atari Computers?

Kelley: The direct support Atari has provided in equipment, equipment support and ongoing interest has been a vital part of a very difficult development process. Through close coordination provided by Bill Rehbock and Mike Fulton, we have managed to make best use of the TT030 and Stacys provided us by Atari, and any equipment difficulties have been solved with complete cooperation.

This support from Atari has gained us support from many Atari developers and we have had the privilege of cooperation from folks at Soft-Logik (who even provided PageStream and fonts to Arthur C. Clarke for his Amiga 3000, for which they got a letter of endorsement), Lexicor, ISD and others. We have enjoyed this cooperation and it has resulted in the offering of DTP fonts and graphics from Computer Safari under SFAN auspices.

We would welcome further support from Atari hardware and software developers...and they will be recognized for their support when we are on the air nationally.

Perhaps one of the most important items Atari has provided is a letter stating their interest in SFAN as an advertising outlet for Atari products...the sort of thing to which the media and investors pay attention.

AIM: Has Atari Corporation's support been helpful?

Kelley: Most definitely...although I haven't yet been able to convince them to release the two dozen TT030s and dozen STBooks that I would love to have in my "ideal world." But, we have been able to help each other in some areas which we can recognize and some which we can't yet reveal.

A primary example of the co-operation between Atari and SFAN has to be bringing Walter Koenig (STAR TREK's "Chekov") into the Atari "family." SFAN acted as go-between in the arrangement that saw Walter become an Atari owner and which resulted in the interview published both in the newsstand Atari Explorer January '92 issue and the recent issue of the on-line Explorer.

And Walter has expressed an interest in acting as a spokesperson for Atari (in addition to being under contract to SFAN as Executive Producer/Host of a one-hour talk show). So, if fellow Atari users would like to see "Chekov" pushing Atari computers, please let Bill Rehbock, Bob Brodie and Sam Tramiel know.

We anticipate that Atari's involvement will only grow larger and more aggressive as our needs expand, but they do need to know if Atari owners want to see Atari take a more active and public role in the phenomenon of SFAN.

AIM: How will Atari computers be used for SFAN?

Kelley: Presently, the TT030 is workhorsing 20+ hours per day on telecommunicating and DTP while the Stacys are dispersed to other team members to allow them to generate files which we can easily plug into the vast quantity of documentation necessary for a project of this scope.

We are hoping to negotiate large-scale support from Atari for use of Atari computers in the areas of everyday business computer needs (networked), publishing of the newsletter (with aspirations of a magazine), storyboarding (as LucasFilms does), and scoring original programming as well as rescoring some older programming. As applications software evolves in other related areas, we would like to transition more tasks to Atari computers as quickly as possible.

How much would it help Atari to have their name on-screen nationally several times a day as "the official business computer of SFAN?" It's definitely a win-win situation for Atari and SFAN.

AIM: Why did you choose Atari computers for SFAN, rather than other brands?

Kelley: There are several reasons. First, I have owned Atari computers since my first 400 in 1980 and have kept abreast of Atari developments as the ST, STE and TT computers have come along.

Second, Atari

impressed me several years ago by readily providing a half-dozen ST computers to my wife's minority school without any thought or promise of payback.

Third, I had been forced (unwillingly) to use the "other" GEM-supporting computer and (Heaven forbid!) the "best" computer ever designed in 1981. This gave me the opportunity to fully understand the true power and ease of use of Atari computers...my wife's fifth graders start doing DTP with PageStream within two hours of first seeing the STs.

Additionally, although Atari at times seems try its best to develop a ponderous managerial style, I felt they were more approachable than Apple, IBM or Commodore and more likely to be willing to "wing it" with us. Happily, I was right.

We simply feel that existing and upcoming Atari computers exhibit more of an understanding of the *real user* than do other computers and we won't feel compelled to pass up talented, creative people because they can't get command-line syntax just right.



Space, Fantasy & Adventure Network

AIM: How did you get started using Atari computers?

Kelley: In 1979 I had just reported to my third tour of duty as a Navy Airborne Electronic Warfare Officer and was learning to fly and duplicate Russian electronic countermeasures tactics. I needed (my wife will debate this) a computer to allow me to learn more about the new automated computer systems being developed for installation in Navy EW aircraft by learning about computers from the ground up.

Though the 400 wasn't cheap (and it took me just three months to "justify" an 800 with 48K of memory and a floppy drive), all of us in electronic warfare were pondering Atari, Apple, TI99 or IBM PCjr.

I passed up the Apple because of its bulk and lack of lower case (and lack of color graphics), passed up the TI99 because of the "chiclet" keyboard and amazing expense of peripherals, and passed up the PCjr because of cost and my experience with the reliability of IBM typewriters.

Well, Apple is still out there (still selling 8-bits!), TI99's are long gone and IBM stopped supporting the PCjr the day after they announced its demise.

My Atari 800 lasted until 1984 (sold in preparation for my first ST) and the 400 (with game cartridges) is sitting in my oldest son's closet...still functioning 100 percent. The 520ST was purchased immediately after its release, a 1040STF followed in 1988, a Mega4 in 1989, and the TT came into my hands in 1991. It's a long-term affair I continue to enjoy.

AIM: What got SFAN started? How did you come to start working on it?

Kelley: SFAN was originally conceived and defined in 1984 as a result of a conversation with a satellite dish technician. I was considering getting a dish and asked what the future of satellite programming might be...and the answer was "directed programming."

When I got to thinking about it, the logical answer seemed to be science fiction, fantasy, adventure, and horror, so I wrote a 20-page concept statement and added several pages over the next two years to refine the concept.

Because I realized that a project of this nature required contacts in the entertainment industry (which I did not have), it just rested in place until 1987 when I resurrected it out of boredom and started burning a lot of midnight oil.

I took a job in California and in very early 1988 made vital contacts in the music side of the film industry, then made the breakthrough of

having Arthur C. Clarke (author of "2001: A Space Odyssey") evaluate the concept statement as "an excellent idea" and provide us with our slogan: "Science Fiction is the only *genuine* consciousness-expanding drug!" The weight of Clarke's comments connected me with an experienced Hollywood business consultant and it has evolved seriously since that time.

AIM: Who is helping you with this effort? Who is supporting SFAN?

Kelley: We can count Bjo Trimble (Den Mother of Star Trek), Walter Koenig, Forrest J. Ackerman (who is considered the world's greatest expert on science fiction, fantasy and horror), Atari (of course), High Frontier space advocacy group (originators of the Strategic Defense Initiative [Star Wars] and the Single-Stage-To-Orbit [SSTO] reusable launch vehicle), Kelly Freas (SF artist) and Fritz Leiber (Master of Lankhmar...one of the original fantasy writers from the 30's pulps).

Many of the greatest science fiction and fantasy writers have promised material and/or cooperation, and we are negotiating with other writers and producers of note...but those negotiations are covered by non-disclosure agreements.

There are many others involved who will be coming on as staff employees when we are operational. SFAN is supported by private investors and my own funds...which has been made possible by the decision of many of the participants to defer compensation until we are funded. This has allowed us to develop SFAN without leveraging the project to financiers who might alter it into something unrecognizable or make negotiations for full-funding an impossibly complex process.

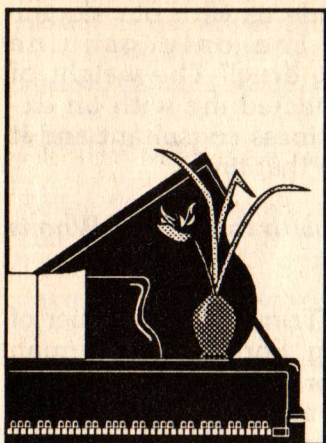
AIM: When will we see SFAN debut?

Kelley: The only honest and reasonable answer is that it is inextricably linked to the date of delivery of necessary funding. Any attempt to specify a debut date would be deceptive...since a three-day delay at one end of the negotiations might easily translate into a three-week delay in delivery of actual funding. And when you are into the realm of eight figures it isn't like applying for an auto loan.

We can be on-air reasonably within six months of funding, but on an emergency basis (going on-air parallel with other functions rather than at the end of all preparations) we can be up and broadcasting within three months.

When we issue a debut date we will issue only one and it will be "carved in stone" and met.

AIM: Thank you for joining us!



Kest Carter-Morgan

MIDI in the Midst The Final Chapter

Readers new to this column might want to catch my '91 Chicago ComputerFest story from the beginning: "Initial Impressions" appeared in AIM's February issue; Parts 2 and 3 materialized in May and continued, through Part 4, in June. These reports are generated with a music technology slant, balanced with current, ancillary topics and rapidly evolving newsbits.

People have called me, asking for Hybrid Arts' proper address and phone number. Why? Because, only after I had submitted the article did I learn that the company had divided (not like protoplasm) into two other entities. One is Barefoot Software, Inc., and the other is, essentially, the new "Audio Group" of an existing company, Digital F/X, Inc.

As I understand it, Digital F/X, a video effects processor manufacturer, bought Hybrid Arts' direct-to-hard-disk digital audio recording and processing technology. Brad Eisenhower and some other ex-Hybrid Arts staff have continued to refine the 4-channel EX system. Their head office is: Digital F/X Inc., 755 Ravendale Rd., Mountain View, CA 94043. Telephone: (415) 961-2800.

On June 1st, I had the pleasure of meeting Brad Eisenhower during an EX demonstration, at the Best Western Shangrila, in Montreal. This demo was arranged to benefit the clients of Steve's Music Store and the general public. Impressed with what I'd written (on Digital Master and EX), he offered some clarifications, and other points, that may show up in a future addendum. It's quite a product; I wish them well!

When it became apparent that Hybrid Arts was no longer going to market and support the software lines, three ex-H.A. employees—Jeff Naideau, Dana Byrd and Brad Cox—formed Barefoot Software. They approached the authors and developers and obtained the licenses to carry on. This was a very worthwhile move—it prevented a large, installed base of users from feeling stranded and kept developers confident that their upgrade efforts would continue unimpeded. Barefoot Software, Inc., 19865 Covello St., Canoga Park, CA 91306. Telephone: (818) 727-7143; FAX: (818) 727-0632.

I remember witnessing, at the Chicago ComputerFest, how SmpteTrack Gold was such an improvement over earlier versions. As a result, I had planned to discuss its latest incarnation, "Platinum," at length, in this series of articles (along with an explanation of SMPTE). However, I have been overtaken by events: a temporarily incapacitating illness, a personal relocation and ASTMUM's participation in several shows since Chicago. Now, Hybrid Arts is no more and the software's gone Barefoot!

Don't worry. If you keep reading, I'm sure that you'll be rewarded! If you're already a SmpteTrack or EdiTrack user, you may be in-

terested in this bulletin from Barefoot Software (or, if you're looking for your first full-featured, production oriented, monster sequencer keep reading!).

SmpteTrack/EdiTrack Platinum Upgrade Revised Release

A New Look, To The Main Screen, Featuring:

A "tiling system" which allows portions of the screen to flip to other functions, meeting the user's needs at any given moment. This is much like windowing in that the user can, largely, reconfigure the look of the screen, except that the "tiles" come in predetermined sizes and don't overlap. That makes the code much more efficient, which, in turn, allows their reputedly excellent MIDI timing performance, during recording and playback, to be maintained.

Tile Types And Functions:

MIDI Recorder Transport tile (across the bottom of the screen in most configurations);

Track tiles allow 12 to 24 tracks to appear on the screen, at once, with more information per track than in the "Gold" version:

- permits muting of ALL tracks, including those under "Chain" control;

- provision for simple track looping (without needing a chain);

- A "wide-track" tile shows all multi-function column functions.

Control tile (much like the "Gold" control column, but in a different shape) The on-screen fader will control multiple channels, at once, to permit group volume control or adding modulation to several parts simultaneously;

Joystick tile (lets you simultaneously control two MIDI parameters, one with vertical movement, one with horizontal movement);

Group Mute tile mutes all tracks assigned to a particular channel with one mouse click.

Other New Functions:

Two Record Modes: For novice users, if the RECORD button is used, the count-off is heard and recorded material will be automatically saved, to the next empty track, when STOP is pressed. The PLAY button does not sound the count-off and any material played will be held in the "Keep Buffer" and saved to a track, in the traditional way, if desired. In advanced mode, the operation is the same as in previous versions of the program, except that the RECORD button causes the count-off to be heard, while PLAY omits the count-off;

Redesigned Quantize Function has user definable "grooves" and added parameters, like "strength" and "percentage";

Tap-in Tempo: Create a tempo track by tapping quarter- or eighth-notes on the Atari keyboard or a MIDI controller, or record a song, out of sync, relative to the metronome. Then, while it's playing, tap-along, on quarter- or eighth- notes, to induce the program to realign the bar divisions and tempos to sync-up the tracks (to the tapped-in tempo). Essentially, this enables you to record in "free-time", without listening to the metronome, and go back and realign the sequencer's sense of bars and beats to the recorded material;

Weed Duplicates function eliminates overlapping duplicate notes.

New Graphics Screen Features:

Keyboard Equivalents for all graphics screen commands. Also, a new Option Menu allows changing of tempo;

Compatibility with TT Medium and TT High

Resolutions and, possibly, the TT cache;

Real-Time Track Velocity Shift makes track softer or louder during playback;

Durate Notes to a percentage of their current duration;

Sort Tracks by name or by channel and port;

Key command to Quit.

Once I've received a review copy of SmpteTrack Platinum and had two of our pros (longtime users of earlier versions, with MidiPlexers, etc.) lose themselves in it and emerge with a verdict, we'll have an interesting review!

Retail prices for SmpteTrack Gold (\$399), SmpteTrack Platinum (\$499) and EdiTrack Gold (\$119) provide good price/performance ratios compared to the competition. Of course, dealers may sell for less. Other, familiar software items round out the line (ask for a brochure).

Before we move on to another Chicago show exhibitor, let me point out that, according to Brad Cox, Barefoot Software also handles some hardware, such as the MidiPlexer (\$299), a DMA to SCSI converter (\$225), some other items, and a SMPTE Chase Lock (\$1000) for the "now old," 2-channel Digital Master system that I reviewed only a few months ago! He is also doing some discrete consulting and service, on the older equipment, by appointment; call for details.

Even if it stings a bit, it's better to land on your feet! On page 43 of this May's AIM, I mentioned Oregon Research Associates because I've met so many musicians who've landed in deeeep trouble by failing to back-up their hard drives. Guys, there's no excuse for this, especially when there are products like Diamond Back II to make pleasurable what was once a nagging chore! In that same issue, Bill Rayl reviewed Diamond Back II, helpfully revealing some considerations one should make when choosing a back-up utility. Oregon Research Associates, 16200 S.W. Pacific Hwy., Suite 162, Tigard, OR 97224, Phone: (503) 620-4919 FAX: (503) 639-6182.

At the Chicago show, Bob Luneski, author of Diamond Back II, mugged for the camera and cut capers with his irrepressible neighbor, Nevin Shalit, head of the Independent Association of Atari Developers and author of Tracker/ST 3.0 (another great product for the disorganized musician). I love their spirit, good humor and salesmanship; it contributed a lot to the feeling of good will at this massive show.

I'm pleasantly surprised that certain people I know are using Tracker/ST; I'll be comparing notes with them as I write my review. This is a very sophisticated mailing list and mailmerge program that could, for example, solve a lot of problems in the membership and newsletter circulation departments of a musicians' union. Step Ahead Software, Inc., 496-A Hudson St., # F39 New York, NY 10014, Phone: (212) 627-5830.

Being able to generate electronic or acoustic music, on demand, is a fact of life for today's musician. Being able to juggle many possible bookings can mean the difference between intermittent or steady employment. Personal info/agenda management programs, like Gribnif's CardFile 3 (now updated to CardFile 4), are especially helpful in keeping "more balls in the air." With phone-dialing capabilities (a MODEM is required), similar to Tracker/ST, CardFile 4 also has many useful features for the self-actualizing musician. Readers, please note that this is the latest info, from Gribnif, including their new address and phone numbers. Gribnif Software, P.O. Box 779, Northampton, MA 01061, Tel: (413) 247-5620, Fax: (413) 247-5622, Toll-free orders only: 1-800-284-4742.

The CodeHeads were doing brisk and friendly business at their booth. I'd like musicians to look into some of their products (i.e., MIDIMax, MIDI Spy, and even many of their shareware releases) which, I feel, justify a future article. Consider the time savings and smoother work methods possible when their programs, utilities and accessories are used. One of their brochures should state (if it doesn't already) "Products for Musicians, by Musicians" (if someone else has dibs on this phrase, let me know). Since Chicago, CodeHead Technologies has added even more goodies (soft and hard) to the line, so look 'em up! CodeHead Technologies, P.O. Box 74090, Los Angeles, CA 90004, Tel: (213) 386-5735, Fax: (213) 386-5789.

I got some interesting video footage at our own corner booth (ASTMUM, #06) when Marc Sauvé, doing a "chicken-strut" to the music, seemed to gradually disappear down some stairs, behind our table. It was just an act, but I peeked behind there, just to be sure! After all, Chicago had sprung many surprises on us (e.g., the submarine tour, the "Deadheads' invasion" of the hotel, etc.).

Our table featured brochures, maps and tourist info about Montreal's 350th Anniversary Celebration (ending, Oct. 12, '92). In a province that was rapidly becoming insular, this "prolonged birthday party" has induced Montrealers to look outward (and inward) while celebrating their uniqueness.

There's been no shortage of things to see and do, in our city, including a Montreal AtariFest. Although ASTMUM helped publicize Production '92, which happened in late May, Atari's name and products were not as prominently displayed as they could have been had Atari chosen to exhibit! Feeling that certain advantages of the Atari platform would be better presented by users, we decided to have another go.

Three Montreal-area users' groups are hosting this AtariFest and we've invited users' groups, dealers and developers in the NorthEast (and farther afield) to join in the fun. Festival Atari de Montréal et Environs (FAME), scheduled for this September 19-20, could be happening as you read this!

There is a very distinct possibility that ASTMUM will exhibit and do demos at the WAACE AtariFest '92, October 10 and 11. Depending upon certain members' availability, and other factors, we could take pleasure in "doing it again!"

News Flash!

This, just in: Micro Expo '92, a multi-platform, user-oriented computer show, is slated to take place in the South Hall of Montreal's Place Bonaventure on October 16-18. Hours are Friday, Noon to 9 PM; Sat. and Sun., 10 AM to 6 PM. Featuring a "Table of Experts" to advise and guide visitors to participants' booths, this show focuses on helping people find suitable computer solutions for their desired applications. For more information, contact: ShowFest Productions (Micro Expo), Tel: (514) 844-0502, FAX: (514) 849-9517.

I mentioned Micro Expo because our group is planning to be there! Even though it follows right on the heels of WAACE, I believe the Atari platform(s) should be present whenever people are refining their choices. I also hope Atari North America takes this opportunity to show the non-Atari public what the current and (hint-hint) newest models can do. They'd better not miss this chance!

Now, For The Wrap-Up.

Unlike the Washington trip, we didn't have room to bring a MIDI guitar to Chicago, but we brought a complete (remember Part 1?) sound system, keyboard, sound modules and more.

One of the modules (provided by Steve's Music Store in Montreal) was no larger than a VHS videocassette. It's called the Yamaha QY10 and is great for the musician on the go. This portable, musical notepad/sequencer/nearly-do-everything gadget cries out for you to put it to use. Check it out at your local Yamaha dealer.

By the way, the Roland Sound Brush and Sound Canvas modules and the U-20 keyboard were well demonstrated (Roland Corp. US, Guitar Plus) at the show. Most of you are now aware that you can assemble and fine-tune a heap of sequences and accompaniments (using Roland's "Band-In-The-Box" software and/or your favorite MIDI File Standard compatible sequencer) on your ST system and then arrange the files on disk for playback, in the Brush, to drive the Canvas (or any other suitable sound module) at a gig. Your computer and fragile monitor remain at home, so your kids can work on their term papers! The popularity and utility of the modules has since provoked a number of our members to participate, locally, in a quantity purchase (an ASTMUM benefit).

For complete descriptions and applications of Roland Products, I suggest you get on their mailing list. Their Roland Users' Group Newsletter can be obtained by writing to them. In the US: Roland Corp. US, 7200 Dominion Circle, Los Angeles, CA 90040-3647. In Canada: Roland Canada Music Ltd., 5480 Parkwood, Richmond, BC V6V 2M4. In Australia: Roland Corporation (Australia) Pty. Ltd., 38 Campbell Avenue, Dee Why West, NSW 2099.

Displayed (and played) at our booth were examples of our members' work in areas of jazz, fusion, a cappella voice, new age, film scores, techno and dance music. Feel free to write us (or call) for our productive members' ever-growing list of high-quality CDs, cassettes and sheet music (much of which is already distributed through record and music stores). We can even advise you if you're thinking of producing an original recording or want to get started in the music technology field.

ASTMUM was initially formed because people (musicians, artists, teachers and technicians) who earned their living with their STs were not happy with the quality of service provided in the Montreal area. Since 1987, our group has maintained a 24-hour repair hotline and procedural training for its members. Seminars and demos of new music equipment, workshops in the complexities of graphics and music production, and viewing video-tours, of Atari exhibitions, are typical activities of our group. Over the years, musicians, near and far, have joined ASTMUM. We welcome any who want to help keep the Atari users' and developers' community alive and healthy!

A musician, band or group is, today, more likely to take an interest in visual presentation and the ever-broadening selection of tools involved. Even though ASTMUM is also heavily into visuals, DTP and graphics (posters, flyers, brochures, cassette and CD jewel-box inserts), I have chosen to channel my graphics reportage into a separate article. It will cover things I've seen at this and other shows, balanced with some of our users' comments.

Near show closing, I made another sweep through the hall with the camera. "Oh yeah, I'd better check to see if I won that C-Lab wristwatch! Humm... Nope! But, what's this? That's my name! What did I win?" Bob Lytle pointed out that I'd won the shirt that my entry was pinned to. Behold! A huge, black, C-Lab Notator sweatshirt! This was the first time I'd won anything at any of these shows, so I hopped around for quite awhile.

The LCACE Chicago ComputerFest by Atari was quite a show. The Lake County Area Computer Enthusiasts put a lot of preparation and effort into it. If you're a Chicago area musician, you might check out their MIDI SIG (I recall that their contact person for music was Steve Yeaton). If, like many

musicians, you've only used your ST as a sequencer, they (like ASTMUM) can also help you come up to speed in learning other, useful aspects of your computer. They may also be able to direct you to a club in your immediate area.

I, myself, would like to come back to Chicago and, without the pressure of a show, get to know people better. I remember meeting Dwight (J.J.) Johnson at the Dearborn show in 1989. He already had a twinkle in his eye. That twinkle became the Chicago show!

I had also met James Grunke, Atari's Director of International Music Markets, at the Chicago show. He indicated that Atari was going to work more closely with music application developers and dealers, and be a larger presence in our segment of the market. James Grunke even stated that he was impressed by the accomplishments of ASTMUM.

Atari USA supplied most exhibitors with computers (in addition to those set-up for MIDI-Maze, DTP workshops and many more for seminars). It was a massive undertaking, on a scale notably larger than the Dearborn show! Atari loaned us two Mega STes. In appreciation, I bought one at the close of the show!

Those of you who made it to the show, dig out your souvenir programs and study what you might not have had time for before. Reflect on that and on the goodies you found, the people you met... Yes, it actually happened.

About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is also a 5-octave manualist (plays music on his hands) with a large repertoire, and he is one of the founding members of Atari ST/Mega Users (Montreal).

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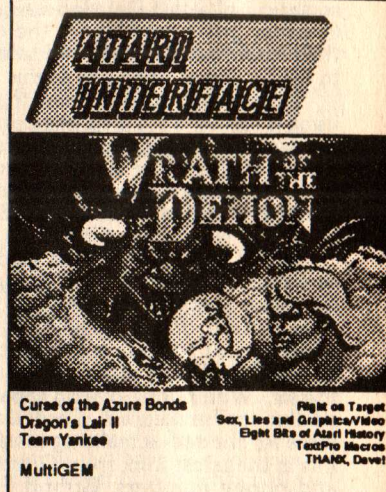
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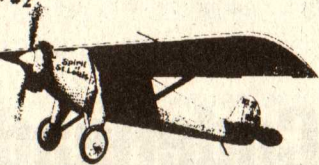
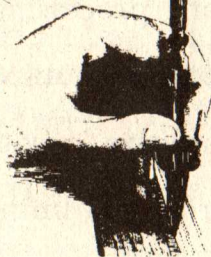
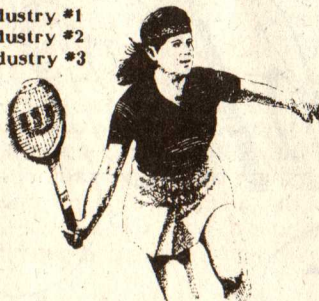
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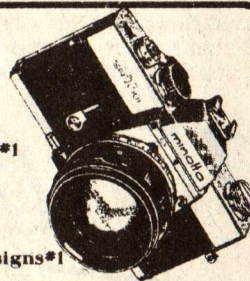
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AAAUA

PRESIDENTIAL PONDERINGS by Alvan Sherrill

Wouldn't user groups function magnificently if the officers were paid \$100,000 a year? You can bet that people would be on time for every meeting and no job would be too large or too small. Atarians and wannabees would flood the mail with applications. Attendance would surge with members and applicants hoping to get part of the action. But, alas, the pay is zero. At least monetarily. I suppose that explains why it is so difficult to get volunteers. But, fortunately, there those who devote their time and expertise to fulfill the responsibilities of their office, often taking on tasks beyond those prescribed. For these few we can be thankful. We owe the existence of user groups to this unselfish group of Atarians who devote so much of themselves.

But, unfortunately, there are a few who will volunteer for an office and do little to fulfill their responsibilities. They will be habitually late to the meetings or perhaps not show up at all without notifying anyone. They accept their responsibilities most casually and frequently turn in marginal results or fail to accomplish them at all. If questioned, they will say "Look! I am a volunteer. If you don't like the way I am doing things, get someone else." I have heard more than a few officers say something similar. Indeed, a few have just "got mad" and quit! Is this the way it should be? If the pay were \$100,000 a year, I don't think this would happen very often.

Suppose you or your child needed an operation that cost \$250,000 and you had no insurance, but you were fortunate enough to find a doctor who was willing to perform the operation for nothing (Pro bono). Would you expect shoddy treatment or the best care available? Suppose the doctor said "Since I am not being paid, I'll try to get the operation out of the way in between my other appointments, as time permits." Wouldn't you expect the very best from this professional regardless of how much he was being paid?

Does not the same philosophy apply to the user group volunteer? If an officer accepts the responsibility of the position or other task, should not he or she do his/her very best? If the task is beyond the capability of the officer, or if he or she does not have the time, then the position or task should be politely declined. But once accepted, a responsibility should be a sacred trust. This is essential if we are to have viable user groups.

In the May group issue of (FR)ANTIC, AAAUA's monthly newsletter, Subscribing member James Martin, currently from Tinker AFB, Oklahoma, wrote of his rediscovery of PAC-MAN, the Classic Atari 8-bit "arcade" game cartridge. His point was that a game does not have to be new to be good. This is certainly true of PAC-MAN as well as of many other games. Owning PAC-MAN, and naturally an Atari 8-bit computer to play it on, is owning a nostalgic piece of history. Remember when PAC-MAN could be found in any game arcade and in many restaurants and other places of business? Nintendo prices have dropped to around \$80 now, but the games still sell for \$35-\$50. Compare that with an Atari 400 for \$15-\$20 or even an Atari 800XL for \$40-\$50 and games for these machines at \$2-\$10. Of course you won't find this equipment or prices in the big computer stores, but they can be found in flea markets, garage sales, user group swap meets and in some mailorder houses. The point is that they are now available for those who are willing to look; but, who knows for how long? So, buy an extra CLASSIC for yourself and for your kids or grandkids while they are available (the computer and games, not the kids). You may have to overcome the "herd" instinct in your kids (and in many adults), but that in itself is a lesson in life.

Some other Atari games that may be available at very reasonable prices are Galaxian, Defender, Missile Command, Space Invaders, Star Raiders (great animation), Star Raiders II (ditto), Pit Stop, Pit Stop II, Pole Position, Zaxxon,

Preppie, Preppie II, Miner 2049er, Ball Blazer (tremendous graphics), Midnight Magic (pinball), and Rescue on Fractalus. I'm sure I omitted some very popular and fun games; forgive me if I didn't mention your favorite. The point is that there is a plethora of excellent and CLASSIC games for the Atari 8-bit, all at one tenth or less of their original price. So buy them when you find them and enjoy what still are very challenging and entertaining games. Be the envy of your friends. After all, anyone with money can buy a Nintendo game. But, only a true Atariian will appreciate the beauty and value of the CLASSIC Atari game.

A.C.O.R.N. Ft. Wayne IN.

Three Rivers Festival

July 11, 1992 will mark our fifth year holding our Three Rivers Festival event, The Magic of MIDI Music and Much More. Ten people have signed up so far to help out that our fun event (and probably help themselves to the cake and ice cream at the St. Francis Ice Cream Social that runs at the same time). If any others of you want to help out, either show up with or without your equipment or call one of the officers. We will start setting up around 9AM. I have sent a letter to Mr. Bob Brodie, Atari User Group Coordinator, to ask for brochures and any other assistance he and Atari can provide us. Even if you can't help out at our event, we'd still like to see you there during the afternoon so you can see what we do for the public. AND, if you have friends thinking of getting computers, here's an EXCELLENT chance to show them the kind of support our group offers.

ASTMUM

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CEGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago ComputerFest, Rosemont, IL USA, November '91
ACE '92, Toronto, April '92
PRODUCTION '92, Montreal, May '92
Connecticut AtariFest, Windsor Locks, CT USA, August '92

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, STBOOK and FALCON) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (about two Sundays per month) and offer seminars and demonstrations. Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even

singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUM Music Sampler, '91-'92) for \$12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D. Make your Money Order (in U.S. dollars if you live in the U.S.A.) payable to K. Carter-Morgan and send it to our address, below. Your return address should be complete and clearly printed.

If you use your Atari in creating or performing music, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to: ASTMUM, Attn: K. Carter-Morgan P.O. Box 966, Station B Montreal PQ Canada H3B 3K5 or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan:

Illness, moving and other mishaps prevented us from participating in Montreal's large SIIM show (June 3, 4 & 5, 1992) and the Milwaukee (MAST) show, on June 14. I understand that it wasn't that well attended. If they have one next year, we'll try to be there!

We also had to forego attending the MIST AtariFest IV, in Indianapolis, this July 25th. The pundits predicted that this show, for its size, should do very well... The results should be in by now.

Although we helped promote the PRODUCTION '92 show (ref. page 43, paragraphs 4 & 5, in the May issue of AIM), high booth costs precluded our having a booth of our own.

We were pleased to find that another exhibitor (using Atari) was happy to distribute our users' group flyers at their rather interesting booth, but, even with their help, we were forced to lead a nomadic existence at this show. Atari's voice was, indeed, small (but present) in this maelstrom of computers, workstations and media industry equipment (see our members' reports in future issues).

The magazine, "Qui fait Quoi" did show their appreciation by granting our members free, \$15 day-passes to the show.

By the way, I'll be happy to send (free of charge) an original, 40-page, glossy, bilingual, PRODUCTION '92 show program to each of the first five people who make the effort of writing to me, from out-of-town, requesting it (offer expires 30/09/92).

On balance, it's not so bad, however. ASTMUM has managed to "do" SEVEN shows from May '91 through May '92. Those members and friends who experienced parts of it have benefitted and learned a lot. That which we've been able to document, on videotape, has been useful and entertaining to members at home.

By the time you read this, the 1992 Connecticut AtariFest, in Windsor Locks, should be imminent (Aug. 15-16). Since it's a pleasant drive south, from Montreal, we've made plans to be there. If you attend and you're interested in our activities, please drop by our booth.

Our data-bank, of people interested in MIDI and digital audio/video signal processing, is growing to the point that a disk newsletter is being considered. Anyone interested in subscribing to and/or writing articles for the newsletter may contact us.

On September 19-20, ASTMUM will also be participating in FAME '92 (Festival Atari de Montréal et Environs), along with other users' groups, local dealers, Atari developers and visitors from all over the NorthEast! Please look for details, elsewhere in this issue, or call us at the above number.

Adieu for now!

KCM (ASTMUM)

BRAG*ST

General Meeting JULY 16, 1992 by Dane Stegman

Our Chairman, Mark Pierro began our meeting at 7:40pm. Mark announced the Top Ten PD Programs from the July issue of ST Format. Mark also said that the magazine could be purchased at the Village Green Book Store. Then our treasurer, Gerry Genson gave a financial report, we have about \$500.00 in our treasury. Our first demo was Codekeys by CodeHead Software, demonstrated by Mark Pierro. Our next demo was Mavis Beacon Teaches Typing by Software Toolworks, demonstrated by Gerry Genson. We then had a usual break and raffle. The winner of the door prize (Box of 3 1/2 disks) was Mike Burkley, the winner of the raffle prize (CodeKeys) was Carl Barron. Mike Burkley then began to show everyone a game called Challenge Golf. After several tries Mike could not get it to run properly. He was donating the disk to our library. We then had an open forum. The meeting ended at 8:50pm.

HACE

Good News For All Hace Members And All Atari Users.

The HACE Atari Safari '92' committee has just received confirmation that two Atari software developers will have booths at the Safari. John Eidsvoog and Charles Johnson of CodeHead Technology will be present and have agreed to give a talk. Mike Vederman of Double Click has indicated that he and the Double Click crew will be present. Double Click will also give a talk. Bob Brodie and these important developers presence at this meeting gives all area Atari Users a great opportunity to learn about their computer platform and meet key "Atari" people. This good news is an incentive to users, dealers, and developers to be present at the third annual ATARI SAFARI. This is an invitation to the world wide Atari community to come to Houston in October.

"See you in October", Bill A. Kithas

MACE

August Minutes The August meeting went off without a hitch, everyone of the officers brought a computer and the CAD programs performed well. There were two electronics board drawing programs for the 8-bit, Schematic Designer and Circuit DataBase brought in by Anton Malje. Anton liked Circuit DataBase better because it is not copy protected and has a zoom feature. I had brought 3 Cad programs to show off, Master Cad, Cad-3D Studio and GFA Draft. The first two worked in 3D the other worked in 2D. There was definite interest in Cad programs when we asked some of the members why they were there. Member turnout was good considering summer, Although, Michigan has been colder and wetter than usual for the month (it was raining the night of the meeting).

The highlight of the night was when I loaded an automobile in Cad-3D Studio, at the time it had the engine and drive shaft, body and wheels and the seats. The whole car (79 Ford Granada) took up 120K and has forty parts to make the engine and body. I will finish the project and put it into our library for those of you who have Cad-3D Studio. For those of you who don't have Cad Studio or the other fine Antic Cyber products, advertisements at the meeting were quoting prices of \$14.95 each or \$20 for three Antic Cyber 3D modeling programs and GFA Draft 2.0 for \$9.00.

The night wore on and the librarians showed off their Cad demo's which can still be bought at this election meeting. The meeting broke away at about 9:30 with tired but happy members.

Sept. Meeting

This meeting we will be having officer elections. A chance to get free membership for the next year. Your probably wondering what spots are available just in case you

get the urge to get a little more out of this club, well here is a final run down on positions.

Club President; Vice president; Journal Editor; Recording/corresponding Secretary; 16-bit Librarian; 8-bit Librarian; Treasurer; Membership chair Meeting Coordinator

The rest of the meeting is reserved for swap night. If you have something you want to sell - bring it along, or if you want to buy - bring cash. This type of meeting always draws a crowd. Last swap night happened in January but because of the School being closed we moved to Mark Tappens house. Needless to say the basement was full up to the rafters with people and actual movement was hard. That situation has been improved since we are back at the Southfield Civic Center so there should be no problems (except for your cash flow).

October Meeting

October is going to be somewhat of a surprise depending on what happens at the election. Maybe Halloween will have the Falcon?! Either way the club has some planning to do.

SOMEWHERE ONLINE

MACE has a bulletin board running for those of you who use their modems for fun or profit. The download library is packed with 8 and 16-bit programs and files. Some of the categories are art, demo's, music, basic prog's, utilities and text. The MACE Journal is put into the text section and is labeled something like 'MJAUG92.TXT' so to get a list of Journals put down 'MJ*.*'

The latest Atari news can be found on the Tari Forest, spec's for the Falcon lately; and you can find news about Molin's Den (the bulletin board for Waug). Inquiries about membership or library disks and whether they will be available at our next meeting can be sent to the Tari Forest. Also any questions you might have or comments about the club can be posted on the board. The number of the Tari Forest is 278-6466, 24 hours a day at 300/1200/2400/9600 baud.

Our next meeting is scheduled for October 20, 1992 at the Southfield Civic Center, under new management. I'd really like to see you there.

OHAUG

PRESIDENTS MESSAGE by ALEX PIGNATO

The "CLASSIC 8 BIT" magazine campaign is over, and has been tabulated, indicating 600 plus returns. Our inside source, our member BEN POEHLAND, says it's a definite success, with names still coming in. The process of final negotiations with UNICORN PUBLICATION took place in JULY. The target date for the first issue is set at this time for October 1992. The magazine is expected to be printed 6 times per year, with a disk 3 times a year.

I'm proud to announce that the members of OL' HACKERS, have VOLUNTEERED UNANIMOUSLY, to do the packaging and mailing out of the 3 separate disk issues for the first year of publication, in order to help get the CLASSIC 8 BIT mag off and flying. That relates to over 600 disks to be labeled, stamped packaged and mailed, quite a hefty job. Yes, that's right, a whole club UNANIMOUSLY agreed to do this BIG chore 3 times a year as a LABOR OF LOVE for our 8 BIT micros. That's real devotion, but then the OL' HACKERS have always done their utmost to have people stay with the 8 BIT, that's why our membership keeps growing while other clubs memberships are dwindling.

It is our belief that this was and is our last chance at having a magazine devoted entirely to the 8 BIT, so be sure that when the time comes you follow through and send in your subscription dollars without delay. We need each and every 8 BIT owner who wants to keep his micro viable to follow through! This is a time for ACTION. We raised enough hell, and complaints because we were being ignored or worse committed to the dung heap. Well now the 8 BIT community took things in hand and are correcting that. So stay tuned and we will try to keep you informed.

MINUTES OF AUGUST 1992 MEETING

HAROLD PEGLER passed out the updated version 2.0 of the LIBRARY DISK to the members. The disk has PRNTSTAR.BAS on it on the back side. You can call up a file and print it with this program. A great idea HAROLD!

CORRESPONDENCE: From the JACG of New Jersey newsletter, of Aug. '92. They commented on the continued very vigorous growth of the OL' HACKERS while most other 8-Bit clubs are losing members.

RON, for his demo, described how to change a pressure pad on your disk drive. This is the most cost effective improvement you can do to your disk drive. In order to protect the read/write head use a disk and put a piece of masking tape on the top of the disk opening. Put this disk in the drive. This will protect the read write head.

Over the read write head is the pressure pad. It is a round plug with a felt pad in it. Look at it. If the felt pad is worn then you must change it. To change the pressure pad close the disk drive door and lift up the holder press the pad together and pop it out of the holder. To insert a new pad put the plug under the holder and gently press on it until it pops into the hole.

New pads are available from BEST ELECTRONICS. For INDUS and 1050 drives they are \$2.00. For 810 drives they are \$.75. If you are going to order something from them you are urged to also order yourself a spare drive belt. They are very hard to get and this is the only source. They are \$4.50.

In a recent issue of AIM, there was a description on how to use the top end of a BIC PEN as a pressure pad. DO NOT USE IT. It fits O.K. but it ruins the back of your disk and you cannot use it as a FLIPPY DISK. It most likely will also deposit plastic on your READ/WRITE HEAD.

Another great meeting is now a thing of the past. Darn it, I hate to wait another month for the next one!

Submitted by Ron Fetzer

PACS

Meeting Notes for June

Our Sig has acquired another Monochrome monitor a green one with sound as well as an Atari 400 both donated by fellow P.A.C.S members. The Sig would like to thank them for thinking of us when they had used equipment they no longer wanted.

Chris Luckey's Demo of his newest board did not come off as well as the ATR8000 last month due to hardware and software problems, we didn't have anything at the meeting capable of the transfer rates the board was able to handle. Things can really get tricky above 9600 baud.

The Kid Sig made a good showing with Jessica Cavanagh and Amanda Collins handing out copies of their newsletter. It seemed as if they were everywhere you looked promoting their KID SIG. Jessica made sure their newsletter was at the P.A.C.S. table and Amanda saw to it that Dr. Longo had his copy. She made sure he knew she is the Kid Sig Editor and Jessica is the President. The article they contributed to our newsletter made a nice addition. I hope they keep them coming. The also had a poster they had made up to show what a disk looks like inside of its sleeve, which they used to show why they are called floppies.

Bob Shuster has offered to continue taking care of the BBS and will continue answering questions posted there. If you can lend any help please let Joseph know. The time for the ST meeting has been changed to 10 AM and should be listed in the back of the DataBus soon. We switched with the 8-bit programing segment as Jim and Joseph have work schedual conflicts. This should help them and our ST members as Jim will be able to bring his ST to the meeting now.

SDACE

General meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street, at 7 p.m. ST workshop/8-bit 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, SDACE quarterly newsletter and reduced rates on the disk-of-the-month.

SDACE's address is PO Box 900076, San Diego, CA 92190

President	Dan Phillips	(619) 462-1289
Vice Pres	Dean Smith	(619) 582-8157
Secretary	Jim Trageser	(619) 223-4608

Things are slowing down in San Diego for the summer. Our BBS wizop, Steve Kiepe, has been reassigned back East by the Navy and leaves Oct. 1. Tom Smith has graciously agreed to take over the BBS and keep it going for a year until Steve returns to San Diego. In addition, our PD/shareware librarian, Dennis Kay, has also had to cut back on his time involvement. Frank Miller has taken over as librarian.

WAUG

The Washtenaw Atari Users Group meets the second Tuesday of every month at the Colonial Lanes on South Industrial in Ann Arbor MI beginning at 7:30 PM. We support all Atari computers including 8 bit, ST/STE/TT and Portfolio. A vast library of public domain and shareware programs is available as is help for both new and experienced users. WAUG is supported by MOLin's Den BBS at (313)451-0524 and Clear Thinking BBS at (313)971-6035. We can also be reached by phone c/o Craig Harvey at (313)971-8576 or by addressing mail to 14 Payeur in Ann Arbor MI 48108.

The August meeting began at 7:30PM with the room completely turned around from past meetings. The 8 bit demo was the first item on the agenda as the "classic" enthusiasts had planned to begin a little earlier than the regular meeting schedule.

The demo that 8 bit Librarian Ralph Salmeron presented was from the July AIM disk-of-the-month. This demo was a program actually used by a British petroleum company to graphically demonstrate the process of exploration and recovery of underground oil reserves. Also on this disk were some hard drive backup utilities and a story book maker program. Ralph in addition had the AIM August disk-of-the-month available with the following on it: Snapshot -- a task switcher that can make use of the disk as virtual memory. Weave -- a disk formatter that will enable extra sectors. Along with these were a Tetris clone and an indexing program.

President Craig Harvey spoke to the assembled members about the position of Portfolio Librarian (the ST Librarian will get stuck with it) and next month's meeting topic, namely programming languages and telecom scripting. He also briefly discussed the need for some type of policy regarding smoking during the meetings. The vote among the members determined that we will have no smoking in the room during the meeting but that a short intermission to leave the room will be provided for smokers in the group. Craig then reminded anyone who is interested in helping out at the October show to contact Dave Brzezinski.

ST Librarian Mike Olin told the group about new club library program that would print in two columns using the built in fonts on popular 9 or 24 pin printers as well as DeskJets. As a demonstration he handed out double column printed sheets listing an astounding 19 new library disks ranging from games to utilities to languages to telecommunications, etc. and including the AIM July and August ST disk-of-the-month.

Member Roger Tanner presented his demo of how he is using his ST to design, build and test his telescope controller. He talked about some of the programs that he used in the design including Athena Cad II for the circuits and telescope mount assembly, his use of the ST to write Assembly programs for the controller's MC68000 cpu, and the use of his ST as an eeprom programmer for the custom chips he required. Roger brought along the telescope controller electronics with it's paddle controller (ST supervised automatic control is coming soon) and fielded members questions about the programs that he used, problems that he ran into and the operation of the controller itself. Particularly interesting were some of the questions and answers regarding the problems pertaining to precise control of the telescope and the reasons why that was absolutely necessary. One wise guy even asked if Roger's device had achieved FCC A or B certification to which his reply was that he wasn't sure but the fact that his stereo quits when he turns it on might provide a clue. The work with the controller has been an on going project for 3 years and has all been done with Roger's original 1985 ST. Not content to just use his ST for things which most of us couldn't even understand, Roger let us know that he also uses his ST for more mundane purposes such producing the newsletter for his astronomy club with PageStream.

The monthly drawing was held with 8 bit prizes going to 2 lucky winners and 3 ST users taking home a prize too.

Next month's meeting will also see the assembly of our 8 bit hard drive system.

Neron Nesmith spoke briefly about Atari's appearance on the PBS show Computer Chronicles and promised he would bring a tape of it to view at the next meeting.

Craig solicited comments and questions from the members as the last order of business. The majority of questions were about the availability of PD programming languages for both the ST and 8 bit machines. Hopefully all will be answered at the next meeting which just happens to be on that very topic.

The meeting was adjourned at 9:15PM.

Respectfully submitted,
Dan Cable, Secretary

WNYAUG

August 1992 Meeting OLD BUSINESS: Your humble Secretary reported that she had written to Bob Brodie at Atari Corp. regarding the recent mixup about 8-bit support in the area. Mr. Brodie replied quickly and informs us that we are still an officially registered Atari user group, but that he was unaware that we were an all-8-bit group until now.

Christine also noted that the BBS number and a few other minor errors exist in Atari's records pertaining to us, and that she will write again.

NEW BUSINESS: Mike and John showed a disk containing several MicroPainter pictures of WNYAUG logos that Mike and others had created. John and Dave Shane put the disk together using DL Master, and the Antic Picture Converter to convert Koala pictures to MicroPainter format.

John demonstrated the commercial version of the Daisy-Dot III Print Processor from Roy Goldman. Copies of David Richardson's DDIII User Manual were distributed, this is a public domain manual that prints out with DDIII and constitutes a gripping illustration of the power and flexibility of this program.

The split club jackpot drawing was then held, and our SysOp, Don Koepf, made off with the booty once again, proving that he has surpassed Kevin Packard as our resident "Keeper Of The Horseshoe". That's three times, Don...give somebody ELSE a chance!

The meeting adjourned at 9:45 PM, but as usual, an informal circle of minds assembled in the parking lot afterward.

WARP 9

Computer users always want more speed. The faster, the better. When it comes to speeding up your current machine, there are two general approaches. First, you can purchase hardware accelerators to speed up the CPU. While this is generally fairly expensive, it does give you the greatest possible speed increases.

The second approach is to use a software accelerator. Software accelerators can speed up your screen redraws, making your computer usage more productive. While the actual speed at which your computer runs is not enhanced, your system does feel more 'zippy'...GEM windows display faster, your word processor scrolls through text faster, etc.

(Of course, you can add both hardware and software accelerators to your system and benefit from the addition speed of both products.)

Warp 9 from CodeHead Technologies is the very best in software screen acceleration for the Atari ST and TT computers. Built upon the foundation of Quick ST from Branch Always Software, Warp 9 offers speed increases of over 400% in some cases. Even better, compatibility with your favorite software is a high priority in Warp 9. The CodeHeads have done a great job of making an excellent piece of software even better.

The software consists of the Warp 9 program (which goes into your AUTO folder) and the Warp 9 Accessory. The accessory gives you piles of configuration options and access to the many extra features Warp 9 offers.

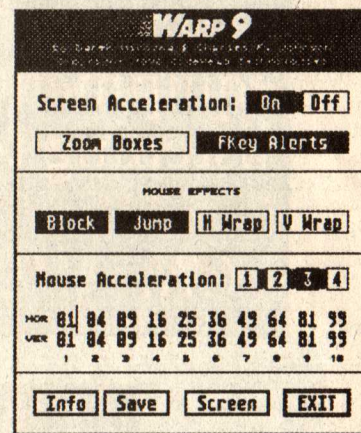
Speed Options

Via the Warp 9 Accessory, you can turn Warp 9 on and off. The option to disable Warp 9 is there just in case you have some incompatibility with a software package you run. It's also handy to show you just how much of a difference this software can make on your daily computer usage.

After using Warp 9 for a few hours, try turning the acceleration off for awhile. If you're like most people, you won't be able to use your system for long without turning Warp 9 back on.

The accessory also lets you turn Zoom Boxes off. While Zoom Boxes are a nice effect, they take time to display...and every nanosecond counts in the computer world.

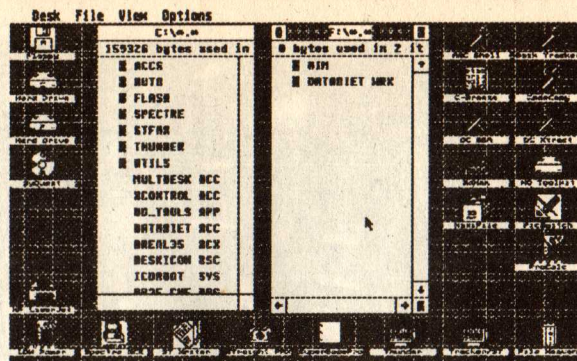
Bill Rayl



Other time saving options which can be set via the Warp 9 Accessory deal with 'Mouse Effects' and 'FKey Alerts'. Selecting the FKey Alerts button in the accessory makes it possible for you to select the first three buttons in any GEM dialog box by pressing a Function Key.

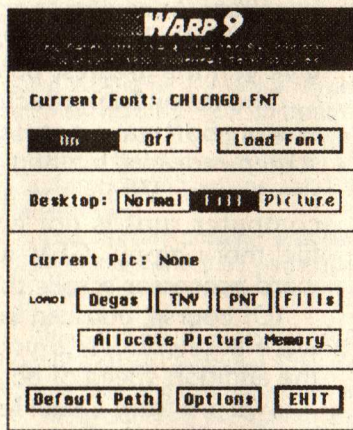
The Mouse Effects settings can increase the speed at which you can get from one place to another with the mouse pointer. The Block option stops the mouse from being able to move into the Menu Bar at the top of the screen. With Block set, you must press the right mouse button just prior to attempting to select menus. If you find yourself constantly dropping menus down when you don't want them, this is a handy option.

Jump is even more useful. This option causes the mouse pointer to jump immediately to the Menu Bar from wherever it is on the screen as soon as you click the right mouse button. This can be a real time saver, especially if you have a big screen monitor. Using Block and Jump together provides the best of both options!



Default Path **Options** **EXIT**

If you're short on memory, the Code-Heads include a configuration program that you can use instead of keeping the Warp 9 Accessory installed.



As if all that weren't enough, Warp 9 also gives you the ability to change the system font and desktop fill pattern. Or, you can replace the desktop with your choice of DEGAS (.PI? or .PC?), TNY or Prism Paint (.PNT) picture files. You can even have Warp 9 automatically load and install your selected font, fill pattern or picture file at bootup.

While replacing your desktop with a picture uses some system memory, it does not slow your system down and causes no compatibility problems.

Another utility in this package is the Warp 9 Customizer. This tool lets you create, edit, save and/or load fill patterns and fonts. It can also load fills and fonts for use if you don't have the Warp 9 Accessory installed.

At a suggested retail of \$44.95, Warp 9 is probably the least expensive acceleration option available. Once you've used the package, you'll find it worth every penny, too! Users of any previous version of Quick ST or Turbo ST can send in their original disks and upgrade to Warp 9 for only \$20.

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TOS Extension Card

Mega ST Bus Bridge Version

[This article comes to us courtesy of the Front Range Atari User Group and originally appeared in the June '92 issue of their newsletter, the FRAUG Lily Pad.]

Many ST owners have longed to have the New Desktop and upgraded TOS included with the Mega STE and TT, but had to settle with NeoDesk to get most of the same features. This is not to say that NeoDesk is an inferior program. Far from it, but the New Desktop offered us the ability to use a new, user-configurable ROM-based desktop to access our information.

Thanks to CodeHead Technologies and the TOS Extension Card, or TEC for short, users of the older ST line can now upgrade to the newest TOS (currently 2.06) without having to spend an arm and a leg for a new computer. The TEC board was actually designed in Germany and is marketed over there by a company called Artifex.

There are, according to the manual, four different installations of the TEC, but only three different versions. The first version is the base soldered in version for the ST owners. This one requires either an individual who is experienced with electronic devices to install it themselves or a professional installation by a dealer. The second type is the CPU bridge, which also requires some soldering. And, finally, there is the solderless Bus Bridge version which requires a Mega ST with the built-in Bus Connector. This last version can be installed by just about anyone with basic electronic skills.

Having a Mega ST, purchasing the solderless Bus Bridge version was the easiest way for me to go. The actual card itself is very well laid out and neatly packaged. The documentation was simple to follow with figure drawings to help in the installation.

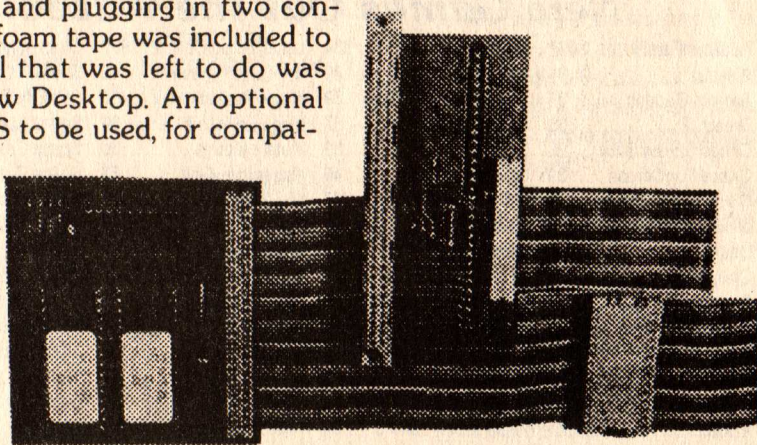
After reading the instructions through, an individual should feel confident enough to venture into upgrading their own machine. If there is any uncertainty, have a professional install the TEC for you.

The instructions were so easy to follow, it almost seemed like there was something left out or forgotten. Installation was as simple as opening up the machine, removing the two old TOS chips, and plugging in two connections to finish the installation. Two-sided foam tape was included to secure the board in place once installed. All that was left to do was reassemble the machine and enjoy the New Desktop. An optional switch can be installed to allow the older TOS to be used, for compatibility with certain programs. This switch should be added by an experienced installer.

CodeHead Technologies was nice enough to include many extra items on their Utilities disk including an icon juggler, Pinhead, CPXs for the new Control Panel, NoRoach, Set-Seek and WriteOff, along with documentation for the new TOS 2.06 explaining all of the changes.

CodeHead's TEC is, by far, one of the best investments an individual with an older ST can make. A definite must have!!

Robert Andersen
FRAUG





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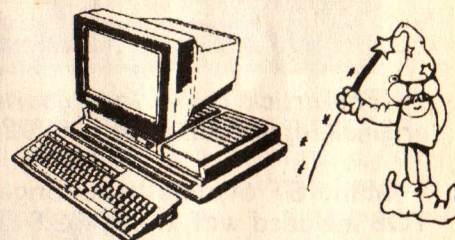
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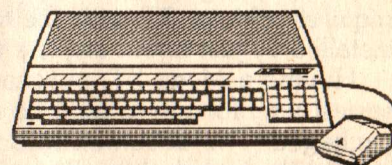


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Cooling Fan Installation for the Atari STe

Niles Russel

Have you ever noticed how much heat is generated by the power supply in your STe? I did, so I decided to mount a cooling fan to improve the cooling efficiency of the power supply.

It is a well known fact that component life is greatly extended when kept cool. In fact, when I opened up my STe and inspected the power supply, I noticed the area on the printed circuit board that has the transformer soldered to it is starting to discolor, indicating the build up of heat.

The Ol' Disclaimer

This whole project is put together as a suggestion, offering tips and hints to add a cooling fan to your computer. I offer no guarantees whatsoever, nor will I be held responsible in any way if the information provided is incorrect or modified.

In other words, it is strictly up to you to do the job correctly and insure its safe operation, as this is an electrical modification to your computer. If your computer is still under warranty, this will make that warranty null and void, as this is a modification.

Since this project involves working with elec-

tricity, disconnect the computer from the power source. In other words, don't work on your computer with it plugged into the wall!

Nothing is worse than getting shocked, or possibly electrocuted. Okay, now on to the fun stuff!

Selecting the Fan

The fan I selected is sold by Radio Shack, part number 273-244. It is a 1-9/16" DC brushless micro fan. It is rated at 12VDC (volts direct current) and displaces 3.5cfm (cubic feet per minute).

I was concerned about how much current the fan would draw, as I decided I would hook it into the power supply. Radio Shack states on the back of the package that this fan draws 100mA (milli-amps) max. I hooked the fan up to my ohm meter to find that, at full load, the fans draws right at 72mA. I could live with this! The project was on.

Why wasn't a 120 volt fan used instead? Well...space was a consideration, as you will find there is not a lot of it. Most of the fans offered were too big to fit in the space where I

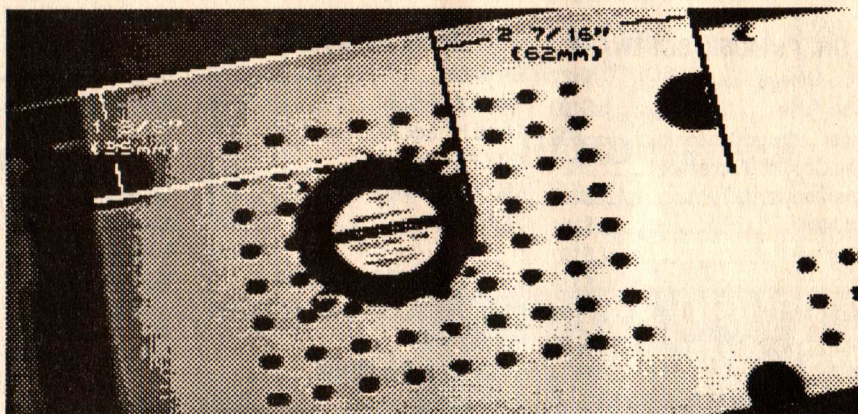


FIGURE 1

THIS PICTURE SHOWS THE SHIELD THAT COVERS THE POWER SUPPLY. ALL MEASUREMENTS GIVEN ARE APPROXIMATE. CHECK AND RECHECK BEFORE YOU CUT. YOU ONLY GET ONE CHANCE TO DO IT RIGHT!

wanted to install the fan. And the biggest reason of all was that I didn't want to hack my case up.

Mounting the Fan

Viewing Figure 1 will probably help you get an idea of where I located my fan. These pictures were created with the help of VIDI-ST. Although they are not as clear as I wanted them, I hope they give you an idea of how the project was accomplished.

First, you need to remove the case. There are some screws on the bottom of the case that need to be removed. Remove only the ones that are in a square-type hole. Once you complete that, remove the screws that hold the shield covering the power supply.

The fan will be mounted on the underside or bottom of the shield covering the power supply. The measurements are approximate, so check and double check your measurements before you start drilling and cutting.

The fan was strategically located on this shield because of the heat sinks on the power supply's printed circuit board, shown in Figure 2. Take note, however, that your power supply may be different than the one I have. Mine is made by Mitsumi Electric, TC1-A75. If yours is different, you may have to adjust the location of your fan.

You will notice a box I have drawn in Figure 2. This is the space that the fan will take up. You need to position the fan in such a way that it will not come in contact with heat sinks, power resistors or other components. I found that R108 (R is for Resistor) sits up fairly high and contacted my fan, making cool grinding noises. After carefully bending the resistor down slightly, the problem was eliminated.

Once I had found where I wanted to place the fan, I carefully laid it out and marked it with a pencil. In fact, I wire tied the fan to the shield, making sure it cleared everything before I started cutting.

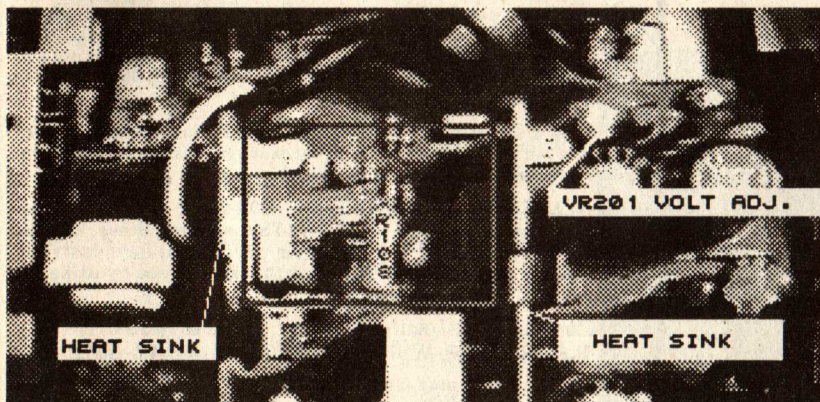


FIGURE 2

THIS IS THE POWER SUPPLY BOARD. NOTE THAT THE RED BOX INDICATES THE AREA THAT THE FAN WILL TAKE UP. CHECK TO MAKE SURE THAT R108 DOES NOT HIT THE BOTTOM OF THE FAN.

I then drilled a hole in the shield large enough to accommodate a nibbler. A nibbler is a device that will cut metal or plastic by cutting small pieces away on a marked pattern. Radio Shack sells one of these too, catalog number 64-823. Other methods of cutting a hole in the shield might include:

- A hole punch, proportionate to the fan size
- A small coping saw with a metal cutting blade
- A jigsaw with a metal cutting blade

Once I cut the hole in the shield, I then drilled 1/8" holes for the screws to mount the fan to the shield. I used 4-40 machine screws to mount the fan. To make sure they don't rattle loose, I put some non-corrosive silicon rubber on the nuts.

One note: I mounted my fan so that when turned on, the air is drawn over the components of the power supply and forced up and out of the computer. So far, this has worked exceptionally well, as I can feel the warm air being forced out of the power supply.

Power Supply Hook-Up

Again, please take caution when working with electricity.

The next step is to remove the four screws holding in the power supply's PC (printed circuit) board. On my power supply, the manufacturer was kind enough to drill two extra holes. These holes allowed me to solder the fan wires directly to the PC board, eliminating the need to "tap" into the existing wires, as this is not really a good idea and takes a lot of the professional look away.

The blue wire is + or positive 12VDC. Just to the left of it is a blank hole. This extra hole is where I soldered in my positive fan wire. The extra hole for the negative wire is located just to the right of C205 (C is for Capacitor) as shown in Figure 3.

I found these power points by disconnecting the plug from the motherboard, plugging the power supply in, and using a volt meter to test voltage output. I suggest that you cautiously do the same to double check that you are receiving the correct 12 volts at these points. If you are uneasy about doing this, I would suggest you have a friend help you who is comfortable working with electricity.

While you are testing for 12 volts, should you find the need to slightly increase the voltage, you may do so by adjusting trim pot VR201. Mine was off slightly, so I adjusted it up about .5 volts.

Once you locate these points, carefully solder the wires from the fan onto the PC board. While you have the solder iron hot, you may want to check



FIGURE 3

THIS WILL GIVE YOU THE GENERAL IDEA OF WHERE TO LOOK FOR THE EXTRA HOLES DRILLED IN THE PC BOARD, AND WIRE LOCATIONS FOR THE FAN. REMEMBER TO UNPLUG THE UNIT BEFORE WORKING ON OR AROUND THE POWER SUPPLY.

the connections on the board for cracked solder joints. I found one and resoldered it.

I found that soldering the fan wires to the PC board, then bolting it to the shield was the way to go. The wires on the fan are long enough to permit this. In case you were wondering, I did route the fan wires through the coil with the other wires.

Installing the Shield

Almost done! Carefully reinstall the power supply and secure it with the four screws. Now, being careful not to entangle the fan wires with everything else, position and mount the shield, attaching the screws to hold it in place.

When I got to this point, I wanted to make sure everything worked before replacing the cover. I plugged my machine into the wall, popped a disk in drive A: and turned it on. It booted just fine, and the fan came to life.

Once I installed the cover, I found the air from the fan was impeded by the venting slots in the cover. Still not wanting to hack and cut on my case, I investigated further possibilities of trimming some plastic, without changing the outside appearance of my computer.

This will be hard to explain, but I'll try. Look at the vent slots. Notice they are cut at an angle. There is a certain amount of plastic that can be

trimmed away without causing structural or cosmetic damage. The best way to illustrate this is by the cross section I have symbolized in Figure 4.

The symbol ^ indicates the area of plastic to be removed to increase air flow. I used a sharp X-acto knife to accomplish this task.

Once all that is complete, you are basically finished, except for remounting the top case to your computer and installing the screws.

How Well Does It Work?

I have been using my STe with the fan mounted for about three weeks now. The computer is used every day, and is usually left on for quite awhile. I have had no problems at all. I have four megs installed and run VIDI-ST, VIDI RBG and assorted MIDI devices. By running the cooling fan off of the power supply, it has never failed to give the best in performance running all my software and hardware.

This project may be of interest to Sysops who leave their STes on 24 hours a day. Have fun and be cool!

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TOS 2.06 is the new system software that the Mega STE's are using. It has a completely new desktop, including most of the features of the alternative desktop programs, without using up all that ram and without having to boot every time. But that's not the only thing. It also has some much improved system BIOS routines to speed up the system operation.

There is also optional instructions to keep your old TOS in your computer, in case you have some software that is TOS dependant. This is one upgrade that you shouldn't bypass.

AMAZING, works GREAT, I kept 3 TOS's in mine, it was a neat and easy installation, ACTUALLY FITS inside the Stacy, are just some of the comments I've heard from people that have installed the TAB. Not to mention the \$50-\$65 that they saved by using the TAB instead of the alternative.

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Figure 4 — Cross Section of Case



STraight FAX from Joppa Software

A while back, I reviewed the SendFAX software program from Joppa, called JoppaFAX. Now, Joppa has updated their software to use the Send and Receive FAXmodems available on the market. That's right! All you need is a Class 2 send/receive FAX-modem and the Joppa software, and you're off to the races.

Patricia Snyder-Rayl

Sending FAXes is a breeze. The old feel of the original software is still there, but the software itself

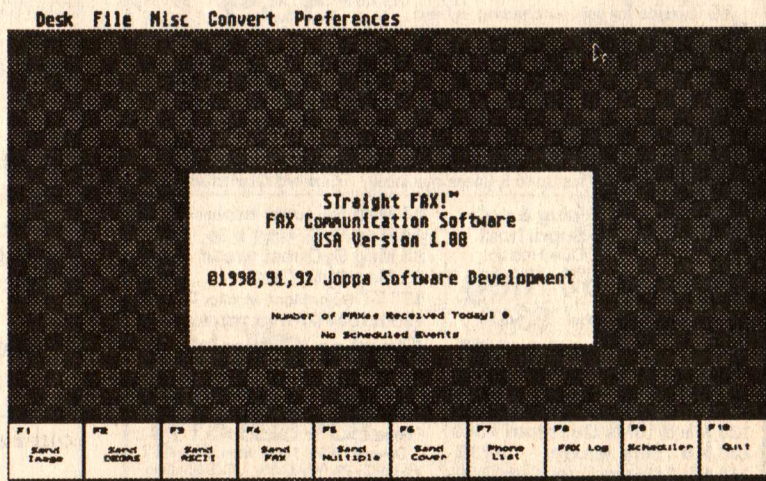
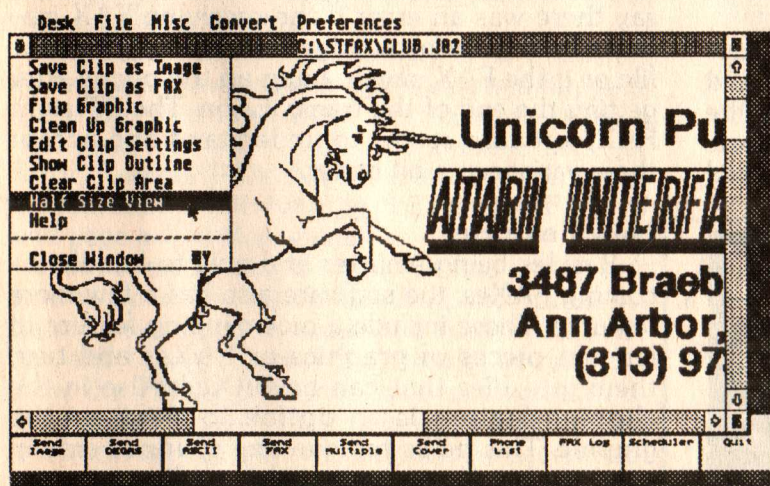
seems to be a bit smarter. As before, you can send FAXes in a variety of ways. You can send them as a graphic (such as .PI3, .PC3 or .IMG), as ASCII text, or as a Calamus or PageStream document converted into STraight FAX-readable form.

This is how I create all my

FAXes that I send out. The PageStream printer driver for STraight FAX is included in the package, as is the one for turning Calamus files into FAXes.

When sending a FAX, you have many options.

You can send a cover sheet with or without a graphic at the top. You can schedule the FAX to be sent at another time, perhaps when the rates are cheaper. You can even choose to send several FAXes to one person or one FAX to several people.

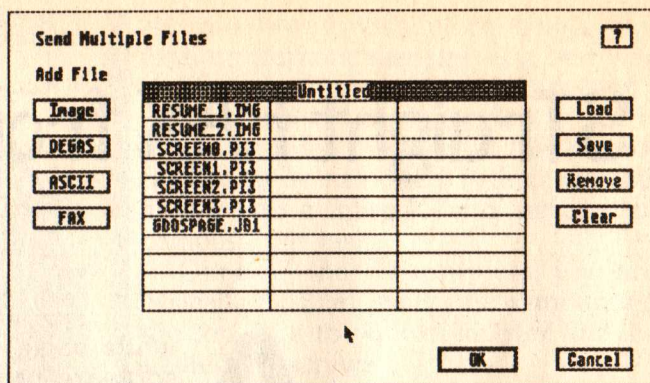


The STRAIGHT FAX software is nothing if not flexible. The setup is very easy, as the installation procedure takes you step-by-step through the configuration choices available to you. You choose what sort of FAXmodem you have, what the default baud rate should be, what the default FAX resolution should be (fine is 200x196dpi), how long to wait for the FAX you're calling to pick up, how long to wait before trying to send the FAX again if the line is busy, and where you wish the STRAIGHT FAX software to save incoming FAX files.

How does STRAIGHT FAX deal with incoming FAXes? Very well, thank you! Joppa has given you the choice of printing the FAX files (using GDOS) or saving them as IMG files to be imported into programs like PageStream for printing out.

If you have an Atari Laser and GDOS, Joppa has also gone one better and enabled you to make good use of their software. With the Atari Laser, STRAIGHT FAX allows you to print multiple copies and reports any errors reported by the Atari Laser.

STRAIGHT FAX works equally well with Code-Head Technologies' G+Plus or Atari's GDOS and Font GDOS. While I can't personally verify it, the documentation also claims the software supports FSM GDOS. Unfortunately, Atari hasn't released FSM GDOS to the public.



I've noticed that STRAIGHT FAX is "smarter" than its JoppaFAX ancestor when transmitting the FAX files. In the older software, the program would sometimes get confused and spit out an error message if the FAX on the other end would do something even the littlest bit out of the ordinary.

For example, the JoppaFAX software would say there was an error if the receiving FAX machine sent an acknowledgement of receipt of the file or if the FAX simply hung up the phone after getting the end of the transmission. The STRAIGHT FAX software seems to understand and accept these variations a bit better.

New Features

Besides being smarter and able to handle incoming FAXes, the software also has a few more features. These include a nice clipping feature to cut out pieces of graphics or FAXes and turn them into files that can be FAXed. Also in the clipping feature is an option to clean up the graphic. This helps remove any spurious dots in your graphic due to transmission quality.

When viewing files, you are able to view the FAX file or graphic in a window at half its size. You can use this half size command multiple times to shrink the viewed file so that you can see a whole page on-screen at one time. This command does not close the previous window, however. So, you find yourself closing several windows after you've done a full page viewing.

Another new feature is the support of scanners. STRAIGHT FAX now allows you to use the ScanLite Desk Accessory from Dr. Bobware/Wiz Works! and a compatible hand scanner to save scans as a FAX or an image file. This could definitely come in handy if you only had a hardcopy version of something you wished to FAX.

Pluses and Minuses

On the plus side for STRAIGHT FAX is the ease of setup, and the downward compatibility for any old FAXes you created with JoppaFAX. I also like

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the Popup menus the software uses, just like on the Mac.

Straight FAX is very easy to use, and Joppa has added a lot of new, useful features.

Also on the plus side is how the manual spells everything out for new users and even includes information on what a FAX is, for those more technically minded.

On the minus side, also, is the manual. Someone should have proofread the pages before printing. The problem isn't misspellings or grammatical errors, but the wrong word in the wrong place or unnecessary words left in (i.e., typos). For example, on page 6, the instruction page for installing STRAIGHT FAX, the text starts out (my emphasis):

"Before you can YOU the STRAIGHT FAX! program to send or receive FAXes, it must first be installed by following THE these steps:"

Now, you can easily interpret what the documentation is trying to tell you, but why should you have to? For the most part, the manual is fine, but these simple errors don't do any justice to the software or the writers.

The other minus is in the way error messages are handled when something unexpected happens at the end of transmission. For example, after a FAX send has been completed, I sometimes get "Error, Remote FAX disconnected unexpectedly" or "Timeout while waiting for remote FAX to send page acknowledgement."

Now, these messages would be fine if they just showed up in the status box. But, unfortunately, the software starts to redial and resend the FAX files, and I have to abort the attempt to resend. I know the FAX was successfully received on the other end. Perhaps if the message came up and you were asked if you wished to try a second attempt, I would be able to live with that. Or maybe even have a Yes or No option in the Preferences like "Resend FAX on Error."

Conclusion

So, there you have my opinions on the Send/Receive FAX software from Joppa Software Development. Overall, the package is very good. There are a few minor blemishes, but these are only skin deep and do not affect the actual performance of the software.

I would heartily recommend STRAIGHT FAX to anyone looking for a way to send and receive FAXes via his or her computer, rather than investing in a FAX machine. You need at least a one meg ST, while Joppa recommends that you have a two meg ST with a hard drive.

I'd been using the original JoppaFAX software for a long time, and I look forward to using the updated STRAIGHT FAX software for at least an equally long time.



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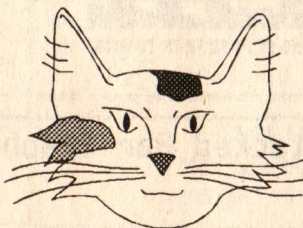
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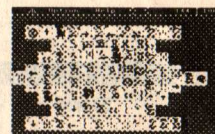
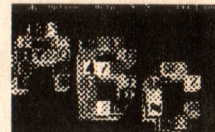
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Home Accounts 2

Bill Rayl

In today's environment of huge budget deficits and an ever growing National Debt, people have become acutely aware of just how important it is to get control of their spending.

When it comes to keeping track of your money, it's always best to be organized. As a private citizen, you don't have the luxury of being able to blame someone else for whatever fiscal mess you create. And you certainly can't keep borrowing money from foreign governments or issue bonds to make ends meet.

It's far too common a thing for people, at the end of a given week or month, to say "Where did all the money go?" Using Home Accounts 2 won't necessarily help you keep more money in your pocket—although it can do that—but it will show you where all the money went.

Home accounting packages, in general, keep track of your income and expenses, much like high-end accounting packages do for businesses. Accounting software for the home, however, is generally much easier to use and don't use lots of jargon only CPAs understand.

Home Accounts 2 is a top-of-the-line home accounting package. It has all the bells and whistles you would expect from such a piece of software. Home Accounts 2 is actually powerful and flexible enough for the needs of most small businesses.

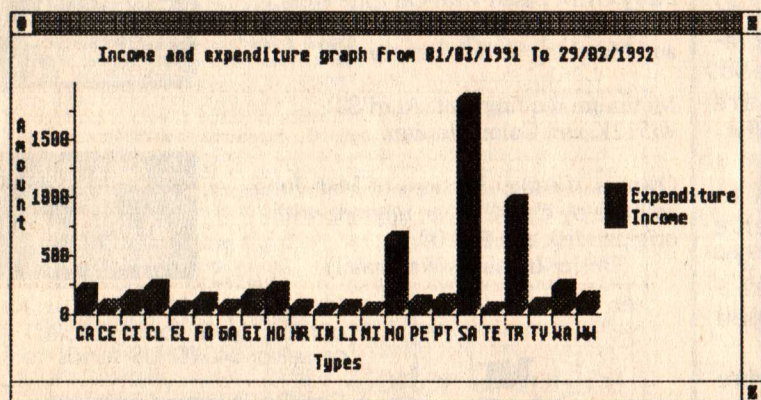
Home Accounts 2 runs on any Atari ST or TT in medium and high resolutions. The manual does point out that, while the software runs fine on a 512K system, 1MB of memory is recommended.

The software is extremely easy to set up and use, which is very important since the initial setup stage is always the most tedious for this type of software. When setting up, you define 'accounts' for banking, checking, credit cards, etc. You supply opening balance, warning limit minimum or maximum and type of account (checking, savings, credit card or cash). You also include check number to start at if applicable.

You also define transaction 'types'. For most people, these would be things like Wages, Rent, Car Payment, Food, Gas, Electricity and Phone. Each transaction affects one or more of your defined accounts. For example, Wages might increase the amount in both a savings and checking account.

Another benefit of using home accounting packages is that, once set up, reconciling your accounts is a breeze. Balancing a checkbook can be a tedious process, and software like Home Accounts 2 makes it about as easy as possible.

Home Accounts 2 also has the ability to track investments and taxes. Investments are included in your Net Worth report. (More on reports later.)



Example of 3D Stacked Bar Graph

Taxes

For keeping track of taxes, you can define various tax categories and apply them to individual types of transactions. For instance, you could define Sales Tax as a category and apply it to your in-state purchases (Phone Bill, Rent, etc.). Income taxes can also be tracked in this fashion.

Because Home Accounts 2 has its origins in the UK, it supports the notion of VAT (Value Added Tax) or GST (Goods and Services Tax). In fact, the command for setting up your tax categories is labeled 'GST Code'. Canadian users will find this a welcome addition, as they also pay GST.

No matter what country you're in, Home Accounts 2 should be flexible enough to handle tracking of your tax information.

Regular Transactions

No home accounting package would be complete if it didn't handle regular transactions—those monthly bills we all hate to pay, our weekly or bi-weekly paycheck, etc.

Home Accounts 2 handles these transactions well. You can enter a starting and ending date for the transaction, how often the transaction occurs (in days, weeks or months), how much to transfer to or from your account and what account you wish the transfer to affect. If you're tracking tax information, the software can even automatically apply the proper tax category to the transaction.

Budgeting

Once you have all your transaction information stored in Home Accounts 2, you can start working on setting up a budget. Here's where a good accounting package can really help you out. Used properly, a budget can help you save money by putting limits on your discretionary spending. By comparing and tracking your spending habits, you can pinpoint areas where you might want to cut back, as well.

With Home Accounts 2, you can set budget items for each defined transaction type. While items like rent and car payment are fairly predictable amounts, setting budget limits for things like gas, movies, books and miscellaneous expenses can help you get control of your spending.

Reports

One place Home Accounts really shines is in its built-in Reports. It has the standard reports you'd expect, like Account Summaries, Budget and Regular Transaction reports.

An Account Statement gives you a report similar to a bank statement while an Income and Expenditure report shows you at a glance where your money is coming from and where it's going. With each of these reports, you have the option of

Income and expenditure report

Start date 01/04/1991 End date 31/03/1992

Reference

Include reconciled & unreconciled transactions

Include debits & credits

Screen Printer File

Style Stacked 3D bar graph

Types Accounts Markers GST codes

Config OK Cancel

including reconciled and/or unreconciled transactions as well as debits and/or credits.

The Account Statement can be viewed as a standard listing of transactions, much like your checkbook looks. You also have the option of viewing the transactions as a Line Graph or Scatter Graph. The Income and Expenditure reports add the ability to view the data as a Pie Chart or Bar Graph (flat, 3D, stacked, stacked 3D or overlaid). These graphs look especially nice in TT medium resolution.

A Budget Progress report lets you see just how well you're doing at living up to (or maybe down to) your budget. Here you also have the option of

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viewing the data as a listing or using the same graphic displays as for the Income and Expenditure report. Using the Pie Chart, for instance, displays a chart for the theoretical budget alongside a chart showing your actual budgetary expenses.

Other reports include GST (taxes), Portfolio (for investments) and Net Worth.

Other Features

Home Accounts 2 has a lot of extras that make the package the best overall home accounting package I've ever used. While I can't possibly cover all of these, I'll highlight a few of them.

Under the General Preferences option, Home Accounts 2 reveals that it has a built-in screen saver and system clock. You can also set the software to automatically save your work periodically and back it up from this dialog.

Printers supported by the package include most dot matrix, inkjet and laser printers, including the Atari laser, Canon BubbleJet and HP LaserJet and DeskJet. You can set the number of lines per page, characters per line and margins.

A Calculator is available for standard math functions. A special Interest Calculator lets you enter opening balance, period, interest rate percentage and payment amount and then calculates the balance plus interest.

For those times when you need to take a break from the budget, click on Playtime and you're off to a game of Space Invaders! You need a color monitor and at least 1MB of memory to use this option within the Home Accounts package. If you have a 512K machine, you can always run the game separately, as it is included on the distribution disk. You can even substitute the game with one of your own favorites; just rename the game to INVADERS.PRG and store it in the directory from which you run Home Accounts.

Finally, if you don't like some of the headings used in the program, even in the drop down menus, you can modify them if you have a good editor (like EdHak from Clear Thinking). All the items used in the program appear in .LNG files. Even the error messages are contained in ERRORS.LNG and can be modified.

You do have to be careful when doing this, however, as any placement changes could have nasty effects. Also, the .LNG files do contain some control characters, and standard text editors or word processors will strip these from the files.

Most people won't want to bother with this level of personalization, but it can be done. If, however, your life won't be complete until you have changed all references to 'GST' in the software to 'TAX', it can be done.

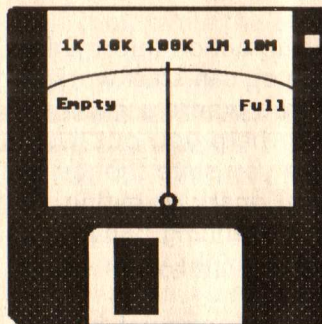
Home Accounts 2 is a great package that



should fill the accounting needs of most home users and small businesses. It combines a multitude of features with a very user-friendly interface. The manual is superb and comes complete with Tutorial, Quickstart section, six page Table of Contents and seven page Index.

After using a software package like this, one can't help but wonder if the government might be in better fiscal shape if they were using Home Accounts 2. At the very least, Congress might have bounced a few less checks. (grin)

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Why You Should Keep Your 8-bit Atari

Matthew Baker (AAAUA)

Over the last couple of years there have been a lot of articles on the 8-bit Atari dealing with the questions "Why stay with the 8-bit?", "Why stay with Atari computers?", "Why not go with the biggest and the best?", "Why not move to a computer brand that has more support?"...

I felt it was time for me to stand up and say something, so here is another article on why you should hang onto your 8-bit Atari.

I purchased my 130XE back in 1985 when it first came out with the 520ST. Before these computers were introduced I was strictly an Apple person, mostly because that's what I used in school.

I was saving up for an Apple IIc when I read an article in Creative Computing magazine on the "new" Atari Corporation. It spoke of a computer dubbed the "Jackintosh." This, of course, was the 520ST.

It offered everything the Macintosh did plus more memory (at the time), full color graphics with a 512 color palette (a lot of colors back then), and was about half the price of a Macintosh.

I was nothing short of amazed. To think that the "game machine" company was up against the big boys with a computer that blew them away. Of course, my budget at the time was still a little short of a 520ST, so I purchased the 130XE which had all the capabilities

and memory of the Apple IIc for a fraction of the cost.

At the time, I was unaware of the existence of the 400, 800 and XL computers. I had only heard of Apple and Commodore. But to be able to own a real computer for only \$150 bucks blew me away! (At the time I owned a Timex/Sinclair 1000).

I have never regretted buying my computer since. I got the best 8-bit computer that was ever made, and I still feel that way today. My 130XE blew away the Apple IIc at every turn—better graphics, better sound, cheaper prices for everything.

And, at the time, it had pretty good support as well. Three magazines—Antic, Analog and Atari Explorer—covered the machine. All the big software companies were producing software for it. Even magazines like COMPUTE! and Byte were supporting it.

Over the next several years, I saw all the major software companies stop producing for it one by one. I watched the demise of Analog, then Antic. Things started looking pretty grim.

Then came along AIM. The first time I saw it was in a Waldenbook store and I thought it was another magazine for the ST because that's what it mentioned on the front cover. Oh well, I thought, maybe I'll glance through it and see what's happening in the ST world. To my amazement there were advertisements and articles in there for my 8-bit!!

I quickly snatched up that

mag and proudly went to the counter to pay for it. The dealer had a funny smirk on his face (apparently an MS-DOS man), but I proudly ripped out my wallet and gave him the three bucks and turned up my nose.

Later, I heard about a magazine called Current Notes which supported the 8-bit, then came AtariUser and, most recently, I heard of The New Atari User mag from England and a disk-based mag called Excel from Scotland (which is now magazine and disk). I have discovered a whole new frontier of uncharted software from Europe.

AIM has brought me closer to other 8-bit users through their user group listing, from which I joined AAAUA. There are a lot of authors releasing PD and shareware software for the 8-bit, and this software is as good or better than the commercial stuff.

I believe you get better support with shareware than was ever possible with commercial titles. Consider this; with shareware you can usually get in touch with the author and directly ask any questions you might have... and the author knows the answer, after all they wrote the program.

With commercial releases, you may get support but you most likely end up talking to some company customer service department that will be flipping through the manual or some other book and they probably know nothing of the program personally.

With shareware you're getting a program that was written

by a dedicated 8-bit enthusiast like yourself, who put a lot of time and effort into the program so you know it will be top quality for the most part.

Most of the commercial releases are inferior programs ported over from Commodore computers just so the company can make a few extra bucks in Atari land.

With shareware there are extensions and modules or programs to work in conjunction with the original program released by the original author or some other hacker with a good idea. This is not possible (for the most part) with commercial software because of the protection techniques and copyrights.

Finally, with shareware you get to try before you buy so you're never disappointed or ripped off like you can be with commercial titles.

New commercial titles such as P.A.M., ChromaCAD 3-D and Blockaboo (a Tetris clone) are still being released. Software Infinity has a bunch of German titles and K.O. Distributors has some new games.

There are still companies like Computer Software Services producing great hardware upgrades for the 8-bit. PD catalogs have never been stuffed more with PD software. I would say that the Atari 8-bit has never had better support than it does today. Get rid of my 8-bit? Never!!!

I would also like to state that I think Atari not only makes good computers, but the quality of the hardware is also excellent. In the 7+ years I have owned my computer I have had to replace the keyboard membrane once. I have never had any other problems with any of the hardware from Atari. I see people with Apples and Commodores and IBMs constantly getting their computers repaired.

You will never find hardware prices cheaper than for 8-bit

stuff. The authors out there are keeping our computers in the 90's with programs like Color-View which can display Amiga or GIF pictures with all 256 and even 4096 colors!

Reevesoft is keeping our computers in the 90's with mouse driven graphic operating systems. Get a new computer? Get real! You can even get memory upgrades of 1 meg+ and turbo operating systems. It will be another 7+ years before I give up my Atari 8-bit.

So you want the biggest, the best and the newest machine on the market? Why?

The 8-bit Atari can do word processing, balance your checkbook and keep track of your budget. It can still play games with great graphics (check out some of the new European titles). I can create artwork on the 8-bit with 256 to 4096 colors from a palette of over 25,000 colors thanks to paint programs like Escalpaint.

The Atari 8-bit can still print out great reports and resumes, and it can still plot great four-color graphs. It can still go online on CompuServe or wherever. It can still play four voice music (digitized). It can still tell you how long it takes light to travel from the Crab Nebula, how cold Pluto is at its equator, and how many 200-pound clowns can fit in a Yugo. It can still do just about anything I need it to do.

You want better printouts for your fancy reports? Get yourself a printer interface, Typesetter from XLent Software and an HP LaserJet printer and come out with the quality that the 16-biters are pumping out.

I know that the newer computers are pumping out information at anywhere from eight to 40+ MHz, and that the 8-bit only runs at 1.7+ MHz, but that's 1.7+ million operations per second! It would take you about half your life to do in

your head what your 8-bit can do in one second!

As for me, my computer is fast enough and I can upgrade it to run faster. To hell with IBM, Apple and Commodore. Stay with your Atari. Who cares what Atari Corp. is doing. Just enjoy your 8-bit!

[About the Author: Matthew D. Baker is an artist, journalist, photographer and Atari 8-bit enthusiast living in Ripon, Wisconsin and currently attending Ripon College. He uses a 130XE for art, games, word processing, desktop publishing and balancing his budget. He is a regular columnist (on creating art with the Atari 8-bit) for the (FR)ANTIC newsletter put out by his users' group.]

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PABQWK

An Online Mail Reader for the Atari 8-bit

Bill Mims (MACUG)

Being an avid 8-bit user—possibly the only one left in North Dakota—leads me to several problems. The biggest one is that I need to call long distance to BBSes to contact other 8-bit users. I really need to be able to read mail off-line.

After twisting the wife's jaw several months in a row over real high phone bills, I saw a request in the ST conference of a local board to Beta test a mail reader for the XE. Well, being the 8-bitter I am, I naturally responded.

The result, I am happy to say, is an excellent program for the 8-bit that really blew me away—PABQWK! An off-line mail reader that actually works was the result.

Pab Sungenis, the author of PABQWK and AtariLink BBS, is an excellent programmer and deserves a lot of thanks from "die hards" like myself.

Getting Started

How can you get PABQWK? It will soon be on an AIM disk, but you can get it now by calling the Bio-Chip BBS at 701-723-6345 and register on the board. The Sysop (me) will validate you within 24 hours and then the file areas will be available to you! Call back and download PABQWK.ARC from File Area 7 (8-bit).

If you want taglines (more on this later), then look for the file TAGLINES.ARC. This will be your tagline data file; they are a

copy of my own personal taglines.

When you get PABQWK and unARC it, print out the docs or use a text reader and read the docs very closely. In the next few paragraphs, I will go into each command in detail and explain not only how it works, but also problems that I have found.

After unARcing you will have several files. If you have a hard disk, you can rename the AUTORUN.SYS file to whatever you wish. It will still run.

I recommend using MY-DOS4.5, but SpartaDOS will also work. I run it under MY-DOS and have noticed a difference in it from the docs, nothing but a minor problem.

Assuming your local BBS has a .QWK mail Door, the next step is to download a "packet." The packet contains the actual messages you will be reading later with PABQWK.

Startup

DeARC the packet using SuperUnARC version 2.4 (it's the only one that will do it). You must have, at a minimum, the files CONTROL.ID, MESSAGES.DAT and DOOR.ID. Without these files, you will not be able to read anything. If necessary, extract with query and just deARC these files.

These files can also be directed to a subdirectory, as PABQWK supports this. So, if you're on several boards and want to get all your messages at one time, you can do so without unARcing messages from one system and then calling another after just reading one packet.

Running PABQWK

The next step is to boot PABQWK. The program looks for the file CONTROL.DAT. If the file is in a subdirectory or another drive, PABQWK prompts you with the following commands: (A)BORT (R)ETRY (C)HANGE DIRECTORY.

If you get this prompt and your messages have been unARced to a subdirectory on Drive 1, then just hit return. The directories for Drive 1 will be displayed, and you can choose one of them from the menu at that time.

If your messages are on another drive, just type in the drive number and PABQWK will default to that drive and look for the control data.

After PABQWK locates and loads the control data, the program looks for MESSAGES.DAT. These are the actual messages that you read and reply to.

After the files have been read, the Main menu appears and offers several options. The right side of the menu only works with the registered version. On the left side of the menu, the commands (R)ead, (E)nter, (C)onference read and (Q)uit work in the unregistered version and are pretty self explanatory.

Reading and Replying

Pressing 'R' reads all messages. While reading messages, four items are displayed in the message window. The top section displays the BBS name, city and state from which the messages were taken. The second

section displays information such as message number, to, from and subject. The heart of the display is the message block; this is the actual message text. The last section is a display of the name and version number of PABQWK.

Pressing 'R' or 'E' while reading lets you reply to that message. After indicating you want to reply, you get several short command strings. The first being 'To:' and the next 'From:', with the final prompt asking if the message should be Private.

After deciding these, you have the option to use a preformatted text file or to type in your message. After entering the reply, you can edit the message, delete lines, add lines and route mail. To route mail, you need to just retype line 1, leaving two blank lines after it.

Oh, one thing I almost forgot...PABQWK displays messages much like Atariwriter+

does when set to 80 columns. To scroll around the message, simply press the arrow keys.

Taglines

After replying and pressing Escape, another menu appears at the bottom of the screen. This menu has all of the editing commands. You can either save, abort, delete or add to your message.

If you decide to save, then a Tagline option appears and you have the choice of the displayed Tagline, choosing a different predefined one or typing in a custom one. The file TAGLINES.DAT is used to store a list of your favorite Taglines.

The only consistent problem I have found in the software is here. Sometimes the Edit menu will reappear. If this happens, you should abort the message. If you save it again, you end up duplicating the message, which might upset your sysop!

Observations

The registered version of PABQWK allows the righthand side of the Main menu to work and gives you several more options. You can read personal messages, add and drop conferences and view files with these commands. The personal read shows only messages which are addressed to you. While it takes a little time to display them, it is well worth it.



A few more things about PABQWK. First, you should limit your message packets to no more than 1000 messages. Next, make sure that the packets you receive from BBSes are compressed using PKARC. SuperUnARC 2.4 will only work with this compression. (I have heard rumors that Bob Puff is working on a program to unzip!)

Do not include .NDX files in your QWK packet. I believe PABQWK will work on a 1050 drive, however the packets must be extremely small.

I have tested for about two months now and PABQWK works with JETMAIL and CA-MAIL Doors. Pab, the author, has also tested it on MaxiDoor. PABQWK requires a 130XE or 800XL with compatible memory upgrade (one that supports the Antic expanded memory mode).

The docs are quite good and really go into detail. A lot of thanks go out to Pab Sungenis on this one. Every 8-bitter left out there owes him a debt of thanks!

PS: If there is anyone else out there needing a Beta tester for the 8-bit Atari, don't hesitate. Let me know and I will be happy to help you out. I can be contacted at: Bill Mims, 120 H Street Apt. 1, Minot AFB, ND 58704, Ph: 701-727-4049, BBS 701-723-6345. Don't hesitate to call or write, but if you call voice please call between 8-9:30 pm CST.

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1020 Printer/Plotter Repair

Alan Frazer (PACE-FL)

The Atari 1020 Plotter is an amazing little gizmo for the 8-bit. It prints in color and is capable of jobs that the "big" printers perform, it's just slower. And, they break down with some regularity. Any Atari 8-bit owner usually has a couple of broken 1020s, and most of us paid less than \$20 for them new. That makes getting them repaired one of the lowest priorities we have.

I had intended to demo Print Shop for the users' group, and I ran a printout just before I left for the meeting. It messed up about halfway through the print cycle, and I couldn't wait any longer, so I just shut it off and packed it over to the meeting.

Needless to say, the printer had died. It still made quite a racket, but the print head just sailed over to the right side and tapped out a slow, vertical line.

I was mad enough after the meeting to disassemble the unit. It's pretty easy—there are just four screws you can see on the bottom and two more hidden under the front two rubber feet. I pried the rubber feet out with a small screwdriver.

Then, I plugged the unit back in and turned it on. The print head drove back over to the left, but the little squares it makes on powerup were all messed up. After unplugging the printer and tinkering a bit, I discovered the problem. Interestingly enough, it was the same problem on both of my broken units.

The drive motors for the 1020 are under a metal shield behind the paper platen (the thingy that the paper goes around). On the left side, there's a little metal shaft coming out of the metal shield and a little gear is on that shaft. It's the problem.

The gear breaks free from the shaft and no longer drives the print head properly. The solution was simple: I glued the little gear back onto the shaft.

The simple solution got a little more complex, because I needed to put the print head in the right position for the printer to work properly. I discovered that the print head can be pushed over to the left side, with the pen just slightly to the right of the little brass drive sprocket (it has little tiny teeth that move the paper).

The print head only goes so far, and then it seems to "snap" into place. The little gear on the shaft spins such that you can move the print head. If not, slip the gear over to the left with a pair of needle-nose pliers, and try again.

With the print head back into position, push the little gear back over to the right so that you get some friction on the shaft and the shaft doesn't spin inside the gear.

Now, turn the printer back on (you did have the power off, didn't you?) and see if you positioned it well. If the print head spaces the powerup boxes out too far, you've started out right. Let the powerup cycle finish, turn the printer back off and reposition the print head again.

Then, put a drop of SuperGlue on the spot where the shaft and gear come together. I let it dry an hour and then put on a second drop and let that one dry for 24 hours.

After letting the glue set, turn the 1020 back on and watch it work again! It's a great feeling. But, if it is still out of line, don't fret. Using a razor knife or sharp pocketknife, scrape as much of the glue off as you can. Then take a pair of needle-nosed pliers around the shaft loosely, and push the gear off to the left. It'll probably pop off completely.

Scrape the shaft off or wipe it off with a swab and some fingernail polish remover (this stuff melts plastic, so be careful!), and when everything is clean and dry, start over. You'll get it.

To make a real mess of things, I drilled a 1/2 inch hole just above the gear in the plastic case. The plastic shield covers up the hole almost completely, and if you're careful, the hole will look like it's supposed to be there. I put the hole there to help line the print head up with the unit assembled, and then drop the glue onto the shaft through the hole.

Sounds like a lot of work to fix a \$20 printer, but after the repair my 1020s have pounded out a number of documents, including Print Shop "posters." And, if you've ever seen the 1020 work with Print Shop, you'll understand the workout it gets. Good luck, and remember: if it's already broken when you try to repair it, how can you hurt it?



THE GOOFY GURU

At Last, A Use for DOS 3!

Charles Kelly (PACE-MN)

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The Goofy Guru has followed the same format in all of his articles of off-the-wall problem descriptions, instructions, and explanations of where and why his observations are a little different but workable. But this is really weird—actually use DOS 3?

Actually, you are only going to use DOS 3 to format disks which you have doubts about before you discard them. Take any of the bargain disks that you have doubts about and boot up with a copy of DOS 3. Now format with DOS 3. Then, boot up a *real* DOS and format the same disks normally. You will find much of your black plastic trash turns into useful disks.

The reason questionable disks become usable after being formatted with DOS 3 has to do with the very problems that made DOS 3 such a failure. Sector maps with DOS 3 lump eight 128 byte sectors together so that your disk storage is divided into 1024 byte (1K) blocks.

During formatting, the drive head stays in contact with the disk longer and drives the initial write signal longer. The drive does not have to stop to update the initial link information as often. The signal continues for eight sectors and not just one.

Keeping the head down under DOS 3 gives the extra little bit of "polish" that is often omitted with cheaper disks. The bias signal also continues between sectors, so that more magnetic noise is erased between sectors.

Your drive may not be able to erase very loud noise on a disk otherwise. Unless your disks are carefully bulk erased at the factory, or preformatted, you are going to have this noise. Get rid of the noise, by formatting under DOS 3, and you should have a good disk.

So the next time that 20% of your purchase of bargain disks seems headed for the trash (or sent to the neighbor with the Apple II or IBM clone as a joke in very poor taste), try this step

first. DOS 3 is pretty useless otherwise. I had to find out far more than I wanted to about DOS 3 to explain why this trick worked.

[The Goofy Guru series originated in the pages of the Southern Nevada Atari Computer club and continues to irritate all. Current club affiliation is with PACE of Duluth MN. Everybody else asks for donations these days (I break things too) so I live at 125 N. 1st ave W., Duluth MN 55802, and...well...I prefer short redheaded women most of all! Another address to send donations (please!) is 4835 Crosley Ave., Duluth MN 55804-1219. A \$7 donation will send you a SSSD disk with the complete Goofy Guru series to date.]

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Keeping It Organized With The Portfolio

**Marty
Mankins**

To know what kind of person I am, you need to understand one of my biggest disadvantages in life: a seriously impaired short-term memory. If you tell me something, there's no guarantee that I'll remember it in five minutes. But, if I write it down immediately, I no longer need to worry about my short term memory effect.

Or do I? One week goes by, and now I am searching for that paper I wrote that important note on, and I can't recall where it was last placed. So, now I am back to square one.

Does the above sound familiar? I've talked with several people whose short term memories have failed them on many an important occasion. Well, those of us who own the Portfolio have no need to worry anymore. We always know where the Portfolio is (or at least we should), and we can keep lots of information in it. And, with a few keystrokes, we can retrieve the information for examination.

In this article, I hope to show how the Portfolio can be a great replacement for our often failing short-term memory.

Backups Should Never Be Forgotten

To those that are not familiar with the MS-DOS functions of the Portfolio, I can make one suggestion that should never slip your mind—*backup often!* This is something that should be done daily, especially if you're making several entries per day.

Since the Portfolio is going to be used by you as an information gatherer, and we've already determined that short term memory is too short, it pays to backup often. For those with an ST, Mega ST or TT, may I suggest Transport, a program from Artisan Software made for the transfer of files to and from the Portfolio and ST line. You'll also need the Serial Interface from Atari and a null modem cable.

Things To Do

You should start now to make a habit of keeping a To Do list. If this system is going to work, you'll need to make it second nature. The old rule says that if you do something at least seven times, then it's a habit, bad or good. Well, starting out with the Portfolio may take a little longer, especially if you are new to it or trying to convert from keeping your To Do list on paper.

And while we are on the subject of paper, if you already have a certain way of doing things, then find a way to implement it on the Portfolio. For example, if you just write down your daily tasks on a piece of paper in no particular order, then just typing them into the Portfolio's built-in editor would be the best and easiest way to convert to the Portfolio. You get the idea.

Getting Creative

As was discussed above, you could use the built-in editor to write down all of your tasks. Lots of people use this method and it's a great way to convert to using the Portfolio for keeping your list. But, there are more ways that are just as easy to keep a To Do list on the Portfolio. One of my favorites is using the Address book program (also built-in).

You may already keep names and phone numbers in several ADR files. If

so, then you already know how to use the program, but there's more to the program.

Priorities First

There's a hidden feature in the Address book that makes keeping items prioritized a breeze. By entering a number at the beginning of your task, the program sorts your entries to allow all the 1's at the top, all the 2's next, and so on up to the number 9. You could use a 10, but it would sort next to the 1's.

Let me give a quick example. Say you want to enter a task like 'Take Out The Trash'. You will want to make this a high priority item, so at the beginning of the text, type in the following: 1 - . Make sure you add the space after the hyphen for proper sorting.

OK, now enter another item. To do so, press F1 (or the red Atari key) and choose Cards, then press I for Insert. Now enter the next item: 2 - Cut Down Weeds In Yard. Notice I added a 2 in front of the item. This item is not as high a priority as the first, so it will sort after the 1's.

You can also add a note to each item for clarification of any additional instructions to complete the task. As you add more items to the list, you can see that this is much better organized than just a simple list, although just as effective. And it's very easy to add new items that are sorted by priority. Make sure you save your file every so often. I call mine TODO.ADR.

Now let's add a small twist for looking up your items. Say you have 15 things you have to get done. It can be frustrating to see all 15 items every time. So, press F1 (or the red Atari key). Choose Cards and then Select. A dialog box is brought up with the cursor awaiting your entry. Type in: 1 - and press return. Now, all you see are all the Priority 1's. It makes for a unique search if you include the spaces and hyphen. If we had just used the number, any item that had that number in it also would have been displayed. Now you can see why we added the hyphen and spaces.

Conclusion

It's that simple to keep a To Do list on the Portfolio, and we didn't have to purchase or add any external programs. But, there are programs that you can try or buy. Hyperlist is a commercial outline-based database that can be used to keep a task list. Also, there is a program called LISTER on CompuServe's APORTFOLIO Forum. It's small and its files are compatible with other Portfolio programs. So, get started with the Portfolio and you'll soon find yourself using it for more than just keeping a To Do list.

About the Author: Marty Mankins is the publisher of Take It With You, The Newsletter for Palmtop Computing. He is also a Sysop in the APortfolio forum on CompuServe. He can be reached at [75300,1770].

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Here's a short description of the files on the Sept. '92 disk. For more complete docs, see the text files contained in most of these archives.

ALPHA.APP—Alpha, The Name Generator. Still haven't chosen a name for the new baby? Tired of using wimpy names in your D&D games? Here's a neat utility that creates lists of names, thousands of them! Use your own custom parameters. ST monochrome.

PHOTOCHR.APP—Photochrome is a program that emulates a color board on any Atari ST or STE (TOS 1.62 or previous). It outperforms the infamous HAM and HalfBrite displays on the Commodore Amiga. Load most IFF formats, 24-Bit QRT and REAL-3D Raytraced screens (16 million colors) and VidiChrome digitized 'RGB' color separations (4096 colours) before converting to one of six powerful screen modes. ST/STE only. Low resolution color.

CRACKLDW.APP—A little program that "cracks" the password used by LDW Power to secure your spreadsheet files. Great if you protected your files and forgot the password!

DATALOPE.APP—Data-Lope 1.1 combines an addressing database with a flexible envelope printing program for the HP DeskJet. Data-Lope can import CardFile .DAT files so you won't have to retype addresses if you have this program from Gribnif Software. Runs in all resolutions.

FASTBASE.APP—A UK Shareware relational database package with a number of very powerful features and an excellent user interface.

G_MAP.APP—Presents a graphic map of the data on your hard drive. Lets you know how fragmented your data is, and if de-fragmenting would be useful. From Beckmeyer Development.

KRASKA.APP—Kraska (Russian for 'color') is a full-featured fractal graphics generator that's fast and has lots of options. If you're interested in fractals and Chaos Theory, you'll find this program to be quite interesting. Freeware from the UK.

MACREAD.APP—MacRead is a TOS-based program to transfer Macintosh files from Mac HFS disks to the ST. This is an early version of the commercial program MacSEE.

MATHFACT.APP—Math Facts is a math worksheet generator for grades 1-9. Very useful for teachers to generate math tests and review worksheets. Also great for home use for kids who need extra practice on their basic math skills. Math Facts also generates a grade sheet for the teacher or parent, making grading easy.

MORSE.APP—A Morse Code trainer, configurable in speed, tone and practice contents. Can also translate into Morse Code. Freeware. TT Compatible using 24BIT.PRG only. ST Medium and High Rez.

SCRLFIX.APP—Fixes the double-click scroll bug in all versions of TOS since 1.4. Similar to Codehead's BUTTNFIX, but works with TOS 2.06/3.06 as well. Assembly source code included.

WINEMAKE.APP—A wine making database, containing several recipes and other info needed for the production of wine. From the UK. TT Compatible using 24BIT.PRG only. ST monochrome.

Mac/Spectre

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting Compactor Pro archives. Just double click to extract!

Here is a short description of the files contained on the Sept. '92 Mac/Spectre Disk of the Month:

Calculator II—Everything you ever wanted in a calculator and more. That pretty well sums up this application. Both System 6 and System 7 compatible!

Compact Pro Package—The latest version of Compact Pro, which is fast becoming THE archiving application of choice in the Macintosh world. This new version is faster and even more stable than before.

FlashWrite II v1.1—A replacement for Apple's Notepad DA, and what a replacement it is. You can import text, copy, paste, change fonts and print all from this one utility. Great for keeping notes on your computer.

FontPrinter—This application scans your system for all installed fonts and then prints out examples of each font. It works very well with Adobe Type Manager and regular Type 1 fonts. The application also supports True Type fonts.

MacBartender v2.5—Okay, all you drinkers out there. Don't say I didn't warn you. By the time you try out all the drinks in this HyperCard (v2.1) stack, you won't even be able to see the monitor. (Note: AIM does not advocate the use or misuse of alcohol.)

DISKS OF THE MONTH

Disk

Metasphere—Just a cute little puzzle application for you to play around with.

Recycle—Do your civic duty and have fun at the same time. The object of this game is to separate different recyclables on a conveyor belt at a recycling plant.

Spiro—This application is a lot like an old program called Spirograph. It creates beautiful geometric shapes from circular patterns. There are controls that affect the shape and complexity of the output. Patterns can be printed out.

UnScrollly—You've got so many inits and CDEVs in your System folder that you can't see them all at once? Well, your troubles are over. With one click, you can change those icons in your control panel into CDEV names. With another click, you can change them back. Very handy!

WindowShade—This CDEV/init allows you to roll up your windows into the menu bar. This is very handy if you use MultiFinder and need to move some windows out of the way. Just double-click once on the menu bar to roll up the window. Double-click again to roll it down.

Readers can purchase these disks from their local AIM participating user group or by sending \$6 (\$5 +\$1 s/h) per disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, or call (313) 973-8825 and have your Visa or MasterCard handy. Please specify the Sept. '92 ST, Mac or 8-bit Disk when ordering. When ordering the Mac/Spectre Disk, please indicate Mac or Spectre format.

8-bit Disk

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. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the Sept. '92 8-bit disk:

ADOS.ARC—The Atari to PC Disk Emulator. One program allows you to use the memory inside an IBM PC as two SS/DD disk drives and 64K printer buffer while another program copies files from these "Ramdisks" to real Atari disks.

SDOSREAD.ARC—SpartaRead lets you read SpartaDOS formatted DD disks directly on an IBM PC. This program runs on an IBMi.

CROSFIRE.DCM—Desert Crossfire, a shareware strategy wargame from Outland Quest Software. The object of the game is to destroy your opponent's base before he gets yours. Use your jet fighters, boats, cannons and SAM missiles wisely! Boot with BASIC enabled.

MLTMOUSE.DCM—A set of machine code routines/programs for mouse, joystick, touch tablet or trackball in your own programs. From the LACE user group in England.

SUPERB30.ARC—Superb 30 is a picture printing utility with many options to manipulate pictures before printing. A number of printers are supported. Written by Trent Dudley.

XEP80G.ARC—The XEP-80 Graphics Handler Demo by Jean Goulet. Consists of the graphics handler and a BASIC program to demonstrate the handler's capabilities. XEP-80 required.

Here's a short description of the files on the August '92 8-bit disk:

MANDEL.ARC—An excellent Mandelbrot fractal generator written by Douglas Skrecky. Includes full docs and the ability to save and load your fractal creations. UnARC to a disk with DOS on it, then reboot with this new disk in the drive.

SNAPSHOT.ARC—Snapshot is a juggler/switcher that allows you to have two "virtual systems" in your computer at one time. Run a word processor in one snapshot area and a game in the other. Includes versions for SpartaDOS and Atari DOS/MyDOS. Written by Tom Hunt. (See the Power User column in this issue for more on Snapshot.)

SNHD30D.ARC—A version of Snapshot specially designed for hard drive users. Have up to 10 different snapshots available at the touch of a button! SpartaDOS compatible only.

DSKWEAVE.ARC—DiskWeave is an incredible utility that increases storage on DOS 2.0S disks by up to 60 percent! Docs included.

EASYFIND.ARC—A menu driven indexing system similar to a card catalog found in a library. EasyFind can search for and select only certain records, and you can output selected records to screen, disk or printer.

EASYSTOR.ARC—A menu driven program for entering and modifying EasyFind index records.

EASYTURB.ARC—A Turbo BASIC compiled version of EasyFind. EasyFind Turbo runs on XL/XE machines only, but is much faster than EasyFind.

THINK.ARC—Think is a Tetris clone from Douglas Skrecky. A MUST HAVE for Tetris fans. Supports skill level settings to make the game easier or harder to play. Action! source code included!

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ALABAMA

BACE

5822 5th Terrace S.
Birmingham, AL 35212
Alan Brewster (205) 591-9906
Meet: Vestavia Hills Public Library
Day: 2nd Mon. Time: 7PM
Dues: \$15/Regular, \$25/Advanced
CPU: Atari 8-bit and ST/Mega/TT
BBS: Matrix Co. #7 (205) 323-2016, Matrix (205) 251-2344
Misc: Advanced includes AIM 8-bit or ST monthly disk

ARIZONA

NWPAC

PO Box 36364
Phoenix, AZ 85067
Dale Wooster (602) 279-1289
Meet: DeVry Institute, Room #111, 2149 W. Dunlap, Phoenix
Day: 1st Sat. Time: 9AM-Noon
CPU: Atari 8-bit only
BBS: PAUGS (602) 278-8505
Misc: Nibbles & Bytes newsletter. Supports SharePay Shareware.

PHAST

PO Box 2296
Phoenix, AZ 85002
Mike Aubrey (602) 870-8360
Meet: Room #106, DeVry College, 2149 W. Dunlap Ave., Phoenix, AZ
Day: 2nd Sat. Time: 10AM-Noon
Dues: \$10/yr
CPU: ST/Mega/TT
BBS: ST Base (602) 285-9246, RDS (602) 841-7196, Wild Thing (602) 277-8225
Misc: Reduced PD library prices, access to club BBS areas, discounts at local Atari VAR.

SEVAC

PO Box 662
Chandler, AZ 85224
Marc Dyer (602) 897-0314
Meet: Dobson Ranch Branch of Mesa Public Libraries
Day: 3rd Sat. Time: Usually 10AM
Dues: \$12
CPU: Atari 8-bit and ST/Mega/TT
BBS: (602) 833-9216
Misc: Reduced ST/8-bit library prices, club BBS access.

CALIFORNIA

ACCESS

PO Box 1354
Sacramento, CA 95812
Bob Drews (916) 423-1573
Meet: SMUD Training Building, Classroom B 1708 59th St., between Folsom Blvd. & R St., off Hwy 50.
Day: 1st Wed. Time: 7:30PM
CPU: Atari 8-bit
BBS: ACCESS (916) 428-8662

AFED

4290 Constellation Rd.
Lompoc, CA 93436
Herb Kanner (805) 733-4026
Meet: Mid-State Bank, 828 North H St. (rear).
Day: 1st Tue. Time: 7PM
Dues: \$10/single, \$15/family
CPU: Atari 8-bit and ST/Mega/TT

AUGIE

3905 N. Lugo Ave.
San Bernardino, CA 92404
Don Lucia (714) 883-3547
Meet: East Baseline branch of San Bernadino Library, 27167 E. Baseline Rd., Hiland
Day: 2nd & 4th Sat. Time: 2-4PM
Dues: \$25/yr (\$12.50 w/o newsletter)
CPU: Atari 8-bit and ST/Mega/TT
BBS: StarLink (9600) (714) 688-3204

BAAUG

3691 Eastwood Circle
Santa Clara, CA 95054
Joe Fischer (408) 988-3065
Meet: Agnew Development Center Auditorium, Lafayette & Montague Exp.
Day: 1st Mon.
Dues: \$20
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: (408) 986-0215

BACE

PO Box 40203
Bakersfield, CA 93384
Tim Hobbs (805) 837-2726
Meet: Pizza Hut, 3017 Wilson Rd., Vons Shopping Center
Day: 3rd Tue.
Dues: \$18/yr Full, \$12/yr Regular, \$6/yr BBS
CPU: Supports Atari 8-bit, ST/Mega/TT, Mac, IBM and Portfolio
BBS: (805) 831-5350

DACE

c/o J. Dickerson, PO Box 673
Diablo, CA 94528
Dan Howlett (510) 827-3805
Meet: Contra Costa County Water District Bldg, 1331 Concord Ave, Concord, CA.
Day: 1st Thu. Time: 7PM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT

FRACUS

2167 Richart Ave.
Clovis, CA 93712
Tom Hancock (209) 885-2817
Meet: Four Seasons Mobile Home Park Recreation Room, Fresno, CA.
Day: Last Sat. Time: 6PM
Dues: \$20/yr or \$10/semi-annually
CPU: Atari 8-bit
BBS: (209) 251-5338
Misc: Membership includes club disk of the month/newsletter and AtariUser

MITARI MIDI

1848 N. Gramercy #302
Los Angeles, CA 90028
Brian Valentine (213) 461-5407
Meet: Meets at club address, a MIDI sound studio run by Brian Valentine.
Day: Last Sun. Time: 2PM
Dues: \$15/yr
CPU: Atari ST/Mega/TT
Misc: MITARI supports audio creativity on the ST/STE. All current members are engineers or producers.

RAM

PO Box 112
Camarillo, CA 93011
Timothy McCoy (805) 482-4788
Day: 3rd Wed. Time: 7:30PM
Dues: \$25
CPU: ST/Mega/TT
BBS: (805) 987-6985
Misc: Member of ACENET consortium, active at the Glendale show.

SBACE

4802 Avenue B
Torrance, CA 90505
Robert Smith (310) 518-1845
Meet: VFW Hall, 1865 Lomita Blvd., Lomita, CA (near Long Beach)
Day: 2nd Tue. Time: 7:30PM
Dues: \$20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
Misc: SBACE Gazette newsletter.

SCCAUG

5222 Carryback Ave.
San Jose, CA 95111-2801
Ron Reade (408) 225-7162
Meet: San Jose Computer Showroom, Alma Court
Day: 2nd Wed. Time: 7PM
Dues: \$15/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SCCAUG (408) 971-9212
Misc: MIDI demos are held twice yearly.

SDACE

PO Box 900076
San Diego, CA 92190
Dan Phillips (619) 462-1289
Meet: General: North Park Recreation Center Social Room, 4044 Idaho St. ST/8-bit Workshops: North Park Adult Center, 2719 Howard St.
Day: Gen.: 3rd Mon., Workshops: 1st Thu. Time: 7PM
Dues: \$18/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (619) 689-8157
Misc: SDACE newsletter, increased BBS access

SLCC

PO Box 1506
San Leandro, CA 94577-0374
Bob Woolley (415) 865-1672
Meet: San Leandro Community Library, 300 Estudillo Ave.
Day: Main: 1st Tue., ST: 2nd Mon. Time: 8PM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Key System (415) 352-5528
Misc: SLCC Journal, access to print and PD/Shareware disk libraries.

SST

PO Box 214892
Sacramento, CA 95821
Mark Warner (916) 344-8320
Meet: Pac Bell Auditorium, 2700 Watt Ave.
Day: 2nd Wed. Time: 7PM
Dues: \$24/yr
CPU: ST/Mega/TT
BBS: ST-Keep (916) 331-6153, (916) 729-2968
Misc: Club newsletter, free raffle ticket at each general meeting, membership disk

ST ACE Sonoma

PO Box 4916
Santa Rosa, CA 95402
John Orcutt (707) 526-2544
Meet: Santa Rosa Baptist Church, 3884 Sebastopol Rd.
Day: 3rd Thur. Time: 7:30PM
Dues: \$20/yr
CPU: Atari ST/Mega/TT

SVACE

672 E. Romie Lane
Salinas, CA 93901
Gary Klugman (408) 758-4894
Meet: Salinas Community Center
Day: 1st Tue. Time: 7:30PM
Dues: \$12/yr
CPU: ST/Mega/TT
BBS: BitStream (408) 449-2150
Misc: Raffles, free disk of the month

TEAC

PO Box 1269
Laytonville, CA 95454
Pete Loesser (707) 984-8048
Meet: Operates by mail, members are spread all over the world.
Dues: US: \$25/yr, Foreign: Inquire
CPU: Atari 8-bit and ST/Mega/TT
Misc: TEAC newsletter. 8-bit and ST educational disk library.

YAC

1129 Fordham Dr.
Davis, CA 95616-0926
Eric Hays (916) 756-5486
Meet: Call for details.
Day: 4th Tue.
Dues: \$11/yr (\$5 if member of another AIM club)
BBS: Steve's (916) 661-1538
Misc: Magazine and PD disk library access, Yackity-YAC newsletter, AtariUser.

COLORADO

ACCD

5407 W. 4th Ave.
Lakewood, CO 80226
Guy McDaniels (303) 238-2366
Meet: ACD/STIG: Aurora Public Library, 14949 E. Alameda Ave. ST/fleet: Pamona HS, 8101 W. Pamona Dr.
Day: ACD: 1st Tue.; ST/fleet: 2nd Fri.; STIG: 3rd Tue. Time: 7:00 PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: (303) 343-2956
Misc: ACCD is an umbrella group for ACD, Starfleet and STIG.

P3ACE

PO Box 17779
Colorado Springs, CO 80935-7779
Steve Leser (719) 576-3357
Meet: T.J. Maxx Center at Rustic Hills
Day: 8-bit: 1st Tue., ST: 4th Thu. Time: 7-9PM
Dues: \$20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Laser (719) 527-1374
Misc: Club has a Hayes 300 baud and Atari SX-212 1200 baud modem for loan to members. AtariUser and AIM ST and 8-bit Disks available at each meeting.

CONNECTICUT

CCCC

127 Pinnacle Rd.
Bristol, CT 06010
Rich Scheidel (203) 589-3738
Meet: 127 Pinnacle Rd., Bristol, CT.
Day: 3rd Wed. Time: 7:30PM
Dues: \$25/yr normal, \$30/yr family
CPU: Atari 8-bit, ST/Mega/TT and Portfolio

STARR

15 John St.
Ansonia, CT 06401
Madelon Wilson (203) 735-6711
Meet: Greater New Haven State Tech. College,
88 Bassett Rd., North Haven, CT.
Day: 3rd Thu. (exc. Aug.)
Dues: \$20/yr
CPU: ST/Mega/TT
BBS: (203) 421-4861

DELAWARE

CDACC

3117 Walnut St.
Dover, DE 19901
CPU: Atari 8-bit and ST/Mega/TT

FLORIDA

ABLE

PO Box 1172
Winter Park, FL 32790
Hadley Nelson (407) 671-0317
Meet: Orlando Public Library, Palm Magnolia
Room 101 E. Central Blvd.
Day: Last Sun. Time: 1:30-4:30PM
Dues: \$12
CPU: Atari 8-bit and ST/Mega/TT
Misc: ABLE Program Library of User Software
(ABLE PLUS) and ABLE AID newsletter.

FACE

2312 Ironstone Dr. E.
Jacksonville, FL 32216
S. Michael Hallack (904) 646-0567
Meet: La Miranda Apartments off Powers Ave.
Day: 1st & 3rd Tue.
Dues: \$15/yr
CPU: ST/Mega/TT, Mac & Portfolio
BBS: Lief's World (904) 573-0734
Misc: Free PD/Shareware disk library access,
quarterly newsletter.

JACE

109 Davis St.
Neptune Beach, FL 32266
Bill Zaiser (904) 247-0230
Meet: Call (904) 724-2610 for directions
Day: 1st Sat. Time: 6:30PM
Dues: \$12/yr
CPU: Atari 8-bit only
BBS: The Wall (904) 730-8659

PACE

2439 Moorehaven Drive East
Clearwater, FL 34623-1615
Alan Frazer (813) 791-0912
CPU: Atari 8-bit
BBS: Tut's (813) 797-8449

queST

11201 122 Ave. N. #119B
Largo, FL 34648-2626
Terry Weigand (813) 581-7988
Meet: Tampa College (Clearwater campus),
15064 US Hwy. 19 N.
Day: 1st Sat. (Holiday, 2nd Sat.) Time: Noon
Dues: \$15/yr
CPU: ST/Mega/TT
Misc: Large PD library, book library.

TBAA

5918 Otis Ave.
Tampa, FL 33604
Butch James (813) 237-4306
Meet: East Bay Library, East Lake Square Mall
Day: 2nd Wed. Time: 7PM
Dues: \$10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Monthly software and peripherals classes.

GEORGIA

MG AUG

Rt. 1 Box 362M4 Carl Sutton Rd
Lizella, GA 31052
Jeff Vincent (912) 836-3852
Meet: Tattall Square Academy, Macon, GA.

Day: 2nd Sun. Time: 2PM
Dues: \$30/yr and \$4/year optional newsletter
CPU: ST/Mega/TT
Misc: Club PD library free to full paying
members. AtariUser, newsletter and AIM
disk included in full membership.

STAR

3069 N. Brook Dr.
Chamblee, GA 30341
Tommy Mersinger (404) 938-2718
Day: 3rd Mon. Time:
Dues: \$30/yr
CPU: ST/Mega/TT

ILLINOIS

CUSTUG

PO Box 3442
Champaign, IL 61826-3442
Lee Johnson (217) 356-7916
Meet: Urbana Free Library Auditorium, corner of
Elm and Race, Urbana, IL.
Day: 2nd Wed. Time: 7PM
Dues: \$16/yr
CPU: ST/Mega/TT
Misc: AtariUser magazine, PD library access,
December MIDI concert/demo.

EAUG

2425 Crislica Dr.
Alton, IL 62002
Hank Vize (618) 465-0342
Meet: Alton Square Mall Community Room
Day: 1st Mon. Time: 7PM
Dues: \$18/yr newsletter membership
CPU: Atari 8-bit and ST/Mega/TT
BBS: Eastside (618) 254-6077, Garage (618)
344-8466
Misc: EAUG-Log club newsletter. Member of
Midwest Atari Regional Council consortium.

GAUG

55 Herring St.
Galesburg, IL 61401
Russ Watson (309) 343-6609
Meet: Community Center on Simmons St. in
Galesburg, one block south of downtown.
Day: 2nd Mon. Time: 7PM
Dues: \$10/yr family, \$5/yr student
CPU: Atari 8-bit and ST

LCACE

PO Box 8788
Waukegan, IL 60079-8788
Mike Brown (708) 336-1128
Meet: Warren-Newport Public Library, 244
O'Plain Rd., Gurnee, IL.
Day: 2nd Sat. Time: 11AM-3PM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Python (9600) (708) 680-5105, Pegasus
(708) 623-9570
Misc: Sponsored Midwest AtariFest (Apr. '90),
ChicagoFest (Nov. '90) and the recent
ChicagoFest by Atari (Nov. '91).

QCACC

PO Box 1036
Moline, IL 61265
Donna Lemaster (309) 755-3183
Meet: Moline Public Library, 403 17th Ave.
Day: 1st Mon. Time: 7PM
Dues: \$15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: (309) 755-2748

RACC

3693 Renfro Rd.
Cherry Valley, IL 61016
H. Jake Olbrich (815) 332-5303
Meet: Springbrook Congregational Church, off
Alpine just as you make the turn onto
Springbrook Rd. from Spring Creek Rd.,
Rockford, IL.
Day: 3rd Sat. Time: 9AM-Noon
Dues: \$20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Knights of Camelot (815) 226-2388
Misc: RACC News monthly newsletter.

SCAT

PO Box 72266
Roselle, IL 60172
Meet: College of Dupage, Student Resource
Center on Lambert Rd. between
Roosevelt and Butterfield, Glen Ellyn, IL.
Day: 1st Sat. (check BBS) Time: 10AM

Dues: \$20/yr family
CPU: Atari 8-bit and ST/Mega/TT
BBS: SCAT (708) 231-7227

STAR

337 N. 43rd St.
Belleville, IL 62223
Craig Carter (618) 233-6675
Meet: Illinois Power Bldg., 1050 West Blvd.,
Belleville
Day: Last Mon. (exc. December) Time: 7PM
Dues: \$15/yr
CPU: ST/Mega/TT

INDIANA

ACORN

3627 Iowa Court
Fort Wayne, IN 46815
Meet: Shawnee Branch of the Allen County
Public Library
Day: 1st Sat. Time: 10AM-1PM
Dues: \$18
CPU: Atari 8-bit and ST/Mega/TT
BBS: (219) 744-1396
Misc: Three Rivers Festival, PentaCon, ICE
Kid's Conference participant.

ASCI

1752 Alimingo Dr.
Indianapolis, IN 46260
Dan Ward (317) 254-0031
Meet: Speedway Christian Church, 14th and
Winton Ave., Speedway, IN.
Day: 1st Mon. Time: 7:30PM
Dues: \$15/yr
CPU: ST/Mega/TT and Portfolio
BBS: The Zoo (9600) (317) 356-5519, It's Not a
Game Machine (317) 581-9031,
Crossroads Broadcast (317) 878-4069
Misc: Co-sponsors annual MIST AtariFest,
member Mid-Indiana ST (MIST) coalition.

CRAG

PO Box 10995
Merrillville, IN 46411
Randy Noak (219) 663-6912
Meet: Broadway Music, Greentree Plaza, 1509
W. 81st (US-30), Merrillville, IN.
Day: 2nd Wed. Time: 7PM
Dues: \$15/yr
CPU: ST/Mega/TT

KANSAS

FLAG

PO Box 3233
Fort Leavenworth, KS 66021
Jeff Yoe (913) 682-2883
CPU: Atari 8-bit and ST/Mega/TT

WACE

c/o M. Merica, 501 Trotter
Maize, KS 67101
Meet: Wichita Water Dept., 1701 Sim Park Dr.,
Wichita
Day: 2nd Sat. Time: 1PM
Dues: \$20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM

KENTUCKY

AEL

PO Box 34183
Louisville, KY 40232
Lawrence Estep (812) 944-8997
Meet: Central Jefferson County Government
Center, 7201 Outer Loop
Day: 2nd Sat., 8bit SIG: 1st Wed., ST SIG: 4th
Wed. Time: 11:30AM/SIGS: 7:30PM
Dues: \$20/yr per family
CPU: Atari 8-bit and ST/Mega/TT
BBS: Atari Scene! (502) 456-4292
Misc: Members receive AELien Transmissions
newsletter (6 issues) for \$1.74/yr.

BRACE

3209-B Baird Ct.
Lexington, KY 40515
Hal Nason (606) 272-0383
Meet: Lexington Free Public Library, Downtown
Day: 3rd Tue. Time: 7-9PM
Dues: \$15/indiv., \$20/family, \$10/week
CPU: Atari 8-bit and ST/Mega/TT
Misc: Associate members get AIM but no library
access.

LOUISIANA

CASTE

314 W. Claude St.
Lake Charles, LA 70605
Tim Bowles (318) 477-3243
Meet: College Park Nazarene Church, 340 E.
Prien Lake Rd., Lake Charles, LA
Day: Last Sat. Time: 1PM
Dues: \$15/yr
CPU: ST/Mega/TT
BBS: General Store 14.4K (318) 855-6939

MASSACHUSETTES

SSAG

PO Box 129
Hyde Park, MA 02136
Dana Jacobson (617) 569-0224
Meet: Room 207, McCormack Hall, Harbor
Campus, UMass/Boston
Day: 3rd Fri. Time: 7PM
Dues: \$10/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Question Mark (617) 328-9230, Toad Hall
(617) 567-8642

WMAUG

228 Leonard St.
Agawam, MA 01101
David Scarpa (413) 283-4171
Meet: Chicopee Public Library Main Branch,
Front St.
Day: 1st Wed. Time: 7PM
Dues: \$20/yr
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: WMAUG Junction (413) 786-3870

MICHIGAN

CACE

PO Box 6161
Jackson, MI 49204
CPU: Atari 8-bit, ST/Mega/TT and IBM

GAG

PO Box E
Flint, MI 48507
Jerry Cross (313) 736-4544
Meet: GMI Institute Rm 817A, corner of
Chevrolet and 3rd Ave, Flint, MI
Day: 2nd Wed. Time: 6:30PM
Dues: \$15/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: FACTS (9600) (313) 736-3920, Carnival
(313) 235-0158, 9 Planes (313) 233-6095
Misc: Helped sponsor 1987 MAGIC show and
1989 WOA Detroit show

GLASS

PO Box 99737
Troy, MI 48099
Byron Johnson (313) 758-2741
Meet: Troy-Athens High School, 2 blocks north
of Wattles on John R Rd.
Day: 1st Thur. Time: 7PM
Dues: \$20/yr
CPU: Atari ST/Mega/TT

GRASS

2185 Newport SW
Wyoming, MI 49509
Len Brothers (616) 532-0653
Meet: Wyoming Pub. Library, 3350 Michael SW,
Grand Rapids, MI.
Day: 1st Wed. Time: 7PM
Dues: \$10/yr
CPU: Atari 8-bit

MACE

PO Box 2785
Southfield, MI 48037
Meet: Southfield Civic Center, Room 115, at 10-
1/2 Mile and Evergreen, 1/2 mile south of
the Evergreen exit on I-96.
Day: 3rd Tue. Time: 7:30PM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: Tari Forest (313) 278-6466
Misc: Send \$2 for current ST or 8-bit disk
catalog.

SALSA

PO Box 1342
Sault Ste. Marie, MI 49783
Roger Aube (705) 759-3922

STAG

4765 N. Eastman Rd.
Midland, MI 48640
Bryant LaFreniere (517) 835-2234

Meet: Rudy Zauel Memorial Library, corner of
Center & Shattuck in Saginaw Township.
Day: 2nd Sat. Time: 9AM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Free PD disk with membership/renewal.
Participates in Community Fair at Fashion
Square Mall.

STING

PO Box 321
Marne, MI 49435-0321
Donna Meyer (616) 942-5167
Meet: Plainfield Township Library, 2650 5 Mile
Rd NE, 1/2 mile east of N. Kent Mall.
Day: 2nd Wed. Time: 6:30-9PM
Dues: \$15/yr
CPU: Atari ST/Mega/TT
BBS: STING (616) 532-5736

WAUG

14 Payeur
Ann Arbor, MI 48108
Dave Brzezinski (313) 971-3927
Meet: Colonial Lanes on S. Industrial
Day: 2nd Tue. Time: 7:30PM
Dues: \$15/yr
CPU: Atari 8-bit, ST/Mega/TT, Mac and Portfolio
BBS: MOlin's Den (313) 451-0524
Misc: Monthly 8-bit and ST raffle, free ticket for
members, SX212 modem for loan.

MINNESOTA

PACE

4835 Crosley Ave.
Duluth, MN 55804-1219
Tracy Hendershot (218) 525-1058
Meet: Duluth Radisson Hotel, check local BBSes
for exact location. Meetings are bi-monthly
(Jan, Mar, May, Jul, Sept. and Nov.).
Day: 3rd Sun. Time: 1:30PM
Dues: \$30/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: Newsletter, free ST/8-bit disk, free printer
ribbon reinking, free PD library copying.

SPACE

PO Box 120016
New Brighton, MN 55112
Nathan Block (612) 922-8012
Meet: Falcon Heights Community Center, 2077
W. Larpenteur Ave., Falcon Heights
Day: 2nd Fri. Time: 7PM
Dues: \$15/yr
CPU: Atari 8-bit
BBS: SPACE (612) 488-5973
Misc: Entire set of Dorsett educational cassettes
(260+) available for member rental.

MISSOURI

ACE of SL

PO Box 3508
St. Louis, MO 63143
Nick Barr (314) 741-1505
Meet: Thornhill Branch of St. Louis County
Library, Fee Fee and Willowick, Maryland
Heights, MO.
Day: Date and time varies
CPU: Atari 8-bit and ST/Mega/TT
Misc: Club newsletter. Member of MARC.

KCAC

1107 W. 88th St.
Kansas City, MO 64114
Gary Leach (913) 236-9643
CPU: ST/Mega/TT

MDC-RCC

2610 Woodsage Dr.
Florissant, MO 63033
Al Owen (314) 837-2971
Meet: St. Louis Co. Public Library, Prairie
Commons, 915 Utz Lane, Hazelwood
Day: 4th Wed. Time: 5:30PM
Dues: \$10/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: MDC-RCC has a total of 300-400
members, with 10 SIGs, Atari being one.

MONTANA

RACE

Box 364
Frenchtown, MT 59834
Tom Tucker (406) 626-4410
Meet: National Guard Armory, 2501 Reserve St.,
Missoula, MT.

Day: 3rd Sun. Time: 7PM
Dues: \$16/year
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM
Misc: Membership includes free PD disk.

NORTH CAROLINA

RACE

4360 Hunters Club Dr.
Raleigh, NC 27606
Lewis Midyette (919) 828-4319
Meet: Check Galaxy BBS, look under Bulletins
for "A word from the president of RACE"
CPU: Atari 8-bit and ST/Mega/TT
BBS: Galaxy (919) 552-0974

NORTH DAKOTA

MACUG

129-2 Sirocco Dr.
Minot AFB, ND 58704

NEBRASKA

O-ACES

PO Box 723
Papillion, NE 68046
Pete Killian (402) 592-5427
Meet: La Vista Recreation Center, 8116
Parkview Blvd. (just off 84th St., south of
Food-4-Less and east of 84th at the light.)
Day: 2nd and Last Wed. (exc. Nov. & Dec.)
Time: 7:30PM
CPU: Atari 8-bit and ST/Mega/TT

NEW JERSEY

JACS

PO Box 710
Clementon, NJ 08021
Mike Hopkins (609) 783-1423
Meet: Camden County Library
Day: 3rd Tue. Time: 7-9PM
Dues: \$24/yr (August renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: (609) 346-1224
Misc: Between Bytes newsletter, AtariUser.
Send SASE (business size) for current ST
or 8-bit disk catalog.

NEW MEXICO

AACE

1021 Sagebrush Trail SE
Albuquerque, NM 87123
Richard Houser (505) 299-3977
Meet: Gas Co. of New Mexico, 4625 Edith Blvd.
Day: Gen: 1st Sat and 3rd Tue., 8bit: 2nd Tue.
Time:
Dues: \$20/yr payable in Jan.
CPU: Atari 8-bit and ST/Mega/TT
BBS: Astro (505) 260-0448
Misc: PD library access, BBS membership.
Swap meet on 1st Sat. of Jun. and Dec.

NEVADA

HISUG

PO Box 2152
Sparks, NV 89432
Gary Marston (702) 885-2081
Meet: Round Table Pizza, Baring Village, 1201
Baring Blvd., Sparks, NV.
Day: 3rd Thur. Time: 7PM
Dues: \$20/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: UNreliable (702) 358-6307

SNACC

48 Lafayette St.
Las Vegas, NV 89110
Harvey Cannon (702) 459-4089
Meet: Winchester Center, 3130 McLeod
Day: 1st Thur. Time: 7-9PM
CPU: Atari 8-bit, ST/Mega/TT and Portfolio
BBS: SNACC (702) 438-2208
Misc:

NEW YORK

ACORN

PO Box 24920
Rochester, NY 14624
Don Allis (716) 293-3415
Meet: Brighton HS, 1150 Winton Rd. South,
Room 262S.
Day: 2nd Wed. Time: 7PM
Dues: \$20/yr (add \$6 for AIM)
CPU: Atari 8-bit and ST/Mega/TT
BBS: Dimension's End (716) 436-3078
Misc: ACORN Kernel newsletter, AtariUser,
extra BBS access. ST Beginners and 8-bit
Basically Speaking classes held before
general meeting.

BRAG*ST

PO Box 1035
Buffalo, NY 14225
Mark Pierro (716) 691-7844
Meet: Erie Community College, North Campus,
Room S-105 in the Student Center.
Day: 3rd Thu. Time: 7:30PM
CPU: ST/Mega/TT
Misc: Monthly raffle. Board of Directors, 1st
Thurs. at Your Host Restaurant, Harlem at
Sheridan, 7PM.

CDACE

PO Box 1910
Schenectady, NY 12301
Bob Thompson (518) 439-5356
Meet: Computer Cellar, Westgate Plaza, Albany
Day: ST: Last Wed., 8-bit: Qtrly. Time: 6:30PM
Dues: \$20/year
CPU: Atari 8-bit and ST/Mega/TT
Misc: ST disks \$2, free XL/XE library access.

LIAUG

PO Box 92
Islip, NY 11751
John Aalto (516) 589-6754
Meet: Smithtown Library, Nesconset branch
Day: 1st Sat.
Dues: \$20/yr
CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
BBS: New Nest (516) 234-4943, Star Scan
(516) 399-4252

OHAUG

3376 Ocean Harbor Dr.
Oceanside, NY 11572
Alex Pignato (516) 678-6081
Meet: Plainview-Old Bethpage Library, 999 Old
Country Rd. in Plainview
Day: Usually 2nd Sat.
Dues: \$24/yr
CPU: Atari 8-bit ONLY!
Misc: Charter member of NEAR*US consortium.

WNYAUG

PO Box 59
Buffalo, NY 14216
Mike Husband (716) 825-8486
Meet: Room 116E, Bacon Hall, State University
College of Buffalo, 1300 Elmwood Ave.
Day: 1st Thu. Time: 7:30PM
Dues: \$15/yr new, \$12/yr renewal
CPU: Atari 8-bit
BBS: Wizard's Attic (716) 681-1654
Misc: POKEY newsletter disk

OHIO**ACCT**

4487 289th
Toledo, OH 43611
Dave & Brenda Micka (419) 729-1891
Meet: Dave & Brenda Micka's home.
Day: 1st Wed. Time: 7-9PM
CPU: Atari 8-bit and ST/Mega/TT
BBS: Disk Drive-Thru (419) 885-3441
Misc: Disks \$2 8-bit, \$4 ST

ACEC

1287 Dennison Ave.
Columbus, OH 43201

CVACC

PO Box 9173
Akron, OH 44305
Jon Goshorn (216) 494-0738
Meet: First National Bank, Mogadore, OH.
Day: 2nd & 4th Tue. Time: 7:30PM
Dues: \$20 family
CPU: Atari 8-bit and Mega/ST/TT
Misc: Discounts at local computer stores, club
newsletter The Password

MAUG

PO Box 134
Ontario, OH 44862
Chuck Steinman (419) 529-2478 after
5PM
Meet: A&B Computers, 1151 Park Ave. W.,
West Park Shopping Center, Mansfield
Day: 3rd Sat. (exc. July) Time: 7-9PM
Dues: \$12/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: DataQue (419) 529-5197
Misc: Access to AIM ST & 8-bit disks on the
BBS. AtariUser free at meetings. Back
issues of AtariUser for \$1 each.

MVACE

PO Box 24221
Huber Heights, OH 45424
Dan Steffen (513) 832-0749
Meet: Jaycees Clubhouse
Day: 2nd & 3rd Sat. Time: 9:30 to Noon
Dues: \$20/yr, \$12 for students or newsletter only
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE (513) 233-9500

NASAC

1810 Cheviot Hill Dr.
Springfield, OH 45505-3508
Wendell Helfrick (513) 325-3764
Meet: Historic "Old Schoolhouse" next to the
public library on S. Dixie Dr., about three
blocks south of Route 40 in Vandalia, OH.
Day: 2nd Thu. Time: 7:30PM
Dues: \$12/yr
CPU: Atari 8-bit, ST/Mega/TT and IBM
Misc: Monthly newsletter "The NAS-HACKER."

STANCE

1174 Larkspur Dr.
Lyndhurst, OH 44124
Joseph Adato (216) 449-6881
Meet: B&G Electronics, 15729 Madison Ave.,
Lakewood, OH.
Day: 3rd Mon. Time: 7:15PM
Dues: \$12/yr with one time sign up fee of \$13
CPU: ST/Mega/TT

OKLAHOMA**TACE**

16564 SE 18th
Choctaw, OK 73020
Ron Hamilton (405) 387-5649
Meet: Moore Public Library, 225 S. Howard, just
off SW 4th and I-35, Moore, OK.
Day: 1st Sat. Time: 1PM
Dues: \$15 family, \$7 correspondence (July
renewal)
CPU: Atari 8-bit and ST/Mega/TT
BBS: TACE (405) 366-1977
Misc: Will mail copies of AtariUser magazine to
individuals for approx. \$1 per issue.

OREGON**ACUNET**

1310 N. 2nd St.
Silverton, OR 97381
Steve Barnes (503) 873-4590
Day: 4th Tue. Time: 7PM
Dues: \$15 with AIM, \$10 without
CPU: ST/Mega/TT
BBS: Salem Public Lib. (503) 588-6130, Page
(503) 363-0171, Jungle (503) 393-4274.

COAC

PO Box 6824
Bend, OR 97708
Aaron Leis (503) 388-7516
Meet: Ann Rita Conference Center (in front of
the St. Charles Hospital on Neff Rd.)
Day: 1st Sat. Time: 5PM
Dues: \$20/yr new, \$17/yr renewal, \$1/yr for each
additional family member.
CPU: Atari 8-bit and ST/Mega/TT

DCASTE

1033 Barager
Roseburg, OR 97470
Jim Steingrobe (503) 673-1687

MACE

909 S. Stage Rd.
Medford, OR 97501

PAC

PO Box 1692
Beaverton, OR 97005
David Hunt (503) 286-6276
Meet: NW Service Center (basement), NW 18th
and Everett St., Portland, OR.
Day: 1st Mon. Time: 7PM
Dues: \$25/yr
CPU: Atari 8-bit and ST/Mega/TT
BBS: ACE of America (503) 285-4417
Misc: Swap meets in Mar., Jun., Sept. and Dec.
Official Carina II support BBS.

PENNSYLVANIA**NAPCO**

642 E. Waring Ave.
State College, PA 16801
Greg Brown (814) 238-4255
CPU: Atari 8-bit and ST/Mega/TT

NEAT

PO Box 18150
Philadelphia, PA 19116-0150
Allan Zaluda (215) 677-6751
Meet: Bustleton Ave. Municipal Bldg., Bustleton
Ave & Bowler St.
Day: 1st Tue. Time: 7PM
Dues: \$25/yr + \$2/meeting
CPU: Atari 8-bit, ST/Mega/TT, Portfolio and IBM
BBS: Cellar Dweller (215) 677-1370

PACS Atari 8bit

Box 312, LaSalle Univ.
Philadelphia, PA 19141
Meet: Drexel University, Room M11B,
Matherson Blvd., 32nd and Market St.
Day: 3rd Sat.
Dues: \$25/year, w/extra \$2 for new members.
CPU: Atari 8-bit
BBS: (215) 942-9600 to 9604 (03&4=300 baud)
Misc: The DataBus newsletter, AtariUser

SAGE

PO Box 10562
Erie, PA 16514-0562
Dennis McGuire (814) 833-4724
Meet: St. John's Lutheran Church, Erie, PA.
Day: 3rd Sun. Time: 2PM
CPU: Atari 8-bit and ST/Mega/TT

SPACE

PO Box 11446
Harrisburg, PA 17108
John Slade (717) 938-3656
Meet: Camp Hill Mall Community Room
Day: 3rd Mon. Time: 7:30PM
Dues: \$15/yr
CPU: Atari 8-bit and ST/Mega/TT
Misc: SPACE Probes newsletter

WACO

230 Clairmont St.
North Huntingdon, PA 15642
Patty Marshall (412) 225-8637
Meet: North Huntingdon Town House, near
Irwin, PA.
Day: 2nd Tue.
Dues: \$24 family
CPU: Atari 8-bit, ST/Mega/TT, Mac, IBM and
Portfolio
Misc: Huge foreign PD libraries. Participates in
many Atarifests in the northeast.

SOUTH DAKOTA**RACE**

9512-A Adams
Ellsworth AFB, SD 57706
Rick Burton (605) 642-5353
Meet: Rapid City Public Library
Day: 4th Sat. Time: 2PM
Dues: \$12 basic, \$15 newsletter
CPU: Atari 8-bit and ST/Mega/TT

TENNESSEE**CACE**

280 Capshaw Drive
Cookeville, TN 38501
Dan Hale (615) 526-8002
Meet: Putnam County Library
Day: 1st Sat. Time: 1PM
Dues: \$10
CPU: Atari 8-bit and ST/Mega/TT
BBS: Generic BBS (615) 432-5809

MASH

3265 Austin Peay Hwy.
Memphis, TN 38128
Randy McKinna (901) 388-3384
Meet: State Technical Institute in the Fulton
Auditorium.
Day: 2nd Mon. Time: 7PM
Dues: \$24/yr (renewal in July)
CPU: Atari 8-bit and ST/Mega/TT
BBS: MASH COM (901) 377-1904

NAUG

PO Box 121752
Nashville, TN 37221
Walt Sullivan (615) 228-7353
Meet: Cumberland Museum and Science Center
Day: 3rd Thu. Time: 7-10PM
Dues: \$24/yr full; \$12/yr associate
CPU: Atari 8-bit and ST/Mega/TT
BBS: Nashville Exchange (9600) (615) 383-
0727, Troll's Cave (615) 872-0757

TEXAS

AAAUA

PO Box 79-1426
San Antonio, TX 78279
Al Sherrill (512) 492-6633

Meet: Balcones Heights Community Center, 107 Glenarm

Day: 1st Tue. Time: 6:30-9:30PM
Dues: \$18; Subscribing: US-\$16, CAN/MEX-\$36 (\$14 no AIM), Other-\$54 (\$18 no AIM)

CPU: Atari 8-bit

Misc: Library of around 700 disks. (FR)ANTIC monthly newsletter. Swap meet and computer workshop each 3rd meeting.

AACE

1601 Larkwood Dr.
Austin, TX 78723

Meet: Eve Kuniansky (512) 323-2016
Library. Pizza buffet 1st Thursday of each month 6:30-8PM.

Day: 2nd Sat. Time: 2-5PM

Dues: \$24/yr Jan-Dec

CPU: Atari 8-bit, ST/Mega/TT, Portfolio & Lynx
Misc: Newsletter, C classes, library access.

ACCEPT

245 Longhorn Court
El Paso, TX 79907-5215
Steve Bruck (915) 858-1117

Dues: \$20

CPU: Atari 8-bit, ST/Mega/TT, Mac & IBM
BBS: STEP (915) 755-STEP; STE-EP (915) 821-9220

Misc: Discounts from Jenkins' Computers, special STE-EP access.

GTAUG

6621 Capitol St.
Groves, TX 77619

Day: Usually 2nd Tue.

Dues: \$24/yr (Sept. renewal)

CPU: Atari 8-bit, ST/Mega/TT, Mac
BBS: (409) 722-6526

HACE

PO Box 460212
Houston, TX 77056

Meet: Bill Kithas (713) 855-0815
Health Economics Corp., 2400 W. Loop S.

Day: 4th Wed. Time: 6:45PM

Dues: \$22/year

CPU: Atari 8-bit, ST/Mega/TT

BBS: (713) 458-9923

Misc: UPDATE ATARI newsletter, store discounts, door prizes, workshops. Hosts the Atari Safari show.

HASTE

5306 Claremont
Houston, TX 77023

Meet: Linda Bastida (713) 923-4065
Megabyte Plus, 5181 FM1960W

Day: Last Sat. Time: 10:30AM

Dues: \$20/yr

CPU: ST/Mega/TT and Portfolio

BBS: HASTE (713) 921-0550

Misc: Participates in the Atari Safari show.

SALSA

PO Box 18731
San Antonio, TX 78218-0731

Meet: Tim Hebel (512) 656-5315
Balcones Heights Community Center, 710 Glenarm, San Antonio, TX.

Day: 2nd Tue. Time: 7-10PM

Dues: \$20 w/AIM, \$15 regular

CPU: ST/Mega/TT

Misc: Club newsletter, discounts, new user classes.

UTAH

LACE

1194 N. 250 W.
Layton, UT 84041

Meet: Marshall Walker (801) 547-9902
Clearfield Library basement, Roy, UT.

Day: 2nd Wed. Time: 7PM

Dues: \$20/yr

CPU: Atari 8-bit and ST/Mega/TT

STUN

PO Box 27285
Salt Lake City, UT 84127

Meet: Randy Larsen (801) 967-0209
Murry High School

Day: 3rd Wed. Time: 7PM
CPU: ST/Mega/TT
BBS: The Bolt (801) 968-3921

WASHINGTON

CACUG

Box 767
Chewelah, WA 99109

Meet: Varies

CPU: Atari 8-bit and ST/Mega/TT

FACCS

PO Box 487
Harrington, WA 99134-0487
Tim Osborne (509) 624-1917

Meet: Eager Beaver Computers, next to the Garland Theatre, Spokane, WA.

Day: 2nd Thu. Time: 7PM

Dues: \$20/yr family

CPU: Atari 8-bit and ST/Mega/TT

KCACE

PO Box 2333
Bremerton, WA 98310
Bill Penner (206) 373-4840

Meet: Round Table Pizza, Silverdale, WA

Day: 2nd Wed. Time: 7:30PM

Dues: \$20/yr

CPU: ST/Mega/TT

BBS: KCACE 14.4K (206) 479-2157

NCWAUG

507 King St.
Wenatchee, WA 98801
Don Dwinell (509) 662-1842

Meet: 507 King St. (unless otherwise notified).

Day: 3rd Tue. Time: 7:30PM

Dues: \$7/yr family

CPU: Atari 8-bit, ST/Mega/TT and IBM

Starbase

8307 27th NW
Seattle, WA 98117
Steve Drake (206) 782-3691

Meet: Mountlake Terrace Library, 23300 58th Ave West, Mountlake Terrace, WA.

Day: 2nd Fri. Time: 6PM

Dues: \$18/yr

CPU: Atari 8-bit and ST/Mega/TT

SWAG

PO Box 1515
Vancouver, WA 98668-1515
Gary Lentz (206) 573-8224

Meet: Clark County Fire District #5, Station 3 at 213 NE 120th, Vancouver, WA.

Day: Last Sun. (exc. July) Time: 6:30PM

Dues: \$12/yr

CPU: Atari 8-bit and ST/Mega/TT

BBS: Bear Cavern (206) 574-1146

WISCONSIN

MAAUG

PO Box 56191
Madison, WI 53705
Rich Noble (608) 249-4029

Meet: Madison Public Library (Main Branch), 201 W. Mifflin St.

Day: 2nd Tue. Time: 7PM

Dues: \$18/yr (+ \$5 one time fee)

CPU: Atari 8-bit and ST/Mega/TT

BBS: MAAUG (608) 244-6742

MilAtari

PO Box 14038
West Allis, WI 53214
Lee Musial (414) 466-7557

Meet: Greenfield Park Lutheran Church, 1236 S. 115th St.

Day: 3rd Sat. Time: Noon

Dues: \$22/yr

CPU: Atari 8-bit and ST/Mega/TT

Misc: Hosts GEN-COn Computer Gaming area

CANADA—NOVA SCOTIA

NSACUG

170 Nestor Crescent
Dartmouth, Nova Scotia B2W 4B1
CANADA

Meet: Robert Smith (902) 465-5068
Room A-153, Institute of Technology campus, 5685 Leeds St., Halifax

Day: 2nd Sat. Time: 7PM

Dues: \$20/yr (\$27 w/mailed newsletter)

CPU: ST/Mega/TT

BBS: XEST (902) 865-0101, Coastal (902) 465-2321

CANADA—ONTARIO

KAUG

153 Oxley Dr.
Chatham, Ontario N7L 4R3 CANADA
Channel One Computers (519) 351-0760
North Maple Village Mall on Highway #40, just north of Chatham.

Meet:

Day: 4th Tue., Sept-May

Dues: \$20/yr

CPU: Atari 8-bit and ST/Mega/TT

BBS: KAUG BBS (519) 351-3901

NCAUG

15 Blueridge Court
Nepean, Ontario K2J 2J3 CANADA
Hardy Zeltins (613) 825-4196

CPU: Atari 8-bit, ST/Mega/TT, Mac

TASTE

185 Varsity Row
Thunder Bay, Ontario P7B 5P2 CANADA
Dues: \$25/yr Canadian
CPU: ST/Mega/TT

WAUG

3199 McKay Ave.
Windsor, Ontario N9E 2R4 CANADA
Brian Cassidy (519) 966-0305

Meet: Roseville Gardens Community Centre, 4200 Roseville Garden Dr.,

Day: 3rd Thu. Sept-June, exc. Dec. (2nd Thu.) Time: 7:30PM

Dues: \$25 Canadian

CPU: Atari 8-bit and ST/Mega/TT

CANADA—QUEBEC

ASTMUM

PO Box 966, Station B
Montreal, PQ H3B 3K5 CANADA
Kest Carter-Morgan (514) 272-6631

CPU: ST/Mega/TT, MIDI Specialists

Misc: Emergency repair, laser printing & graphics services, computer & MIDI discounts, Audio Recording & Music Tech course discounts and more!

MACAM

PO Box 5418
St. Laurent, PQ H4L 4Z9 CANADA
Terry Cowen (514) 696-3773

Meet: Monkland Recreational Centre, 4410 West Hill, N.D.G., Montreal, Quebec.

Day: 8-bit: 1st Thu., ST: 3rd Thu. Time:

Dues: \$25 8-bit, \$30 ST, \$35 both (Canadian)

CPU: Atari 8-bit, ST/Mega/TT and Portfolio

BBS: Enchanted Realm (514) 366-4556

Misc: Disk-based newsletter, free AIM disk access, AtariUser magazine

ENGLAND

BaPAUG

248 Wimborne, Oakdale
Poole, Dorset BH1S 3EF ENGLAND

Day: 1st Fri. Time: 7:30PM

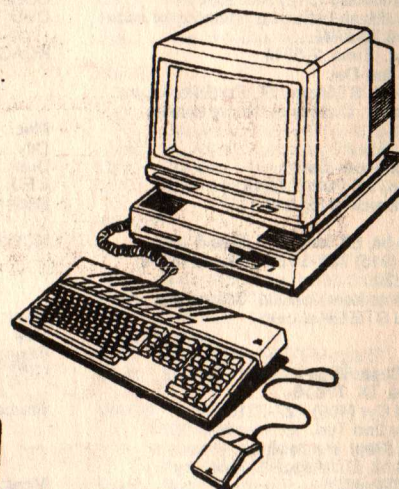
CPU: Atari 8-bit and ST/Mega/TT

Misc: 8:16 Newsletter

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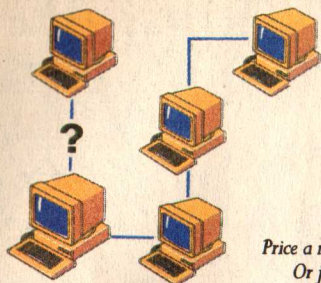
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2. When connected, press Return once or twice.
3. At *Password*, enter **IP26**.
4. After you get your account, visit DELPHI's Atari Advantage, by typing **GO COMPUTING ATARI**.

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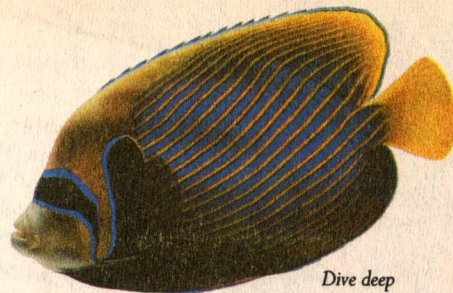
DELPHI

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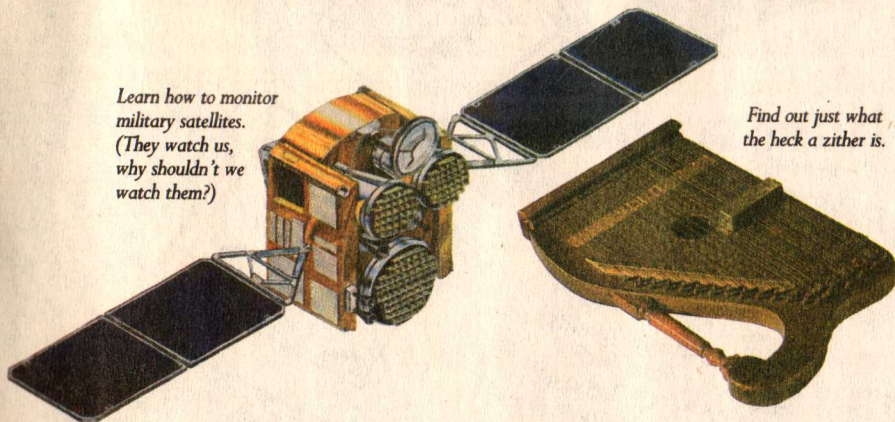
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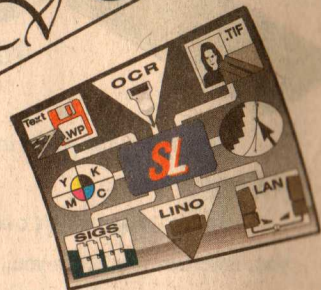
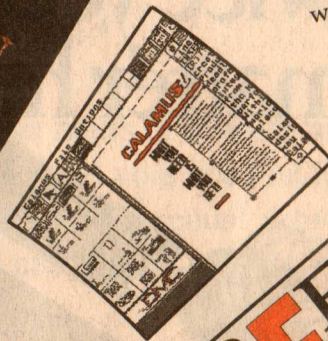
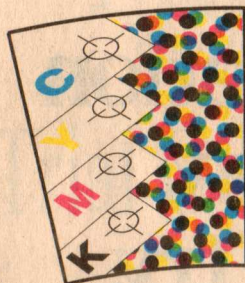
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what you GET!**

This page was produced and color separated entirely within Calamus SL, using an Atari TT workstation.



Calamus SL is the new WYNIWYG desktop publishing environment, *what you NEED is what you GET*. Our fully modular DTP environment allows you to customize your publishing needs to suit your specific application or budget.

The core of the system is Calamus SL itself; our sophisticated, modular, page layout and design program. Calamus SL has accuracy to 100,000th of an inch, magnification to 99999%, 360° rotation of frame elements, Focoltone color support and much more. Calamus SL modules expand the core program into a fully integrated pre-press environment.

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