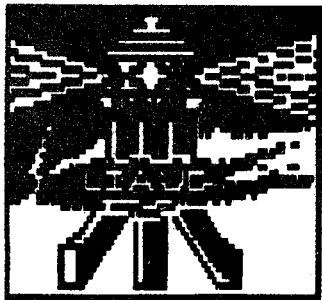


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# THE LONG ISLAND LIGHTHOUSE

The Newsletter of the Long Island ATARI Users Group

**RAPIDLY  
EXPANDING  
MINDS**

Special  
Telecomputing  
issue





# THE LIAUG LIGHTHOUSE

The Newsletter of the Long Island ATAW Users Group

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## EDITORIAL

Dr. Mark Spiegel, a psychiatrist in Manhattan, was asked recently if he could help explain computer zealotry. (You have all run into it. People, some of whom you don't even know, feel Justified in attacking you on a personal level for your choice of computer. According to Peter Lewis of the New York Times from where this information comes from, computer law #1 states that no matter what computer you buy, somebody will come up to you immedietley after you bought it and tell you that you bought **the** wrong one.) Dr. Spiegel says 'Rational human beings don't do that. It could be any number of things, but cognitive dissonance may be a factor.' Cognitive dissonance is when an individual, finding **that** his actions don't necessarily coincide with his ideas or psychological precepts, has to find some way to make them correlate.

Dr. Speigel continues, 'If you spend a lot of money on a computer, you have to **justify** it. The logic is, 'if I'm doing this, it must be **worthwhile**.'"

It is possible that people identify with the imege that a particular computer conveys. A Macintosh user himself he noticed **that** the local Mac users group was pretty chauvinistic. 'They may **see** themselves as some sort of elite group, as the enlightened ones. At meetings they boo when someone talks about IBM.'

'The Mac is associated with creative people, and **it's** possible that some of those people see IBM users **as** inferior drones.' So someone who works for a large corporation and wears a suit and tie each day can give their self image **as** a rebel a boost by having a Mac on his desk. Conversely, someone who needs to see themselves as a powerful part of the established structure needs no less than an IBM model 80.

Now I'm interested in how ATARI users see their computer image (as residents?). I certainly see the ATARI-Commodore battle going **on& on& on& on**. Does ATARI have a clear image? There is certainly a lot of bragging end name calling going on, but that doesn't seem to clarify anything. Did you know that a larger percentage of ATARI owners are **vegiterians** than owners of other computers? (I Just made that up) Perhaps ATARI is the computer forvere in search of an **image**.

Till next issue. Roger

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# THE SAGA OF YAPP

BY DAVID SMALL

Reprinted from the March 1987 'CURRENT NOTES' as copied from 'THE LAUGHING I/O PORT' column in 'THE POKEY PRESS'

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I want to make it clear at the very beginning of this article that I'm a dog lover. Grew up with three German Shepards- I get along with dogs Just fine. Except for the one next door. The dog next door, Yap (as we call him), has a problem: he barks constantly. Beginning at 5:30 in the morning, he barks at the paperboy. At 6:30, at the cars driving by. At 8, at the schoolkids walking by- Throughout the day, at airplanes overhead. He barks at anything. By mid-afternoon, he's hoarse, but ready for the kids coming home, cars returning from work, and so on. Generally, he stands about fifteen feet away from my bedroom window, right at the fence corner, and opens up. Yap, yap, yap. I can't tell you how many times I've been woken up by this little charmer. My kids (3 and 4 years old) used to come running downstairs to announce that they were scared of the dog. So I began to plan. Evil plots filtered through my mind, which I won't mention to keep from further tarnishing my good name. You can imagine what I thought of doing. Those mornings I'd stayed up until 2 AM working on the Magic Sac, when Yap would start in at 5:30. One day, as I stood in the shower listening to Yap (it's a particularly penetrating bark that can be heard while one is in the shower). I had this idea on how to stop him from barking. I did it, it worked, and I thought I'd tell you about it. I can't be the only person with a barking dog problem. Fittingly, I cured Yap with an Atari computer- Here were my components: (1) one ATARI 800 computer, which had (in truth) mostly been gathering dust, with Basic cartridge. No disk even needed- (2) one 6-pin DIN connector, from Radio Shack (\$5). (3) one Kenwood KR-4070 40-watt amplifier, from my college days, which had also been gathering dust. (4) one Radio Shack piezoelectric tweeter, 40 watt, about \$15. (5) one RCA phono plug and cable (cut one end off), from Radio Shack. \$2. Wire the DIN connector with pin 2 (the big one) to the RCA cable's ground, and with pin 3, the AUDIO OUTPUT, to the cable's center ('hot'). Connect the ATARI to the PHONE IN plug on the amplifier, and the piezo tweeter to the SPEAKER OUT. Place the piezo tweeter as near to Yap as possible, in this case, hidden by a bush outside the fence. Run a long speaker wire as necessary. Next time Yap begins to bark, enter the SOUND commands using the ATARI: SOUND 0,1,10,15. This sets the channel 0 (the '0') to a very high frequency (the '1') -- so high people can't hear it -- at maximum volume (the '15'), with distortion (the '10') (which is necessary if you're not going to blow the tweeter; you don't want square waves or the like). Turn the amplifier to about '8', or until clipping occurs. (Clipping is where you're pushing your amplifier too hard, and it starts putting out DC. DC fries speakers. If you don't have an oscilloscope to detect it, the only way to prevent clipping is not to turn up your amp too loudly). You won't be able to hear the sound being made, because it's too high a frequency; it does make your teeth itch, however. (If you'd like to hear what the dog hears, drop the frequency a bit, something like SOUND 0,10,10,15. Piercing isn't it?) The dog, on the other hand, has no problem hearing this frequency (which is how dog whistles work), and at this point, ceases barking. wonders what on earth is going on, and beats a retreat back inside his house. At this point, shut off the amp. After three weeks or so, we had Yap well trained- Not a peep out of him, because every time he barked, he'd get 40 watts of high frequency in the ear. I used to get up at 6 AM, drink coffee, and await the paperboy, my finger on the volume control. I must confess to evilly grinning too. All those mornings he woke me up.... These days, he doesn't require much training. Perhaps

Cont. on page 27



# The President's Column

By Patric Mulvey

It may or may not be evident that my speaking and writing skills are somewhat weak or at least I sometimes feel that they are. (Something like when my wife wakes me in the morning and asks a question, and I reply with something like "abaooruum..... whaat?") So please make allowances for this in my columns.

It seems that there has some concern regarding the support by LIAUG of the 8 bit machines. As one former President (non LIAUG) once stated "Let me make this perfectly clear." I OWN AN 8 BIT AND EVEN IF ATARI CORP., ANTIC, ANALOG, SYNAPSE, COMPUTE, ISLAND VIDEO, ECT. ECT. WERE TO ALL DISAPPEAR TOMORROW, ME AND MY 8 BIT WILL BE HERE TO HELP ANY LIAUG MEMBER WHO WANTS HELP!!!! Sorry about the capitals as I got upset. As for the ST owners are concerned we haven't changed. (I know as a group they feel more secure about the future "ban the 8 bit group does.) Now I may have to repair my keyp (again!).

As far as what's current please allow my to show some immediate action in the way of direct support. I have decided to state for the record what my home phone number is- But allow me to set some simple guidelines before you run to your telephone 1) My work hours during the week are always changing and I may not be home early, so please leave a message (Yes, I own one of those dumb machines.) 2) Leave your name, the time and date of your call, your phone number and your message. (The machine will not normally cut you off as long as you keep talking.) My home number is (516) 221-2964 Once

again let me state that this is being done as a support service to our current members. Now if you have a suggestion, problem, comment, or beef (Sorry, John and Georgia Aalto, no pun intended) then start dialin' and I'll call ya beck.

So then what about the future? Rumors have it that ATARI CORP. is now gathering together the necessary materials

end software to market a 32 bit machine end may be on store shelves in as little as six months! (unless it becomes vaporware). Details are sketchy but it will probably be an ultra-fast system with a 1000 by 1000 screen display. (About 125 times what a graphics 8 screen has in pixels-) Yest a one million pixel display. (You can forget about a VCR hookup for this beast-) BY my estimates the screen display will have to run about 30Mhz or its parallel equivalent. That's about 17 times as fast as the 8 bits and that's just the screen display. Whew!

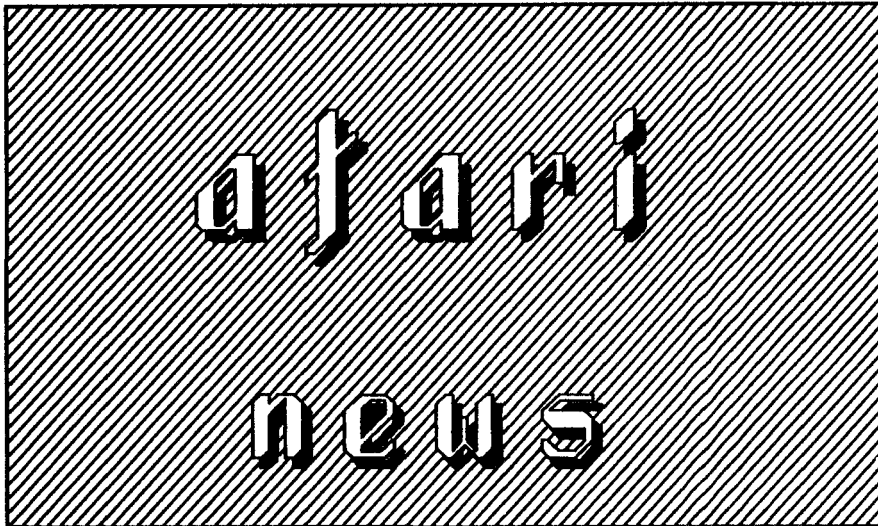
Enough about the goings-on in Jackland, what am I planning for the future and for our group? Hummm, first I plan (and hope to get working) a few 8 bit hardware projects. Examples: an easy to build light-pen, A speech synthesizer built from Radio Shack parts that will be able to speak from Ascii (The standard text files like those from Atariwriter, Paperclip, ect.) and a mystery project (no guarantees that this will actually work) that will do something that at least appears magical. What you may ask? Well if you think along the lines of what a stage magician might do then you might just guess it, but that's all you will get out of me until its ready. Additionally the workings of this project will only be divulged to LIAUG members. If you haven't renewed, then you won't get a chance to find out what allowed Pat to make a fool of himself. Lastly if you have wondered if Long Island has the best in available Atari software end hardware then check out. A trip to Cedar Knolls and at least see what I think from first hand experience.



## A trip to Cedar Knolls

OK if you read the President's column then you are wondering about Cedar Knolls. What the hell is there? If you have read the current issue of the Atari Explorer from front to back (in particular the back of the mag.) then you will find an Atari dealer under the name of Gemini Enterprises is located in Cedar Knolls N.J.. Ok ok what the hell is so great about that? Just give me a second and I'll get to it.

Cont. page 21



**CONNECTIVITY,  
SOLUTIONS, AND  
TECHNOLOGY:  
ATARI ANNOUNCES NEW  
PRODUCTS AT COMDEX**

(Las Vegas, NV -- Comdex Pall 87)... In a series of major product introductions, Atari Corporation emerges as a maker of a complete line of high-performance, low-cost solutions for the business world.

New technology is showcased by Abaq, an ultra-high-performance workstation with blazing speed and dazzling graphics. The Abaq, based on a sophisticated 'transputer' chip, runs more than 10 times faster than the PC/AT technology and more than 5 times faster than the 88020 with math processor. The parallel processing capability of Abaq lets a single system multiply its processing power by adding extra transputer chips.

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and will retail in early 1988 for under \$600.

Atari's connectivity answer is eLAN which is compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to PC's and over 250K bits-per-

second over Appletalk. Atari is planning to manufacture "PromiseLAN" adapters for the Mega, ST, and PC computer lines.

The Atari Mega computers are showcased with a variety of solid business solutions. Desktop publishing is represented by both the Atari SLM804 Laser Printer and by G.O. Graphics, who are porting their Deskset program (CompuGraphics compatible) which Atari will market. Word Perfect is displaying the recently shipped Word Perfect ST and Atari is displaying Microsoft Write. A group of vendors are appealing to VARs with vertical packages, running under the IDRIS multi-user multi-tasking operating system. Several new high-end CAD packages are on display including Foresight's Drafrix 1.

Atari expended its PC-compatible offerings by adding two new models, the PC2 (PC XT compatible) and PC4 (PC AT compatible), both with EGA graphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC4 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at \$799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for standalone personal computing. The PC2 includes XT-compatible slots, while the PC4's slots are PC AT

compatible.

"We offer complete systems for the office," said Atari president Sam Tremiel. "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC's as LAN stations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best."

**ATARI NEWS AND RUMORS**

by Larry Richards

ICD Inc., makers of the P:R:Connection, the MIO board, the US Doubler and SportDOS, among others for the Atari 8-bit line, has just introduced their first ST product. The ICD SCSI Host Adaptor retails for \$134.95 and allows use of standard SCSI controllers and hard disks with the ST. There are a number of other products on the market that do the same thing (from Berkeley Micro Systems and Supra) for about the same price, but the ICD is the only one that has a second DMA port to allow another DMA device to share the DMA bus. This means that an Atari Supra, or Astra hard drive would be used at the same time as an ICD setup. Packaged with the Host Adaptor is a disk of ICD hard disk utilities that allow, among other more usual functions, a hard disk to be formatted to give about 10% more storage space than it would if it were formatted using conventional software (approximately 2 extra megs on a 20 meg hard drive). ICD also announced that they will be selling a complete hard disk assembly using their host adaptor. It will be housed in a low-profile case that can also serve as a monitor stand, and it will contain either one or two hard drive mechanisms of 20, 30, 40 or more megs, depending on the configuration ordered, and it, like the host adaptor, will have a second DMA connector to continue the DMA bus. It will

Cont. next page



# The ATARI 1000

written by Perihellon, Ltd.

## Hardware Specification

The base machine outline specification is as follows:

**T800-20** Transputer **10MIPS**, 1.6 Mflop Three **20Mhz** links, buffered **4Mbyte** DRAM 1 Mbyte dual-port video RAM Colour blitter True DMA SCSI port for 40M (**minimum**) hard disc Three internal expansion slots **68000 Mega** ST as I/O processor (plug in card **connects** fourth **20Mhz** link)

## Screen Resolution and Use

The table below lists the **screen resolutions** and their probable typical **use**. All the following are at **60Hz** with portrait orientation.

Mode	Resolution	Width	
0	<b>1280 x 960</b>	<b>4 bits/pixel</b>	<b>4 bits/colour</b> or monochrome (Desk Top <b>Publishing</b> , engineering drawings)
1	1024 x 768	<b>8 bits/pixel</b>	<b>8 bits/colour</b> ( <b>CAD</b> , colour <b>pictures</b> , graphs)
2	<b>640 x 480</b>	<b>8 bits/pixel</b>	<b>8 bits/colour</b> 2 screens ( <b>Animation</b> )
3	512 x 480	<b>32 bits/pixel</b>	24 bits colour, 1 overlay bit, 7 tag bits ( <b>True colour</b> , smooth shading, 3D modelling)

also have a SCSI port to allow up to **7 additional SCSI** devices to be controlled by the host adaptor. This will allow flexible and relatively inexpensive expansion of hard disk storage (**great for BBSs!**). **Final** prices were not announced, **although ICD said** that they expect a single **20 meg** system to be comparable in price to the Atari and Supra **20 meg** units.

## LATE BREAKING FLASH!

Word from Neil Harris on **GENie** is that the IBM hardware emulator box, which had been 'on the beck burner' while Atari fiddled with the PC, is now apparently back under full development at Atari. My guess is that **Atari discovered** that they could sell the **Megas** to the business market much more effectively if they featured MS-DOS compatibility (**in fast hardware** rather than slow software), much like the Mac **SE/II** and the Amiga **2000**. Of course, no price or release date was mentioned.

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## The Blitter

The Perihellon blitter is based on work done by Dr Phil Willis of the University of Bath. It provides meaningful operations with colour and colour look-up tables (**CLUTs**) and implements very fast 2-D raster graphics operations, such as fast font drawing. It also provides a **32-bit** wide pipeline (with four tests on each of eight pixels concurrently), and is **synchronised** with blanking. Using the blitter, square area fill takes **128 megapixels** per second, arbitrary two colour character drawing takes up to **64 megapixels** per second, and full 2-D block copy takes **16 megapixels** per second.

## Expansion Capability

The Perihellon design provides for three expansion cards within the box. These can be memory cards, providing a maximum of **64Mbytes** using **4M** parts, or various versions of alternative graphics cards. The full transputer bus is brought out so any type of peripheral **may** be connected.

The expansion sockets also bring out the **transputer** links and control **signals**. This means that

cards containing extra transputers can be added, and the **size** of the cards allows for four transputers with up to **1Mbyte** of RAM each on a single card. One workstation can therefore contain **13** processors. Other link connections can be made outside the box to parallel processor farms of multiple **processors**. The link connections can also be made to fast peripherals such as a laser printer or disc **server**.

## The Transputer

The **T414** is a 32-bit processor that consists of a RISC style CPU, **2K** of fast on-chip RAM, an external memory interface and four serial links which may run at **5, 10** or **20 Mbits/second**. The **T800** is similar except that it also contains a **floating point** processor and **4K** of RAM.

The programmer's model consists of a three register evaluation stack, a workspace pointer and an instruction pointer. A small number of Instructions exist for loading and storing values on the **stack** and for altering the flow of control, the remainder operate on operands on the **stack**.

The processor has microcoded support for processes at two priority levels. High priority **processes** may preempt low priority processes after any instruction and run until they give up the processor. High priority processes are essentially equivalent to interrupt routines on conventional processors. Low priority processes are round-robin scheduled on a timesliced basis. Timeslicing only occurs on particular instructions which are defined so that the minimum of state need be saved; process switching is therefore very fast.

The transputer achieves inter-process communication through channels, which are single words of memory. Two processes that wish to communicate rendezvous at a channel and exchange data by copying from one buffer to another. As this is implemented by the microcode, the cost of copying lies only in the memory accesses for the data and not in instruction fetches. Communication is **strictly** one-to-one and channels **may** not



be shared by more than one sender or receiver. The inter-processor links are designed to behave exactly like channels, and are used with the same **instructions**.

#### Parallel Programming

The unique aspect of the **Atari/Perihelion** design is that it provides multiple processors within a single workstation. The use of multiple processors means that it is possible to write application programs which make use of the possible parallelism inherent in such systems.

Application programs **can** run under Helios using three programming philosophies. The first of these is the traditional programming model. A program can be taken from another environment, such as Unix or a PC, and with little or no change converted to run under Helios. C and the Unix C library is provided, and such programs will run as a single **process** in the machine.

Other programs, again probably from Unix, will run in several sections all of which may be run in different processes and connected by pipes. Helios encourages the use of many small programs which work together to create a **final** product. A common example is a pre-processor, a compiler front end, a compiler back end, an assembler and a linker. These **can** all be run **together** with intermediate connections made by pipes. Under other operating systems the different **processes** are timesliced on the one single processor. Under **Helios** these different processes **can** be allocated to different processors, so that the individual parts actually run at the same time.

This type of 'per-process' parallelism is easily understood, and many applications are **already** in this form. **Examples** include a word processor with background spooling and spelling checking or background **jobs** such as message systems or archiving. If an application is being altered then the use of extra **processes** should be kept in **mind**.

The final way in which parallelism may be exploited is by the use of parallel algorithms. These tend to be hard to find for programmers used to the sequential nature of normal computers, but a look at the real world shows, of course, everything running in **parallel**. Applications **using** parallel algorithms will normally be written from scratch with such ideas in mind. The benefit is that such programs will run much faster when the user provides more power in the form of more processors. Many examples of parallel algorithms exist, such as **ray** tracing, spreadsheet calculations, even **compilation**.

Helios presents a low level interface that should be familiar to programmers who have worked on Unix. **Each** user runs a number of tasks which can communicate between themselves using a **simple** message passing protocol. A message may be transferred between two tasks in the **same** machine or between tasks in different processors; in each case the cell is identical and the message is copied **rather** than **passed** by reference.

Each task is constructed from a number of interconnected transputer processes which can communicate either by message passing or by sharing **data**. Different tasks may be written in different languages as all communication **at** this level is by message passing.

The **design** of Helios is based on the client-server model, where application tasks request services from system provided server tasks. These server tasks may be present in any or all of the processors available, although **each** processor must run the bare minimum of the name server which identifies the location of other services. Other servers include file handlers, window managers, date servers, spoolers and so on. All servers respond to a **general** server protocol which is designed so that servers may be stateless and hence unaffected by crashes and communication losses. This mechanism allows a wide choice

in the way in which servers are implemented; for example, floppy discs will be written using the **MS-DOS** format while Winchester discs will use a format similar to Unix.

As noted above, the transputer does not contain any memory management unit and none may be added externally. Helios assumes that each processor is allocated to a single user, and protects processors by a capability mechanism. An access matrix is used to implement a **file** system control scheme.

#### System Tools

Helios is written in a mixture of transputer assembler and C. System tools include a macro preprocessor, a C compiler, an assembler and a linker. In fact these last two items are the same program as the transputer has a variable length instruction set that requires a 'code growing' algorithm to ensure optimal code lengths sequences. This must be performed in the linker once all external references have been **satisfied**.

A debugger that allows one transputer to investigate another will also be included in the package (although not in Version **1.0**). Third party software developers are providing Pascal, Fortran, Lisp and BCPL as well as the traditional transputer language **occam**.

#### User Interface

The user interface consists of two parts: a command line interface similar to the Unix C-shell which provides the usual commands such as grep, ls, more, and so on; this will be coupled to an implementation of Xwindows **V11** to provide the now familiar windowing mechanism.

The system will **appear** similar to a more conventional machine, except that when the commands are piped together the **operating** system may make use of more than one processor to run the commands concurrently rather than timesliced as in a single processor **environment**.

The programmer's interface will be complemented by a 'point and push' **graphical** interface for the less experienced user. This will use a mouse and pull-down menus and will be **implemented** on top of Xwindows.



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# THE SECRETS THE GEM DESKTOP.INF FILE

By Morgan Shannon

Oceanic Awareness  
Systems

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M

In response to my own and everyone else's countless questions about the GEM `desktop.inf` I present a compilation and dissection. Following is my typical desktop-inf file (with a few changes made for examples).

```

01| *a030001
02| *b001000
03| *c0207400471410070055200505
552220770557075055507702110605
04| *d
05| *E C4 02
06| *W 00 03 02 0B 2A 0B 07
A:\*.*
07| *W 00 01 0A 01 45 09 08
A:\TEST.C\*.*
08| *W 00 02 0E 09 2A 0B 00
A:\*.INF
09| *W 00 00 01 0A 2A 0B 00
10| *M 00 02 00 PF C RAM DISK
11| *M 00 00 00 FF A DRIVE A
12| *M 00 01 00 PP B FLOPPY
DISK
13| *T 00 03 02 PP *DEEPHOLE
14| *F PP 0t *.*
15| *D PP 01 *.* 'Option: 15|*D
PP 04 D:\LESS.TTP *.*
16| *G 03 PP *.APP
17| *G 03 PP *.PRG
18| *F 02 04 *.TOS
19| *P 03 04 *.TTP
20| .. 03 04 A-ZRN.ZRN

```

## The explanations:

**Oil: \*a030001**  
 This is the first desk accessory (DA), the `rs232` config. Each '0' represents the first column of buttons on the `setrs232` config dialog box. The first '0' is column 1 row 1, the second '0' is column 1 row 2, etc. A '1' value indicates that a button in the second column was chosen.

**DIGIT MEANING**  
**bps=Baud\per\second**  
 1st +full duplex 1=half duplex  
 2nd 0=9600 bps 1=4800 bps 2=1200 bps 3=300 bp  
 3rd 0=no parity 1=odd parity 2=even parity  
 4th 0=8 bits\char 1=7 bits\char 2=6 bits\char 3=5 bits\char  
 5th 0=X OPP, Rts\Cts OFF 2=X OFF, Rts\Cts ON 1=X ON, Rts\Cts OFF 3=X ON, Rts\Cts ON  
 8th 0=StripBit ON 1=StripBit OFF  
**EXAMPLE: 1st line (01):= \*a030001** 'full duplex, 300bps, no parity, 8 bits\per\char, X OFF, Rts\Cts OPP, StripBit OFF'

**02: \*b001000**  
 This is the set printer config. It works the same way as the `rs232` config above does.

**DIGIT MEANING**  
 1st 0=dot matrix 1=daisy wheel  
 2nd 0=black and white 1=color  
 3rd 0=128 pixels\line 1=960 pixels\line  
 4th 0=draft quality 1=final quality  
 5th 0=printer port 1=modem port  
 6th 0=continuous feed 1=sheet feed

**EXAMPLE: 2nd line (02):= \*b001000** 'dot matrix, black and white. 960 pixels\per\line, draft quality, printer (parallel) port, and continuous feed.'

**03: \*c0207400471410070055200505 55222077065707505550770**

This is the color palette. The color value is set using 3 digits at a time, representing the Red, Green and Blue values. The `2110605` at the end deals with the keyboard repeat rate, and sensitivity. (None of the above three will do anything if the associated desk accessory is not loaded, or alternatively a Public Domain Desk Accessory (DA), like 'ROCP')

**DIGIT MEANING**  
 1st MouseButton Response '0-4'  
 2nd 0=Keyclick OFF 1=Keyclick ON  
 3rd 0=Bell OFF 1=Bell ON  
 4th\5th Keyboard Response '0-46'  
 6th\7th Character Repeat Delay '0-21'  
**04: \*d (\*d=distant future \delayed modality)** This is apparently reserved for a fourth accessory, and does nothing at this time (as I can see, maybe a MEGA-FUNCTION?).

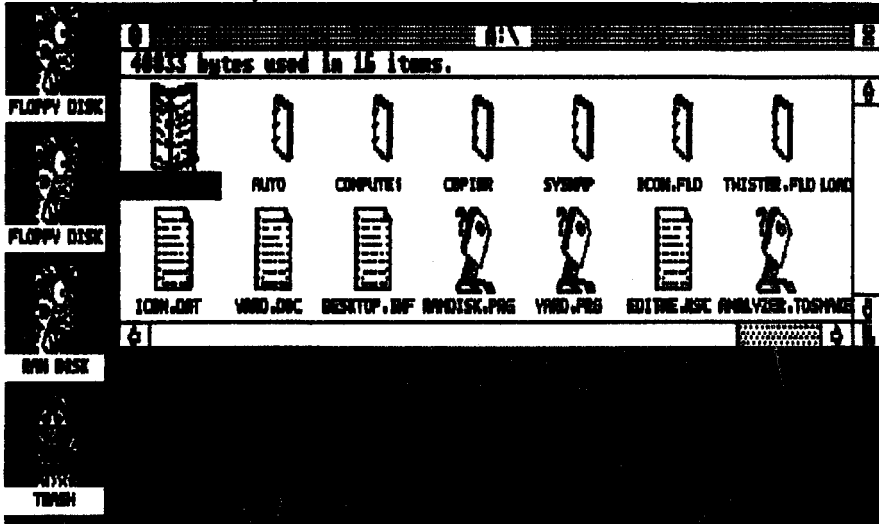
**05: \*E C4 02 (\*E=Extras)**  
**NOTE: 32 possible values.**  
 The first value has to do with both the Set Preference dialog and the mouse DoubleClickRate. The byte is broken down as follows with the indicated bit set performing the noted action:  
 7-displays text, 8-sorted by size, 5-sorted by date, 4 confirm deletes, 3 confirm copies, 2-1-0-double click rate mouse buttons, values from 0-4. If neither bit 5 or 6 is set the sort is by type. The second value is 03 for high resolution, 02 for medium resolution, 01 for low resolution.

**06: \*W 00 03 02 0B 2A 0B 07**





### Desk File View Options



A:\\*.\* (\*W=Window)  
 07: \*W 00 01 0A 01 45 09 08 A:\TEST.C\\*.\*  
 08: \*W 00 02 0E 09 2A 0B 00 A:\\*.INP\*  
 09: \*W 00 00 01 0A 2A 0B 00 \* (Note: GEM allows only four (4) windows open simultaneously!)

The above four are the window defs. These hexadecimal values are updated continuously in memory as windows are opened **resized** and closed. 1st number is how far over the horizontal slider **is**. 2nd number **is** the **vertical** slider- 3rd number is the 'x' coordinate of the left hand side of the window (this takes on even values, **w\odd values the same as** next lowest even value). 4th number is the 'y' coordinate (this takes single increments). 5th number is window width. 6th number **A** window height. 7th number **indicates** where on the screen the window will open from. (The window opens with **a** different shape and from a different place **w\each** number, but when you close the window, **it** will go to another **place** on the screen. (I have not hacked at this long **enuf** to figure it **out.mv**) A '0' or 'FF' will not open the window. The text **indicates** which **drive's** contents will be displayed. If the drive does'nt exist, the window won't open, **ie.** drive bits not set. Also, if the display validation is omitted, the window won't open. The second def above will display the contents of the folder **TEST.C**, while The third def above **will** open a window, and only display the **.INP** files on drive A. If you close and open the window, the files will display as defined in the file end program defs below. (NOTE: this only applies to icon images, every file will display in text -- except if the file bits are marked to be hidden, system, volume, **read/write** and whatever other bits there are, in which case it won't display at all, but if it is read only, it will display -- **strange...**) The bottom-most open window in the list will be the active window.

10: \*M 00 02 00 FF C RAM DISK\*  
 11: \*M 00 00 00 FF A DRIVE A\*  
 12: \*M 00 01 00 PP B FLOPPY DISK\*  
 13: \*T 00 03 02 FF BLACK HOLE\* (\*M=iMage)(\*T=Trash)

These describe the icon attributes- The first two numbers (13) '00' '03' are **the** column and row position of the icon. The column can be from 0-7, the row 0-3. The third number '02' determines the icon image which will be displayed. The image number is the same for this def. and the remaining defs in desktop-inf, **as** follows: 02=- trash can 00=- disk drive (drawer) 03=- executable file ('.PRG-.TOS-.TTP') 01=- folder (sub-directory) 04=- text (stack of papers) The fourth value 'FF' doesn't seem to do anything, but must be a place holder for an unimplemented function- The single letter **is** the drive identifier, and

the text is the drive name. The first '**●**' **indicates** the end of the drive name. The second '**●**' does nothing, but we can speculate as described below for the file identifiers. The order in the list determines the visual heirarchy of the icons, **ie.** which **WILL DISPLAY 'ON TOP OF'** when **MOVED OVER** another icon.

10: \*M 00 02 00 PP C RAM DISK\*  
 ● (\*M=iMage)  
 13: \*T 00 03 02 FF BLACK HOLE\* (\*T=Trash)

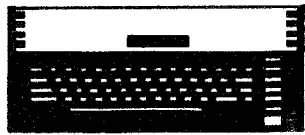
This will make the trash-can' icon into a 'folder' icon and allow you to put 'g **ramdisk**' **OVER IT!** (as long as you don't touch it (TRASH) with the mouse 'hot-spot'. This is the same as the disk drive. If you move a disk drive identifier below this in the list 'numerically'; see example above', it will display on top of the trash if moved to the same location-The trash **has** no identifier letter, but you can put one in

14: \*P 03 04 \* \*.INP\*  
 (\*P=Files)  
 15: \*D PP 01 \* \*.C\*  
 (\*D=Directories) 'Option Line'

The two above determine which type of file or directory will be displayed, when displayed as icons. The first line will display only the **.INP** files using the GEM SHOWIPRINTCANCEL alert box. If you delete this line (**\*14**), no icons will be shown for any file, except as defined below for programs. The action of the desktop is clearly trying to match a 'double-clicked' file against the template in **reverse order**.

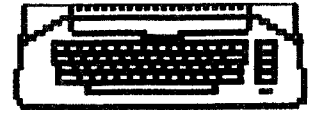
Once a match has been made, the desktop then acts on the specified action, or if none, the default action- The second line does the **same** for sub-directories, only **.C** folder icons will show. When files are displayed as text, all files will be there, but if you single click on an 'undefined' file type, the system will reboot. If you double click, the name will be highlighted, but you can't do anything with it.

My thanks to Micheal Vederman, J.B.R. Webber, Bill Silvert, Peter Jaspers-Fayer.



## Death of the 8-b-bits

Are the reports premature?



One of the best things about being an editor for the Journal is that I get to read all the **Exchange** newsletters from around the country. Collectively, they contain everything you could ever want to read about the world of Atari. No detail is left out. No atone is unturned. No roomer too uncertaln. Sometimes, the atones are turned many **times** over - 46 reports of the **CBS**, 86 columns on the **demise** of BI. Which brings me to the **subject** of this article - loss of support for the **8-bits/death** of the old **8-bits/lack** of 8-bit software/.

I Just read a piece in The Pokey Press that chronicled the euthor's transistion from an **800** to an ST. Although the writer did not intend to completely retire the trusty old 8-bit, he was drawn to abandon his **800** by the sheer power and utility of the ST programs. He writes: "With a **software** line-up like I had available to me on the ST, what possible **reason** could I have to boot up my **800?**" and "When it came to word-processing, Wordwriter ST, ....., beat the living hell out of anything available for the 8-bit ..." with ".... Plash was clearly **superior** to enything I'd used on the 8-bit (including my old family **servant, Express...**". Ken White, the author, **continues** his column with the obervation that the door la slowly closing on the **8-bits** as it had on the relics of the early years of computing: "Of course, the 8-bit Atari llne will, one day, be a fond memory to everyone. Just like the Exidy Sorcerer and the Altos ....." and ".... a **machine with 4K** of memory and a **tape drive** was one day the 'cutting edge' of personal computing, that day was a **lotta yesterdays** ago?."

That's funny. I **have** en old

8-bit and an ST set up side -by-side in my computer room. I also have Plash for my ST and Express for my **800XL**. But, the ST is the one collecting dust in my house. When it comes to word processing. 80 columns or 800 columns (**I** only print 60 on an 8 1/2 inch form, anyway), out comes the old **AtariWriter** cartridge. Plash is probably a great program, but the data still **comes** over the phone line at 1200 baud and I still only type with two fingers, so I use Express on my "relic". Why? Am I Just stubborn, or is there a valid **reason** why my 8-bit will always be the **machine** of **choice**, other **than** the cost of purchasing all new software and learning all new programs? Certainly, I use the ST, but only for things that can't be done well on the 8-bits - like Publishing Partner and Easy Draw. Everything else seems to default to the **XL**.

The **first** indication of this trend was ihe response that I got when I inquired about a disk editor and useful utilities for my new ST. I am sure that they exist, probably in Public Domain, but not commercially. The computer store where I bought my ST had a whole wall of ST software, but little of what I sought. Such a poor selection indicates very little user interest in buying software dedicated to these primary functions. Likewise, a memory map does not seem to be a favorite purchase for ST owners, either. In fact, the software offerings for the ST seem to target only the user or the advanced programmer. Little seems to **interest** those that would lke to program their own systems. At this point, I would like to speculate about the flaw in Ken White's (and **800,00** others') reasoning - the ST and AMIGA style **machines** ere not an

advancement in the field of personal computing. They are much too complex to be **grasped** by the **casual** user to be effective for the personal computer owner.

Computers came into existence about 46 years ago. Programmable calculators, capable of **logical** comparisons, in themselves, could not accomplish as much as your average **can** opener without the stored program that someone had to create. **Once** the program is operating, then the system became a can opener, or whatever. This is where I would like to make the division **between** a computer and a **MultiDimen-**sional Electronic Device. A computer can be **programmed** by the average user - an MDED cannot. A good example of an MDED is the 2600 game **system**. PONG was an electronic device - fixed forever at the time of manufacture. The 2600 Atari was an MDED - taking the **config-**uration of whatever cartridge was inserted. This was a VAST improvement over fixed program devices, but it was NOT a computer. You had no way to do your own thing on it. A similar circumstance existed in the world of computers at that time. You could have your own **terminal** that hooked up to the mainframe and play ZORK on your 'computer', but unless you were a wizard, you had no chance to program the beast.

Enter the personal computer... (did you know that the Atari 800 was named the Atari 860 Personal Computer when it came **out?**). This development is a major branch in the general scheme of electronics. Now, the user can actually program a calculating, decision making electronic device for the **first time**. I **agree** wth



Ken in that the early machines were **destined** to be replaced by equipment with more memory, disk drives and an improved operating system, graphics and **user interface**. All these **features** make programming your personal computer much easier and **productive**. My 8-bit is **light-years** ahead of an Exidy or IMSAI. But, is the ST?

If you follow the 2600 (**MDED**) branch of consumer products, you will find that this genre of products has been totally overlaid with personal computers of one sort or another. Dedicated word **processors**, graphics stations, **music** systems - all sorts of MDED electronic products have been **absorbed**. But this is not personal computing. You are totally at the mercy of **those** who wrote the **original** program - No **reasonable path** exists for you to **build** on what they have done, or change the way they have done it. In fact, many of the higher powered MDED programs have been developed so that the user **can** configure it to his needs - even errange the order of execution of the modules. A programmable **MDED!!** Funny, how the market seems to prefer **such products**.

Now, granted, you could change the programming of a 2600 if you really wanted to. You could **re-do** the circuitry inside your **PONG**, too. But, they are not programmable. Is the ST programmable?

For a **professional** programmer, the ST must be **fantastic**. One of the **reasons** that less 8-bit **software** is available is the **fact** that all the commercial programmers that would write for the 8's ran out and **got** an ST. No question about the rationale behind that move, but can we draw the conclusion that the 8-bit is dead? **These** guys are not writing software for their own use. Would they all run to buy an ST if all they wrote was HD stuff for **their friends**? The **question** is: does the ST improve your ability to control your personal computer or do your own thing? **Even** at less cost, it makes no sense to 'move up' to a system with **less utility**. As an **MDED** - no

question; if you have the application, use the **ST MDED** - it is the best system **available**. It will be surpassed in the **near** future by even better products, but it is on top of the heap now. As for programming the thing, I seem to draw a **Joker**.

Back to my use of Atari-**Writer**, I find that I **can** work with the raw **data** from its files easily. The format is simple and well defined. The program itself has just about any feature that I am willing to use. As an example, I have the **THUNDER** spelling checker for my ST. I could use it while I type **PPart** text to check my spelling. I don't. It isn't worth my time to learn how to use the thing just to do proofreading. The word 'roomer' in the first paragraph would probably go through without a hitch, which means I have to review the text myself, anyway. When I bought my ST, I looked for personal computing stuff - source code, sector editors, **disassemblers** and like that. I certainly **had** little **interest** in a copy of **MoonMist**. I can get that on my 8-bit (and if I can't, I **can** get something similar). I will certainly buy **MDED** products for my **8-bit**, but I am not limited to them. Ace **-Crack Pascal** at \$150 is not my idea of a personal computer users language. I want Basic. **So** does everyone else that wants to use his computer for personal use. I

also want to understand my hardware and how the operating system uses it. Like how to make the Joystick inputs into outputs and how to turn the screen upside down (that **may** seem silly, but if the hardware exists to execute such a routine, I would like the documentation). The **features** in the **8-bits** over the early **personal** computers made it much **easier** for the novice owner to use as a personal computer. The 'advances' incorporated into the ST make it a better **MDED**, but not a better personal **computer**. If I want a simple program to change the **CompuServe** line feed - carriage return into a **CHR\$(155)** character, I **can** write it myself. I **can** access the **data**. I **can** also **download** a program that someone else wrote to do the same thing. Look **at** the Disk Library program that is floating all over the **country**. I'll bet hundreds of people have modified the **original** to suit their own **purposes**. Most of the **modifications** are also available for me to **make** use of.

Sure, the ST **may** be a better 2600, but I don't think it will replace my 8-bit. I doubt that the 32-bit systems will be any better in that respect, either. Look **at** it this **way**, most of us would **trade** their 1951 Ford for a 1978 model, but how **many** of us would give up their car to buy an airplane?





by Tracy Millburn

# TELECOMPUTING

A COLLECTION OF ARTICLES ABOUT COMPUTERS IN TELECOMMUNICATIONS

## EDUCATION ONLINE

Here are a couple of developments in the **education/telecomputing** link:

-- A \$1.8 million National Science Foundation grant is being used to create **NorthWestNet**, a computer

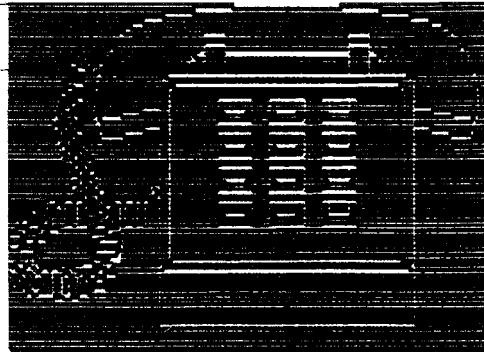
network connecting research institutions in six Northwestern states, including North Dakota, **Washington**, Oregon, Idaho, Montana and Alaska. The Associated Press says the system will be managed by **Boeing** Computer Services, will link the North Dakota **Higher** Education Computer Network and 'will provide **sophisticated** computer power to educational institutions and small businesses that lack the money to develop **their** own **facilities**.'

-- **Michigan** lawmakers are studying a \$13.4 million plan to create a **video/computer** network with satellites to link the state schools, including the University of Michigan, Wayne State University, **Michigan State** University and Michigan Technological University. The Michigan Information Technology Network might be operating within the next two **years**, focusing on advanced **graduate** engineering courses, but expandable to provide televised satellite classes to public schools, industry seminars and information services for Junior **colleges** and **libraries**.

## BBS NOTES MAY BE 'CONFESSIONS'?

Charles **Bowen**

**Messages** left on a computer bulletin board system may end up in court being called electronic "confessions" by police. Authorities have told The Associated Press that several **Santa** Clara County, Calif., **teen-agers** **arrested** on charges of using stolen credit-card numbers to order **thousands** of dollars of computer equipment **left** notes on a **BBS** after their **apprehension**. Sheriff's Deputy Curt **Gomes** told the wire service, 'We don't need the confessions to prosecute, but they are icing on the cake. This shows an attitude **that** Just hours after they were **arrested**, they seemed to think the crimes they committed are looked upon lightly by society. They are not concerned with retribution or legal **punishments**.' San Jose police found the online messages earlier this week when a fourth teen-ager was arrested. A **BBS** operated in the youth's home contained messages in which, says **AP**, **two** of the teen-agers arrested two weeks ago for theft gave their opinions of the officers who **pursued** them. Other users joined in the dialogue in a text police read after they seized two computers' on **July 15th**. As reported earlier, two teen-agers were **arrested** last week after they were allegedly caught picking up stolen computer



What is 'telecommunications'? When someone purchases hardware and software capable of **telecommunicating**, they often find **that** it can be quite confusing to them, or for that matter to any other user new to telecommunications.

However, once they learn to their way around, they discover that it can be exciting, beneficial, and most of all enlightening. The prefix **'tele'** is Greek, and can be translated into 'far away or at a distance'. We can then throw this together with 'communication' and get 'the art and science of communicating at a distance, especially by means of electromagnetic impulses, as in radio, television, radar...' and yes, computers hooked up to phone **lines**.

Just as analog **data**(data along the phone line that is translated and heard as human voice; your voice doesn't 'travel' **along** the phone line **physically!**) interprets human voice, the peripheral called a 'modem' (**MOD**ulator **DEM**odulator) translates data along the phone line, and opens the channel of **data** communicating. Once a user has his computer hooked up to a modem, disk drive, (if required) or to an interface **GOING** to a modem, he has complete and total access to a **totally** different world: the world of telecommunications; a world of transmitting data along telephone lines, and to a computer, to be interpreted by the human brain. Of course, with this new and exciting world comes a certain terminology that on virtually **MUST** be familiar with.

A 'bulletin board' is software being run on someone's computer, allowing others to call in, leave messages, download and/or upload files, and many, **many** other things as **well**(one does not have to run or call bulletin boards; there are other **ways** of communicating.)- The

Cont. page 26

# TELECOMPUTING

equipment at a Cupertino, Calif., house. A third teen surrendered the following day- The fourth youth, 18-year-old BBS sysop Christopher Michael **Gothard** of San Jose, was booked yesterday on suspicion of illegally using telephone access codes and defrauding three long-distance telephone companies.

= **CROSSROADS** =  
A New Era in  
Telecommunications

**Crossroads** of yesteryears:

In history, general stores were often located at 'crossroads' which in thinly **populated areas** became a meeting place for **gossip**. Within this **homopun atmosphere**, barrels in which **crackers**, or **discuits** were kept, were often used as seats in the country stores by **local** folk who met there and exchanged views on topics of the day.

**CROSSROADS** of today:

Located in Phoenix, the **capital** city of Arizona, **Crossroads** premieres on November **21st**; serving as a meeting place for the thinly populated but ever growing modem community.

So, whether you are--male or **female**, **young** or old, computer neophyte or tech wizard, realist or fantasist--**GATHER AT THE CROSSROADS** of this century and **enjoy** the marvels of today's technology with telecomputing as **Crossroads** offers something of **interest** for everyone!

ONLINE 24 Hours per **day**  
7 **days** per week  
300/1200 Baud  
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## USENET

**Crossroads** will be an 'official' node of **Usenet**. This service provides **literally** thousands of messages, abstracts, news items and program sources **every 2 weeks**. **Information** is

distributed and received from all over the world and is widely used by most universities, many government facilities and software and hardware companies. **PIPTY MEGABYTES** of information every two weeks from **290 categories!**

## SOFTWARE & SHAREWARE

**Crossroads** features one of the **LARGEST** selections of **QUALITY** public domain software and shareware download collections in the west. Programs available include:- Menu Utilities - Languages & Language Tutorials - Games - BBS Programs - Music - DBMS Software - Programming Aids- Graphics & Support Utilities - Communications- Word Processors - Spreadsheets & Templates- Printer Utilities **PLUS** over 700 Adventure Game solutions, maps and reviews.

## MULTI-USER CHAT SERVICE

One of the most **enjoyable** advantages of a multiuser online service is the **capability** to chat (talk) to any other person who also happens to be on the system at the **same** time as you are online. This is a rather unique and entertaining way to meet people and **make** new friends from all over the country!

## COMPUTER SUPPORT

Over **290** Megabytes of downloads and **information**, message exchanges, online magazines, computer news and computing and language tutorials available online for all microcomputers and **languages!**

## ONLINE GAMES

Over 20 online games with **MORE** projected! Several will feature full screen movement **utilizing** all the best features of terminal emulation. Kingdom, during **beta-test** proved to be the most popular. It features a multi-level dungeon (of unknown depths) with full screen-oriented movement, potions, spells, shops, wands, spellbooks and of course, **TONS** of monsters. It is **FILLED** with **PUZZLES** where you learn how to defeat the monsters and **gain** experience by playing end

learning the game. Over 50 **COMMANDS**.

## SURPRISE FEATURES

**Features** abound in **Crossroads** and there is so much to view on **the** system that it is impossible to do everything, so it will be up to you to personalize your profile and select your favorite options. Many features either planned or currently being added are 'unique' from most online systems. Other features will include: Chris's House of Weirdness: (what you think you posted is not always what you get -- you'll have to try it out to see what I mean, but it was **VERY** popular during Beta-Test). Holiday Editions of **Crossroads**: Special sections with a 'holiday flavor' with stories, poems, recipes, ideas and lore to make all your holiday's special end memorable in the spirit of the season. Play Murder Party: On special featured nights, **Crossroads** will feature a 'real-time' **MURDER PARTY** where participants will receive their character packets **via** mail and must play out their characters and give clue in real-time multi-chat. This should be lotsa fun and of course, a neat prize goes to the winner. **Crossroads'** Computer Mall: Our own online store where all members can really save **\$\$\$\$** on factory closeouts and store liquidation items **at REALLY SPECIAL** prices!

**Crossroads** is the **LEAST EXPENSIVE** system of this type in the country! Membership is only \$30 per year and **only** 26 cents minimum charge per call and 25 cents for each additional hour (**non-prime** time). Prime time charges (between **6PM** and midnight daily) are only slightly higher at 50 cents per call and 50 cents for each **additional** hour. I hope you **enjoyed** reading this preview of our new **SUPER SYSTEM** and if you have any questions, Just let us know and we'll be **glad** to assist you

Complete membership package \$30.00- Membership requests or additional information **can** be addressed to:

**Crossroads Communications**  
P. O. Box **30656** Phoenix,  
Arizona 85046



# TELECOMPUTING

## Mnematics

The following is a transcript of an online session with the **mnematics telecommunications system**.

Mnematics InterNet  
Subscriber ID: HELP

Welcome to the Mnematics Worldwide Telecommunications Network

### Customer Support:

1-800-322-3633 (914) 365-0184 in New York State

To log in:

1) Enter your account number at the **"Subscriber ID" prompt**.

2) Enter your password at the **"Password ID" prompt**. Your input will not be echoed to your screen to **maintain** the secrecy of your **password**.

For information:

To obtain information about **Mnematics Services** for individuals, businesses, and **organizations**, call **Mnematics Customer Service**.

For a demonstration:

Enter **'DEMO'** at the **Subscriber ID: prompt**.

Subscriber ID: DEMO

Mnematics Videotex

**(I) Information** about **Mnematics**... how to get online!

**(N) News and Weather** on **Mnematic**

**(W) Demo: The Nation's Weather**

**(E) Inter-service Email**

**(S) SIGs on Mnematic**

**(O) Mnematics: WORLD WIDE**

**(Q) Questions & Answers**

**(\*) Log off**

**Choose one: I**

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You get: • **Subscriber ID** • **Password** • **Mnematics Mnewsletter** Does not Include **User Guide** (available at **extra** charge). Start **enjoying** **Mnematics LOW CONNECT RATES** today...

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For a description of Mnematics services, press (RETURN)...

Mnematics offers the following **basic** services:

• Over 66 **special** interest groups for nearly every personal computer and for **subjects** from **Cats to Robots**, Food to **Limericks**.

• Live online conferencing (**\*CB Simulator\***) • **Electronic Mail** (send programs!) ... up to **64,000** characters per **letter!** Send **mail** to other services like **AT&T MAIL**, **MCI-MAIL**, and others.

• Online Magazines, like **Sex American Style** with Mnematics' own **Sex Councilor Jean Buchanan**.

• **News, Business, and Weather**

• **Color Graphics** (if you use **MNode** or **VIDTEX** software)

• **Information and Program Databases**

• **Multi-player Games**

• **Discount Telex/TWX**

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• **Online Travel Reservations**, **Airline Schedules**, **Ticketing**, and more-

\* **And there's still MORE!**

Mnematics is what **Videotex** is supposed to be **Fast**, fun, friendly, and inexpensive **too!** Discover **Mnematics** today.

**Mnematics SIGs:**

Each **SIG** (Special Interest Group) on **Mnematics** is like an entirely separate **BBS** (Bulletin Board System). Most **SIGs** have their own **SYSOP** and their own **Database** for programs or files. Here are some of the **SIGs** that are **online** at present.

**Amateur Radio for Hams- Cats for Cat Fanciers-Collectors Computer Lounge- General BBS-**

**Computer Language for Programmers - Focal Plane-Food-Games-for Game Players-Global SIG-Limerick Literature for Satirists-Movies-Music Net Online Gardener-Political-Programmer's Journal-Puzzles-Robotics for Mechanoids-Rock SIG-Science Fiction for SCI PI-Pandom-SIG USA -Space-Sports-TelecomVideo Personal Computer SIGs:**

**A miga-Apple-A tari-Commodore PC/AT Clone Clinic-CP/M Systems-IBM PC & Compatibles-Kay pro-Mac Intosh/Lisa-Portable Computers-Radio Shack TRS-80-Sanyo PC-Texas Instrument-UNIX**

**SIGs for Professions:**

**Dental-Desk Top Publishing-EMSNET-Engineering-Financial-Graphic Arts - The Independent-Law-Medicine-Real Estate-Writer's SIG**

Here are answers to some frequently asked **questions about Mnematics Videotex:**

**Q. Will I get billed by the network I use to access Mnematics?**

**A. If you live in the U.S. or Canada, the answer is NO- Your only bill comes from Mnematics. Your local telephone company may bill you for the cost of connecting to the nearest network access point, but this is usually a local call and may not cost you anything.**

**Q. Do I need special software to access Mnematics?**

**A. Any telecommunications software will do. MNode or VIDTEX software are recommended, but not necessary.**

**Q. Is there an extra charge for 1200 or 2400 baud use?**

**A. No. You pay the same low hourly charge regardless of your transmission speed.**

**Q. Can I chat with other people online?**

**A. Yes. Mnematics' RealTime Chat facility allows you to talk online with one or more other users. There are 32 channels which allow simultaneous discussions with different groups. The Talk mode allows private conversations.**

**Q. Can I set up a private SIG on Mnematic97**

**A. Yes. There are a variety of**



# TELECOMPUTING

options available to **individuals** or groups who want private **facilities**. Just call Mnemetics **customer** service to discuss your needs.

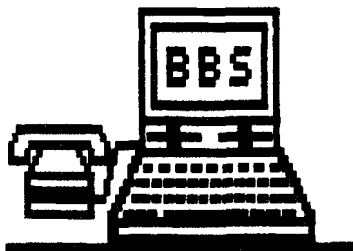
**Q.** Can I run e SIG on **Mnemetics**?

**A.** Yes. Mnemetics **has** an 'open door policy' for sterling new **SIGs** (**Special Interest** Groups). In order to start e SIG, however, you **must** first become e **Mnemetics Subscriber**.

**Q.** Is **Mnemetics** e **BBS**?

**A.** No- Mnemetics **is** e commercial information end **communications** service. It runs on a mainframe computer which can service hundreds of users **at** once. **Mnemetics** is accessible by over 50,000 dial-up modems in over 500 **cities** across the USA, and **thousands** more ell over the world. Mnemetics is online 24 hours e **day**, 7 deye e week. It is developed and **managed** by e **staff** of Information end communications specialists who ere among the best in their **fields**. In terms of **capacity**, size, end **scope**, Mnemetics goes beyond eny BBS, end yet there ere **similarities**. Using **Mnemetics** **is** similar to using a BBS: There ere menus end **commands** you use to interact with the service. Mnemetics **has** over 50 **SIGs** (**Special Interest** Groups), **each** of which is like a **BBS** end **has** its own **SIGop** (similar to e **BBS** **SYSOP** or **SYSTEM OPERATOR**), collection of messages, end **database** of articles or programs for download or upload.

Connected to Mnemetics Direct **Access** Port Group 1-800-322-3633 for essistence (914) 386-0184 in New York State.



Introducing:

## EXPRESS!PRO

**BBS EXPRESS PROFESSIONAL!**

*The following is en open letter from Keith Ledbetter about his upcoming program BBS Express Professional.*

Since everyone seems to be asking me ell the time what the new version of BBS Express! is going to be like, I thought I'd throw together e little overview of the new **system**.

First, let's talk about the **upgrade**. This **upgrade** **is** to the **\*850 VERSION\*** of the BBS only, end is being celled 'BBS Express! Professional'. This version is targeted **at** the serious, big-system **SysOp**. Also, this **upgrade** will **ONLY** run on **SpartaDOS 3.2x** or greater. **TDLIN** end **ZHAND** must be installed. This means thet the **RTime 8** is fully **supported** Calong with **SpartaDOS's** 'internal' software clock if you don't heve en **RTime 8 cartridge**.

Whet do I **mean** by 'big-system'? Well, the **MOST** important thing with **BBS Express! professional** is thet you heve a **RAMDISK**, since every **command** (end I **mean** \*EVERY\* **command** --even **ASCII/ATASCII toggle!**) is an 'external **command**', end must be loaded from e disk. Without e **RAMdisk** or e **HardDisk** to load these **commands** from, the BBS is going to be painfully slow (you might be **able** to survive with e **US Doubler'd 1050** in high speed). With e **remdisk** or **Herd Disk**, ell **commands** loed almost **instan-** taneously. Now, don't get me wrong -- you don't **HAVE** to have a **large** **remdisk** or a **Herd Disk** to run BBS Express! Pro, but it is highly recommended because of slow floppy disk **access** times.

**BBS Express! Pro** is written in 100% **machine** language- The main 'shell' of the **BBS** sits in memory from \$3000 - \$6000. This shell **contains** common routines thet are accessed e lot by the external, chained programs (such **as** the routines to display strings to the

modem, get input from the modem, view text files, etc). Also, there are system **vectors** that you machine- **language-** programming sysops **can use** to access these shell **commands** to easily end quickly write your own **commends!** All of the 'external **commends**' (such **as** the messege base **processor**, the cell-for-sysop **command**, the browse downloads **commend**, etc) ere loaded into memory **at** \$6000 when they ere needed. The beauty in this type of e system is **thet** we are now no longer limited by the machine's memory **space**. **Each** external **commend** can be up to **16K** in length (larger then Just about eny **DOS** you'll ever run!). The BBS is currently about 1 month (maybe) ewey from going into full **BETA** test, end hopefully a long **BETA-test** period will not be needed (**you** heven't really lived until you write e fully threaded message **base processor** in **machine** language! **yukt!**). **Another** nice **feature** of the 'modularized layout' is thet if there happens to be e bug in one of the external **commends**, only **THAT** **commend** has to be changed- This sure makes it convenient for putting updated or modified **commends** in the downloed section of the support **BBS**.

OK, enough of this **garbage**, you say? You went to know whet it **CAN DO???** Well, here's a list of the currently in end proposed functions. Don't hold me to ell of these; like I **said**, some ere currently in, end others in this list ere pure blue-sky end **may** not be out in the **INITIAL** release. But, then **again**, they **can easily** be written later **as** modules, put on the support **BBS**, end be downloaded by you- You would then Just **add** the letter of the **commend** to invoke the new module to your '**commend table** definition', end you now heve e new **commend?**

The ones marked below with an **'.'** will **DEFINITELY** be in the **initial** release. Those **marked** with en **'-'** ere planned to be initially released or be available for download some-time after the initial release. • 40 end 80 column support, **along** with **separate** **ATASCIHASCII** menu



file areas. • 300/1200/2400/9600 baud support- The 9600 is really sort of a fluke, but it's there anyway. If ANYONE ever tells you that their 8-bit Atari program can support full 9600 baud, you tell them that I said they are full of....well, never mind. • Fully threaded message bases (see replies, reply, follow thread, etc). • You can edit messages you previously posted.

- Certain messages can be 'locked' by the SysOp so that they will not be deleted by the 'automatic deletion' portion of the message base processor. • Up to 32 different message bases, each one having up to 260 4000-byte messages. • File browsing by the mask you enter (such as '\*.\*' or '\*.COM', etc). Identical to the ST version of the BBS. • More download files???

How about 516,128 possible download files? That should make even Mr. Z happy? The BBS has 32 possible 'file SIG areas', each one allowing up to 16,129 files!! • Download files now use the entire 8 character name and 3

ahar extender. • Pull file descriptions on each download file. Each file can have a description of up to 240 characters. • Standard XModem, CRC XModem, and YModem support. • FULL on-line user editor that can be accessed either from on-line or from the 'waiting for call' screen. • Each user has 320 'security flags' that you can turn on or off to control virtually every action they can take. These flags control such things as 'Which message bases can this user READ' 'Which message bases can this user POST on' 'Which file areas can this user access'

Incredibly easy to set up a user to have full sysop levels on one message base, but absolutely NO power on any other. Great for assigning co-syops to different areas of your BBS. - Up to 32 trackable surveys, each one having an unlimited (only by disk space) number of questions. • Fully functional 'DOS Command' area that allows the following commands (available from on-line or waiting-for-call screen): DIR - disk directory ERASE! - erase file(s) CHAT - turn chat mode on/off CREDIR -


create a subdirectory DELDIR - delete a subdirectory CWD - change working directory LOCK - lock a diskette UNLOCK - unlock a diskette PROTECT - protect a file UNPROTECT - unprotect a file AINIT - initialize (atari format) a diskette CHKDSK - display disk statistics (free space, etc) TYPE - view a text file ?DIR - display current default sub- directory UPLOADS- browse/validate new upload files COPY - copy file(s) RENAME - rename file(s) TIME - set time DATE- set date - The following available from the 'Waiting for Call' screen: • Full user editor\* Enter DOS commands • Browse / Validate new Upload Files • Toggle chat mode on/off • 5 different 'logon' modes • Exit to DOS - Display today's call log - Print / Delete today's call log - Terminal program - Change SYSDATA file definitions.

There are probably tons more things that I can't remember right now. I'm really excited about this version of the BBS because it is EXPANDABLE. Probably the best comparison I can think of is SpartaDOS; almost every command there is external. If you want a new command, you just put a new .COM file on your disk, right? Well, that's basically it with BBS Express Pro, too. You put the new .CMD file on the drive, change your Command Table Definition to say something like 'key 'Z' will invoke the command file ADVENTUR-CMD', and that's all there is to it. Also, since there is no PROMPT-OB file in BBS Express? Pro, most of the source code for the external BBS commands will be provided on the disk (in MAC/65 format). Should be no problem for you (or someone you know) to customize prompts to your liking.

I think a reasonable release date would be around the first of next year. On a closing note I'd like to say 'thanks' to all of you who have supported both myself and Orion Micro Systems in the past by purchasing our BBS program. You have helped us prove that there is STILL some money to be made on the 8bit Atari if you put out good products at fair prices.


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More Telecomputing articles on page 23,

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# LONG REVIEWS

## ZOOMRACKS II

QuickView Systems  
146 Main Street  
Los Altos CA 94022  
\$119.95

*Reviewed by Dan Rhea*

If you are looking for a Data Base system for your ST, but you don't have a lot of time to set it up and learn how to use it, then **Zoomracks II** may be **just** the program you have been looking for.

Due to the unusual nature of **Zoomracks**, some explanation is required before you can really tell if it **will** fill your needs. Zoomracks arranges data at the highest level, into RACKS. A rack corresponds **roughly** with a date file. Within the **racks** are QUICKCARDS, which are similar to data records. The **final** item is the PIELDSCROLL which resembles the **data** field used by **most data base** systems.

It's **at the lowest** level where the most major differences in Zoomracks is apparent. In most data base systems, you have to **predefine** the exact nature of your fields and **exactly** how large the field is. If at some future time you need to **redefine this** field, you will more than likely be facing a major conversion effort or even **loss** of your data. In the case of **Zoomracks**, a Pieldscroll **can** hold up to 250 **lines** of 80 characters per line. If you need to have more room in the fieldscroll, you **simply** enter the extra data and the **definition** of the Pieldscroll

is updated throughout the **Rack automatically**.

The next level up is the Quickcard. A Quickcard is best thought of as an index card, or a card in a Rolodex. The main difference is that a Rolodex can't hold nearly as much information. The Quickcard basically displays your Pieldscrolls to you.

At the very top level is the Rack. The Rack is best described as an actual Rolodex or even a rack of time cards. You can have up to 9 Racks in memory at one time. They can be displayed or hidden as you see fit. The data in the Rack is by default sorted on the first line of the **first** Pieldscroll and is presented in a Rack view format. This means you see the first line of each **Pieldscroll** in the Rack (remember those **timecards**).

You can if you wish. Zoom in on the rack and have the entire Quickcard displayed. The data in the racks can be Sorted, Copied, Moved from Rack to Rack, Edited, Marked, Cut and Pasted. **This** is one of the places where Zoomracks really shines. I have never seen a data base system that allowed such easy data manipulation.

Well, that fairly well describes Zoomracks. Now to tackle just what makes Zoomracks **II** so much better than Zoomracks **I**. **As I** mentioned before, Zoomracks provides one of the most flexible data manipulation **interfaces I** have ever encountered. What it lacked was a good way to extract this data from **the** data base and present it in a usable form and a way to manipulate large amounts of data within a given data base. Also lacking was the **ability** to extract numerical or statistical **information** from your data **base** (for example, how many people in your data base have the name **Jack Durre**).

**Fortunately** for me (a long time user of Zoomracks **I**), along came Zoomracks **II**. **I can** once again put off really learning **dbMan** till some future date (sigh of relief).

The first new feature is it's report generation capabilities. In the old Zoomracks, you

had to rearrange your **Pieldscrolls** to fit your output format. If you didn't want to print everything, you had to create a new rack without the unwanted information. This was, to put it mildly, a royal pain.

The new implementation allows you to define your output form in detail and print out only what you want. It also allows you to define fully free-form headers and footers for your reports (or labels).

The next area of enhancement was in the Macro support that Zoomracks provides. Macros are built by simply selecting a letter, doing the operation you want the macro to do and then **telling** the program you are done. The operations you did are recorded in a special macro rack that can then be edited at a later time.

The main improvements are additional commands that can be added to the macro to make it more effective.

Some of the functions are: Delay, Show message (**prompt**), **Goto** Pieldscroll, Begin-Until loops, Loop till last Quickcard is read or the last line of a Pieldscroll is processed, Accept keyboard input, and Wait for input. These allow you to do things like select a subset of data and move it to another rack for additional processing (without risking the original data). The only **e** is that the documentation could be much better on how to **ct** a macro and how to edit an existing one. One hint, what you edit is the name of the pieldscroll (which is where they store the . It is an extremely powerful feature but expect to spend a couple of hours mastering it (with little help from the manual in this case).

Some of the other new features are the built in calculation facility. It provides you with two registers which you can add, subtract, multiply and divide with each other. In addition, values can be loaded to and from a line or lines of a Pieldscroll or the entire Rack. The search capability now has a global option that allows you to effectively 'mark' all Quickcards with a **particular attribute** for



further processing.

A great deal of effort has also been spent in the Zoomrecks II user interface. It still uses an IBM like interface (very little use of GEM and the mouse), but the selections you can make are **presented** in a much cleaner way. You can even pick your own screen colors now. They **have** also provided a Quick reference card and a template for the function **keys**. The manual is very good and contains enough examples that a tutorial is hardly needed (though one is provided). The only **place** the manual fell short of my expectations **was** in the section on Macros. **During** the time I owned Zoomrecks I, I received excellent support, update **information** and even a completely rewritten manual.

In **conclusion**, I must say that I was very pleased with Zoomracks II, and have converted all of my Zoomracks I applications over to it (easy to do), and intend to continue using it for my **applications**. Be warned though, **you** can't use Zoomracks to build a fully **automated** accounting and order entry system or other advanced system of that type. **For** those, look to **dBMan** or Regent Base-If, on the other hand, you have membership lists, mailing lists, research notes or other **masses** of related data you want to keep organized without spending days setting **it** up, I think **Zoomracks II** will more than fit the bill.

*This Review appeared in the February issue of the Atari Journal (c) Copyright 1987.*

#### DeskCart

The Ultimate ST Desk Accessory

Quantum Microsystems Inc.  
P.O. Box 179  
Liverpool, NY 13088  
(315) 451-7747  
\$89.95

'Ultimate' may be a slight exaggeration, but that's what it says on the package of DeskCart by Quantum Microsystems (QMI). DeskCart (DC) is a small convenient **cartridge**, containing no **less than** fourteen desk

accessories AND a built in battery driven clock. We'll **start** off with the installation and then go through the features of the **accessories**.

The installation of DeskCart is simple enough for anyone to handle easily. First, of course, you plus the cartridge into the slot of your **ST**. Although the ST itself has no real protection against plugging a cartridge in upside down. **QMI** has wisely designed their cartridges so it cannot (easily) be plugged in the wrong way. You could then boot the supplied disk, or more wisely boot your system disk and first make a backup of the DeskCart disk. The disk supplied with DC is not protected, **consisting** of several files that should be moved to each disk you would like to boot and have DC installed. There is even a small program that if placed in an AUTO folder, will set the **ST's** system time from DC, but **NOT** boot the accessories. The first time you boot DeskCart, you'll notice the **first** feature, the DC message showing the current time and date and then a running clock in the upper right hand corner of the screen. This also sets the **ST's** internal clock for the **time/date stamping** of your disk files.

Why the mention of booting a disk before exploring **DeskCart**? After all, it IS a cartridge. Unfortunately, the cartridge itself will not do anything unless it is 'installed' by the supplied desk accessory program. I **honestly** can't say if the ST is incapable of booting a cartridge, or that this is a design decision by **QMI**. Either way, I have found absolutely no problems using the very small installer program with almost none of the frequent accessory conflicts **that** arise all too often with the public domain desk accessories. Okay, now that we have DeskCart installed, we'll **start** exploring **it's** capabilities.

First on the list (and my personal **favorite**) is the Calendar and Appointment **Book**. When this accessory is selected, a small calendar window is opened on the right side of the screen showing the **current**

**month**, with the current day highlighted. The window sliders are used to choose any month or year from January **1940** to December **2040**. Gee, does that mean my ST will be obsolete in Just 53 years? If you point to any particular day on the calendar, or the month's name, with the mouse pointer and hit the left button, the Appointment Book window opens in the center of the screen. Here, you can either search for an appointment or enter a new one. You enter the month, day, time and year, then a **subject** and four lines of comments. It's the subject field that makes this feature **special**. If you start your subject with an exclamation point (!), DeskCart considers it an alarm. When the appointed time arrives it will alert you with a GEM alert box containing the subject line and the option to view the comment lines. If you boot up after the time of the appointment, DC will tell you that you missed it and give you the opportunity to view or ignore it. Of course the trick here is to set your appointment an hour or so before it is scheduled and use the **comments** to remind you of the real time. It wouldn't help very much if you were reminded of your dentist appointment at the very time you should be comfortably sitting in pain in his office. I use the appointment book constantly, with additional reminders a day or two before my appointments. Once you get used to this feature, it becomes almost indispensable (I'm a little absent minded).

The next feature down the line is a notebook that allows you to make up to twelve pages of notes with additional options of **saving** and loading notebook files, searching through them or printing them. These files are stored in standard ASCII format which allows **them** to be used in any word processor, **data** base, desktop publishing program or transferred through your modem. The notebook stores **any** entered notes until you either erase them or shut off your computer. I haven't used **this** feature too often, but on the



few occasions I needed to Jot down a quick note, it came in real handy. Just remember to **save** the file before you reboot or turn your computer off-

The Card Pile is next. This is a very simple data base that holds records of one index field and nine lines of text. The available options are adding, updating, searching, deleting, printing and clearing the records- To be honest, with the single index field and only nine lines of forty column text, I **have** found very little use for **this limited** type of data base. The example in the **instruction manual** is for a cookie recipe. I hope your recipes are much **simpler** than mine.

After the **card** file, we need **something** good, so here's the **Calculator**. This is a very useful **feature** of DC. The calculator can be used either with the mouse or the numeric keypad. I find both methods convenient and **easy**. Besides the **standard** four functions, this calculator **has scientific** functions such as **Bine**, **Log** square root, **radians**, **degrees**, **etc.** one hundred memories and **HEX** arithmetic- I have used the calculator very often with a wide variety of **programs** from **word processors** to **spread sheets** to **figuring** out how many Xmodem blocks my file transfer will be. **Another** edded goody is that all one hundred memory values are saved in the DC **config** file if you save it from DC's control panel **AFTER storing** the numbers in memory- That way, every time you boot up, the numbers will **be** in the calculators memory.

Oddly, the calculator **is** not really in **DeskCart**. It's a Separate accessory file supplied on **the disk** and loaded into memory as an integral part of DC. This has the advantage of **using** less memory if you decide you don't need the calculator from within certain programs. It **also has** the disadvantage of using that **extra** memory if you do decide to use it, as I usually do. The big question here is, why is it **a** separate file? The whole **idea** of DC **was** to have all these accessories **INSIDE** the **cartridge**, not loaded off the **disk**

and using memory. Luckily, if the calculator is used, it does not take up an accessory slot, but is called from the DC menu.

Riding the roller coaster up and down, here's another down. I've heard a lot of people complaining they wish they had a quick way of Just plain typing to their printer. There are even many desk accessories available offering Just that, a one line 'type it in, hit **Return**, send it to the printer' option- Well, **QMI** decided to offer one of their own- When you choose this accessory, you get an **80** column GEM box with Tab markers that allows you to send text to your printer **one line at a** time. I've never used it (**except** for a quick test) and have really found no use for it. However, from all the other **accessories** around (**and** the requests for them). I suppose that someone out there really **wants** this type of accessory.

Back to a big **'UP'**, here's the Address Book. This is my other favorite in the Desk Cart set. This accessory allows you to keep **a** simple name and address book, with two phone numbers and a comment line- All the features are here though; adding, updating, searching, deleting, printing. **AND** dialing- That's one of the best parts. You can search for a name, then choose to have DC dial either one of the numbers for you. After dialing, you even have the choice of putting your modem back to sleep and 'going voice' or directly entering the **VT52** emulator- Obviously, you need a modem to use the dialing feature, and a Hayes compatible at that. That's sure not a very harsh constraint in my book. This accessory is a real spoiler. I haven't dialed a phone by hand in months. If my **1040** ever 'passes on', I may never be able to dial **a** phone **again**, or remember the phone numbers.

That would naturally bring us to the built-in VT52 emulator- Just by the **name**, it conjures up the memories of the one supplied by **Atari** with the **ST's**. Remember your great disappointment the **first** time you tried **Atari's VT52** emulator? Well, get reedy for this, **QMI** decided to **duplicate**

it almost **exactly**. That should give you a good clue that they also did **NOT add** any additional features- **NO** file transfers, **NO** capturing, **NO NUTHIN!** Give me a break, for **\$00.00** I'd at least like to be able to capture some text. In this **day** and **age**, almost **any** high school kid can program Xmodem routines. Why couldn't **QMI?** Maybe because they're also trying to sell you a **terminal** program. No thanks. I'll **stick** to Plash. Por those of you who buy **DC** and would like to be able to **transfer** files using DC's **VT52**, there is a great dektop accessory called **'TRANSFER 100'**, by T Zerucha, in the public domain. It supports all kinds of transfer protocols including Xmodem and Ymodem. You **CAN** exit DC's **VT62** without losing the modem connection, then use the transfer accessory to accomplish the transfer- Then, back to the **VT52**. This seems like a bit more work, but it is actually quite easy and convenient to use. Thanks again to the public domain for making up for the lack in a commercial **product**.

**Another** very useful accessory in DC's long liat is it's **Ramdisk** control. This **option** givea you the ability to **create any** size **ramdisk**, or multiple ramdisks, and even tells you how much free memory you have to **play** with. The good points are that you can create, remove or erase the **ramdisk** any time you wish end even heve DC boot up with the **ramdisk** already installed- The bad points are that the **ramdisk** does **NOT** survive a system reset. Come on now John (**DC's** author). If there are several public domain **ramdisk** programs **that** easily come back after the dreaded reset, why can't e cartridge based one? On top of that problem, there is a bug in the cart that prevents you from creating a **ramdisk** larger than the one you booted with. **That** is, if you have DC configured to boot up with a **ramdisk installed**, lei'a **say** 360K in size. Then you find you need a larger size and remove the original, you can't create one larger then the original **360K**. **This** is a **nasty** little bug that has forced me to **not** have my system boot with a



ramdisk installed. If I decide I need one later on, I install it then. Over all, it is a bug I can live with and didn't make my purchase regrettable.

DeskCart goes on with disk utilities that allow formatting disks, copying files etc., and a great print spooler that works similar to the ramdisk control. Yes, if you thought of it, even with its own little bug. Don't use it with Publishing Partner from SoftLogic. For some unknown reason, it slows down the printing process to a crawl slower than no spooler at all. I haven't found any other problems however and use it constantly with every other program. It does offer 'printing options' that include setting lines per page, margins, how large the spooler is, line spacing and the option to not use the options. This is a great way to print all those 'readme' and DOC files that aren't already printer Formatted, without going through a word processor.

Desk Cart finishes up with a control panel that's better than the Atari original and has the added function of setting the cartridge's internal time and date. Why would you have to set the battery driven clock? Remember Daylight Savings Time? Or, how about another bug? I almost hate to write about this. Partly because it may shy you away from this fantastic accessory, but mostly because no one else I know of that owns DC has had the problem (very often!). Here goes anyway. Once or twice a month I have to reset my clock's time and/or date because when I boot up, the internal clock is either off by four to five hours or the date gets a Return character where the '8' in '87' (the year) is supposed to be. To be honest, the problem is probably in my computer. Chris at Island Computer was nice enough to exchange my DC with his store cartridge, which he never had any problems with. Sure enough, I still had the same problems, and he had none with my DC. We also couldn't find any problem with my 1040, so once or twice a month... If you

run across the same problem, or happen to solve it, please let me know.

The last remaining features of DeskCart are a quick memory test option, macro's, and the re-routing of the GEM screen dump through a Degas printer driver. The macros are a great feature that allow you to type out any predefined string of characters with a single keystroke. They can also be used to call up any of the fourteen DC functions. With some non GEM programs where you don't normally have access to the mouse or the menu bar, you can still call up the DC accessories with the macro keys. The use of the print driver is a nice addition because it allows you to print your screen either vertically or horizontally. It also makes the screen dump compatible with almost any printer. That was a nice touch and there are a LOT of Degas drivers available in the public domain.

This wouldn't be a complete review without mentioning the instruction manual. Although I have no real complaints here, there isn't much to reflect a \$90.00 package. All the information is there, if not very well organized and rather brief. The advantage is that Desk Cart really needs very little documentation to use to its full potential. As long as you're willing to thumb through the 41 pages of manual several times you'll get along with DC just fine. After a few days, you won't be needing the manual at all.

What about the battery in that battery driven clock? QMI says that it's a long life 'PERMANENT' lithium battery. Yes, that means YOU can't replace it. It's supposed to last 3 to 5 years (I'll let you know), which nowadays may be longer than the life of your computer. QMI does offer an update policy that includes battery replacement and ROM upgrades for only \$10.00. They also offer a 24 hour BBS (phone # 315-457-7216), and a full one year warranty on the cartridge. Overall, the company's policy sounds good to me and John DeMar's reputation has been

pretty good for a few years now.

I have grown so accustomed to DC's accessories that I doubt if I could now live without them. But, just in case this review makes it to someone up in QMI-land, here's my wish list. I'd like to see the calculator inside the cart and not a separate file. How about some disk access from the VT52 emulator, and definitely an Xmodem transfer capability. Along with the clock, I'd like to have the option of an hourly chime. For the Appointment book, I'd love to have the option to set a daily alarm. Something like 'Go to bed, it's 10pm', so I stop writing these reviews all night and possibly could make it to work on time. Expand the Cardfile so it's a little more useful and add two or three more comment lines in the Address Book. Lastly, and most important, FIX THE BUGS!!! That should take care of the first \$10.00 upgrade. You think I'm asking too much? Well, we ARE talking about the 'Ultimate' desk accessory here, and it IS just a 'wish list'.

All the minor bugs considered and once you get past the rather high price of \$90.00, DeskCart is definitely a fantastic and very, very useful addition to your ST. 'Ultimate'? Well, I'll wait a while before I debate that one.--

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## NEWS STATION NEWS STATION COMPANION PUBLISHING PRO

*Reviewed by Steve Fishbein*

An editorial in the June, 1987 Issue of ANTIC urged readers to write to Springboard Software requesting release of the Newsroom page designer for Atari 8-bit computers. I have used Newsroom (on a well known 8-bit computer that's inferior to the Atari) and I can tell you that Atarians have better software than Newsroom available right now!

Reeve Software is a small Atari software company in Illinois. Alan Reeve's News Station (\$29.95, 48K disk) is more



versatile and easier to use than any current version of Newsroom (\$49.95, Apple, IBM, C-64). News Station was programmed specifically for the 8-bit Atari, so it takes good advantage of the Atari's powerful graphics tools. Here are some of the ways in which Reeve's News Station leaves Springboard's Newsroom eating dust.

	NEWS STATION	NEWSROOM
TEXT:	Any Atari font	5 fonts
	64 font sizes	2 font sizes
GRAPHICS:	No preparation	3 steps needed
COMPATIBILITY:	Print Shop icons	Clip-art disks \$30-\$40
	Micro-Painter	
	Micro Illustrator	
	Direct drawings	

And now, the brand-new News Station Companion (\$29.95, 48K disk) brings in four new features that give the base software considerably more power. The Companion creates headlines that go across the top of the entire page, matching Newsroom's 'banner' mode. It compresses eight 62-sector News Station plate files into a single page file that requires much less disk space. Long, multi-page text files can be accepted now, as well as unconverted KoalaPad graphics. The \$60 total cost of News Station and News Station Companion is \$10 more than Newsroom. But News Station is a better value because the only way to get additional graphics into Newsroom is to buy clip-art disks at \$30 to \$40 each. In money-saving contrast, News Station can import graphics from all the most common Atari formats. Also from Reeve Software is Publishing Pro (\$39.95, 48K disk) is an 'advanced' version of News Station that can produce a full page of text and graphics without using plates. But to accomplish this, it sacrifices some versatility and ease of use. Text fonts and sizes cannot be changed within a page, and you must figure the X,Y coordinates to position each element of the page. News Station was given a short write-up in the July, 1987 ANTIC feature review of printer Software (page 17). I felt that the reviewer missed much of the versatility of this program, even though he called News Station 'an ideal tool for putting text into a picture' and admitted that the program 'works fine for two-column printouts.' Simple page-design software like News Station and Newsroom get around the memory limits of a 48K or 64K computer by dividing a full page into eight equal plates. Each plate uses a single computer screen which is saved as a separate file. This method may not be true desktop publishing like Pagemaker, Venture Publisher and Reedy, Set, Go, or the Atari ST's Publishing Partner and Fleet Street Publisher. But it doesn't carry the hefty price tags (\$120 all the way up to \$900) of these laser-oriented programs either. Eight-plate page-design software uses standard, inexpensive dot-matrix printers and is terrific at producing informal newsletters, flyers, signs and brochures -- are all most people really need for their personal desktop publishing.

TEXT: News Station and Newsroom both come with five built-in fonts. But News Station also lets you use any nine-sector Atari font -- in eight heights and eight widths. A height-to-width ratio of 2 to 1 seems to provide the best-looking characters, but there are times when variations might make a font more readable. The standard Atari font remains in memory along with one selected user font, which can be changed at any time. Once placed on the screen, characters remain in the chosen font. An article might have a large headline, a slightly smaller subhead and normal-sized copy. Subheads can also be used throughout an article to emphasize sections of the copy. Text can be entered onto the plate from an ASCII file on disk or by typing it in. News Station does not have word wrap, but because the program remains in typeover mode, changes can be made easily. News Station text files must be broken down into plate size before being transferred. However, News Station Companion eliminates this restriction and lets you set pages in as many as four columns. News Station accepts three

Cont. Page ??

**Cedar Knolls cont.**

On Thursday evening Nov. 12 I visited Island Video Computer on route 25 in Coram. If you been looking to buy a particular piece of software, Island Video has about the best selection of Atari hardware and software that you will find on Long Island. There you can see a 2 Mega ST that they recently acquired. They showed to me the effect that the new blitter chip has on the machine and its impressive. But I'll leave that to someone who is more versed in the ST to explain at some other time. I gave them some LIAUG flyers and they were nice enough to place them on display. Island Video is the best that Long Island has to offer in Atari 8 and 16 bit selections. (at least the best that this writer has seen). They also carry products for the IBM and Commodore (ugh). So what about Gemini? Gemini is ONLY 8 and 16 bit Atari, and even though the store is smaller, they have an even bigger selection. (I managed to arrive at Gemini less than 24 Hours later so the comparison is a fair one.) Yes, they also have a Mega ST but its 4 Meg! There great selection of software may be due to the fact that JACG (Jersey Atari Computer Group) is selling their newsletters at 52-00 each in Gemini and must be supporting this store in a big way. (with 700+ members they can). And why not? Their prices are 10% to 15% lower than any place on Long Island that I have seen. (unless you happen to catch a closeout). Now I won't Jump in the car and drive 3 hours into N.J. every time I want to buy software. After tolls and gas the cost of the software will be more expensive, (Unless you are going to spend BIG bucks) And I'm not saying that I don't enjoy living here, and that Island Video is not great, but this excursion opened my eyes as to what Atari dealers might become.

Gemini Enterprise  
 886 Ridgedale Ave.  
 Cedar Knolls, N.J. 07927  
 (201) 267-0988



# LIAUG NEWS

Reports from the officers, and other goings on about LIAUG.

## From the 8-bit librarian

by Don Russer

I've been asked to **write** an article so I thought I would write about what I've been **doing** with 'Print Shop', 'Rubber Stamp', 'Type Setter', or Data Soft's 'Typesetter'. Then I thought, how about my one and only experience re-inking my printer ribbon. This episode **began** with putting down a piece of wax paper on top of my wife's **table cloth**. I felt **safe** doing this **because** as everyone knows wax paper is **impervious** to water. I was sure to lay out more paper than I needed; no need to upset the little woman. I then proceeded to unroll one foot sections of ribbon and dabbed on stamp pad ink. It was a little heavy but I thought I would soak up the **excess** after it had **soaked** in. I was about half way done when I heard from the living room the theme of **'MacGyver'**. There was no way I was **going** to **miss** this show. I packed up everything and trekked into the living room. Well guess what, wax paper is NOT impervious to **stamp pad ink!**

But, as 8-bit librarian I should write about the library....or a program in the library....or a **disk** of programs in the library. **So** here goes. If anyone asks about the library they usually want to know **what's** new in the utility section. Therefore, I have concentrated my efforts in this area. The latest disk, Utility 30, has on side **A DOS 2.5+**. This is an enhanced version of **Atari's DOS 2.5**. Its differences are **that** you can use upper and lower **case** characters in **filenames**, and that **the "** and **the \_** are valid **characters**. The DOS defaults to **fast** write, which is write verify off. Those of you with **XL/XE's** and Happy drives will be happy to know, pun intended, that this **DOS** will access the **FAST-**

**BUFFERED-WRITE-WITH-VERIFY**. This is very, very fast. It sounds like a machine gun going off. You can also load your favorite font automatically at boot up. This DOS is 100% compatible with all other **DOS's**. Doc's are on the disk. If you want a **program** to set up your printer before printing Doc's try Utility disk **25**. There is a program on it called **printset.bas**. It will allow you to set many of the **parameters** of the Gemini **10X**, including left and right **margins**, skip over perforations, and set top of form. These, and more, help to format the print-out to a more usable form. **On** the other side of Utility 30 is Arc 1.2. This version is up to 30% faster than Arc 1.1. Well that's it for now--more to come.

## The ST Librarian's Report

by Harvey Schoen

For ST owners who are using **Publishing Partner**, our public domain library now has a **Pub Partner** accessory **disk**. This contains several fonts, including Hudson and Columbia. Several **clipart** files are also on this disk. The Spectrum 512 program from Antic is a paint program that allows you to put 612 colors anywhere on the screen. The LIAUG October 1987 disk-of-the-month has a Spectrum 512 viewer and many sample pictures that must be seen to be **believed**. Another disk in the library is chock full of desk accessories. It includes several calculators, a calendar, print spooler and ram disk among others. There is even an accessory that allows you to have more than 6 accessories on your boot disk and select **which** ones to load on boot. We have many of the Current Notes disks in our library, including **Magic**

Sac compatible disks. If you have a request for something you don't see in our file, please **write** and tell us what you need and we will see what is available.

## Bit Byter News

by Horst A. Dewitz

Our relationship with the BIT BYTER CLUB in Germany is doing fine. After our October meeting I wrote a letter to them, highlighting our meeting with particular emphasis on: **a)** Club finances **b)** Direct approach to software producers to release more 8 bit software **c)** more participation by our club members **d)** possible changes in and about our newsletter, and last, but not least, the election of Pat Mulvey as our new LIAUG **president**.

I also informed **them** that so far nobody seems to be interested in starting a personal exchange of ideas, since to this date I did not receive a **single name/address** to be sent to the Bit Byter Club. Further I asked if they had any **contacts** in the U.K., since some LIAUG members had asked me about this.

The **Bit Byter** response came recently and this is their reply. It seems that **LIAUG's** situation is not unique. They, the Bit Byters, too face financial **woes**. A member pays DM 5-00 membership dues per **month**. That is relative low for a German club. They enjoy discounts at many retailers. At **times** they are able to purchase items at the same price the retailer himself has to pay to the **distributor**. For instance, they purchase diskettes in large lots at DM 0.69 per disk and sell them to the membership for DM 0.80 per disk, a DM 1-50 **saving** to the member for a 10 pack and a **small profit** for the club treasury. They sell



programed disks for DM 10.00 to DM 15.00 (break even price is DM 7-50,)-. Members do pay e discounted price for these disks.

A **nother** source of income comes from the annual electronics and computer fair at **Dortmund, Germany**. They, as user club, **pay** no fee for their exhibition **space**. They sell their program disks and disk **based magazine** there, as well es generating new memberships. The last fair netted the club **treasury** DM 5,000-00 end they now have over 600 members.

On the software question, that is the lack of it for 8 bit machines, they are very much **interested** in whet we might do or develop end they **will** cooperete with us in **any** way they can.

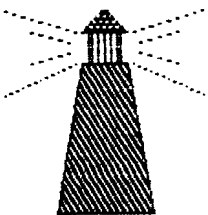
Next, they too **suffer** from passive, inactive members. However, contests for writing **programs**, developing **schematics, etc. and a reward/prize** in form of a programed disk seem to work to some degree. There, like here, are those few herd working individuals, whose lives could be mede a lot easier by more perticipation by ell members, who keep the clubs alive and moving.

Contacts in the U.K. ere not **available** from the Bit Byter Club- However, I received an address in England to write to. I will develop this lead **as soon as** my **time permits**.

The ATARI BIT BYTER CLUB sends its **congratulations** and **best** wishes to Pat Mulvey, wishing him success in his endeavors.

My friends. this concludes my **article** about the **latest** news from the Bit Byters. More will follow **as** we progress in our relationship-

A **s usual** I em **always** eavailable for **Q's & A's**, either **at meetings** or the LIAUG **BBS** (leave E-Mail).



## Not a VCR

from the Vice President  
Randy Constan

**First**, I would like to thank those of you who gave me your vote of confidence by **electing** me to the vice president's position in LIAUG. It Is now my privilege to write a monthly column in the newsletter, and **carry** monitors beck end fourth to meetings. Beyond this, e new officer should **probably** sit back and observe things for ewhile before charging in and **making** all kinds of changes. However, drastic problems call for immediate action, or at least immediate attention. So for this, my **first** 'official' communication. I would like to address a very serious problem **facing** the club: **EXTINCTION!** Now I've been faithfully **attending** LIAUG meetings for about two **years** now. and I **can** sey without feer of rebuttel, **that** it is the club membership end not 8 bit machine that is in need of **CPR!** At the last meeting, perhaps 2 dozen people were **present**, and that's being kind. Then, as usual, when the demos were over and it was time to start **SIGs** (remember them). everyone madee hasty **retreat** for the door. **What's** the problem? The **meetings** are boring? The membership is **dull**? The officers are ugly? All of the **above??!!** Look --- The problem is **YOU!!** Strong words for a newly elected officer? Well I'm glad you think **so!** Now let me beck up my statement to add fuel to the **fire**.

I've been involved with **many** clubs in my 34 years on this **planet**, end every one, be it ham **radio**, model airplenes, music, or **whatever** has one common element that keeps it interesting, exciting, and most important... fun. That element is **MEMBERSHIP INVOLVEMENT!** There is simply no such thing as a member of a model boat building club that **doesn't** build **boats!** It would be pretty strange for a paying member of e musiciens club to not **play** en instrument- Get the picture? Sure you **OWN** en ATARI, but beyond **that**, do you use it for **anything** other then a doorstop? Of course you do? Whether you play games, write programs, or **use** your computer for business.... you ere **involved!** And, whatever you and your ATARI are involved in, **it's** the enjoyment of gathering **with** other users to **share** insights end informetion, **that makes** the club work. If we were **talking** about e VCR club, I could understand. Sooner or **later**, a VCR becomes a 'appliance' which is simply used end then turned off. There is no longer a point in having a VCR club once the novelty **fades**. And, if the **majority** of the club is of the opinion that the ATARI has now become nothing more than a **glorified** eplience, then very soon, there will be no point in LIAUG either- **So** now, es silly es it seems to me, I'm going to proceed with a brief (hopefully,) essay on 'Why my ATARI is NOT a VCR':

Hidden within the ATARI we've come to know and love lies the doorway to **dreams!** If all you've done with your computer is run other peoples software, you've only **scratched** the **surface**. The computer Is the only machine you are ever likely to see In your lifetime that can be PROGRAMMED to do what YOU want it **to!** And, as your faithful slave, it will **always** do Just that, obeying your every instruction to the **letter!** I am hard pressed to think of a hobby, **business** activity, or creative **outlet** that could not benefit from **such** a miraculous invention? Think about it- This machine will be whatever YOU went it to be, end is limited only by your own **imagination**. Is programming difficult? Not really. Consider that with any other hobby, a failure means great loss in materials and money! A failure in a computer program however means only having to change the code? Nothing lost **at** all, end you get ell the chances you went to gel it **right!** What about art? Do you have any artistic talent? The answer is YES, and your ATARI will prove it to **you!** Only on a computer screen



can you keep changing and changing a picture until it's just the way you want it, without ever **wearing** out the **page** from erasing. How about music? Say you've got a tin **ear**? Your faithful slave to the rescue again, with programs that allow you (yes **YOU!**) to compose and play music like a pro. Fingers to sluggish to play an instrument? No problem... your ATARI will even play the instrument for you! The list goes on and on, and I could easily fill this entire newsletter with other possibilities.

So what's the problem? Could it be that we're all so blown over by what other people have done, that we've given up being creative? Have we all become spectators and resigned ourselves to a 'leave it to the pros' attitude? If so, we're all paying the price for **this resignation**: Terminal boredom! The human brain needs creative outlet, and if you don't satisfy this deep forgotten yearning, then all of life (and not just LIAUG meetings) will become very **boring, very fast!** Believe me: your program or project doesn't have to be the greatest thing since sliced bread to be fun, **entertaining**, useful, and certainly: worth sharing with the **members!** Just Jump In and **try!** If you run into trouble, you'll find helpful and friendly help at LIAUG if you Just COMB TO THE MEETINGS! So in summation, let's all get more involved. Write a **graphics** demo for a meeting! Write a **sound** demo. Write article 61 Run **SIGS!** Believe me... you're good **enough!** Don't tell me the '8 bit is dead'. That's like me saying my **6 string** guitar is dead because of 12 string instruments. Want to learn programming? the electronic aspects of the computer? applications? Art? Music? ...COME TO THE **MEETINGS!** Don't like the **way** meetings are run? You may be right ...**but TELL THE OFFICERS!** It's your club, but there's one thing the ATARI and the LIAUG officers (and all the kings horses ...) **can't** do: read your mind! We need your input, and CPR **is** **always** more likely to succeed, if it's done **as a team!**

## The Resident's Column

By John I. Aallo, Jr.

### OPPORTUNITY

Is there life after officership? Sure, there's membership! My not running for office gave me a sense of freedom to be Just an enthusiastic member. Since it founding, I've been in one LIAUG officer position or other... and I always enjoyed an enthusiastic **member**. **Congrats** go to Pat Mulvey, our new president. Pat's another member who got hooked on helping out the group and I thank him for his help during my term. Both Pat and, our new Vice-President, Randy **Constan** have impressed me with their desire to make themselves and the group **accessible** to members. I think they have what it **takes** to get LIAUG through its next year of opportunity! I've been taking my "**membershipness**" opportunity to video taping the demos at the meetings. **IF ONLY** ... I Started doing this earlier. LIAUG **has always** had great demos **and** its a shame newer members aren't going to get to see them. They will be able to borrow the MIDI demo tape I took **of** Pat Caputo (MIDI) and Randy **Constan** (his sound sampler). At this point I've seen the tape three times and got something new out of **it** each time. Let's face it, how much new data **can** anyone digest at one time. Replaying the video convinced me of that! Pat and Randy **gave** a great demo on the **ST's music/sound** capabilities and we'll have a couple of lender copies at the Dec. 5th meeting for members with VHS VCR's (any BETA or 8mm VCR's out there?).

Also, as a non-officer, I feel that I can focus on computer uses that are more personal in nature. Unfortunately, I found **myself** approaching my computer with a twinge of guilt. As in... hmmm, I should write up that article for the newsletter, finally write Newsday's Events column, and on. Baht and her-her-her! Which is my **way** of **saying** that I'm looking into what seems the top power **usage** of an Atari 8 bit. **BBSing!** It seems the **SysOp's** are the ones using ICD's SparteDos and 1 Meg upgrades combined with hard drive storage of over 100 Megs. You know, all the bells and whistles. **While** this kind of power **can** lead to piracy, I **think** that's **selling** the BOREDOM level short. Piracy **is** a dead end and certainly not a 'be all' on any **BBS**. It's more a question of a **SysOp** cultivating good users. Ones who leave entertaining or informative questions and answers in the appropriate message bases. Who **actively** help with text files or other material that compliments the goals of that **BBS**. Public Domain **BBSing** results in more diverse and **interesting** boards. So if I **get** it **together** I plan on tying in my other hobby, gardening, with a **BBS**. Have I drifted? Well, yeah. My initial thought in writing this particular column was the positive aspects of computing that being president exposed me to. What I heard was how people got their computers and then figured out how to **use** them for other people. Newsletters for their organizations, data base for little league, **mailing** lists for charities, flyers for PTA bake sales. Is there **something** in the nature of this beast that draws out **peoples potentials?** My **first** thought on that is mindlessly dull people don't buy computers, they watch TV. The home computer owner population is mostly dreamers that go for the potential of this slightly vague machine. These people are already active in their own enrichment. But secondly, that very human impulse to share our experiences with someone else and, in sharing, explore how the computer **can** serve an actual purpose. While some of us do it on the more personal levels of family and friends, how easy it is to 'sucker' a computer enthusiast to help out on larger projects (if they aren't falling over themselves to volunteer). Strikes a bell? I'm not **surprised**. All I'm really doing is taking my experience as former president of this user group and holding up a mirror to you all. What you'll see **is** a person who is bright, inquisitive, and ready to **stretch**.





## TELECOMPUTING

### FOUR CALIF. TEENS ARRESTED IN CARD FRAUD

Cupertino, Calif., authorities have charged four **Santa Clara** County boys with using stolen credit card carbons to order what police say **was** thousands of dollars worth of computer equipment. Police Sgt. Don **Zies** estimated for **UPI** that the teens -- age **15, 16, 18** and **19** -- ordered about **\$100,000** worth of goods from companies across the country and were part of a 'sophisticated computer group.' They were arrested last weekend when they went to a Cupertino house whose owners were away to allegedly **pick** up boxes of **fraudulently** ordered computer equipment worth **\$7,000**.

Authorities **say** an outside garbage **bin** at a Cupertino cut-rate store was a **primesource** for the carbons. Meanwhile, the case took an unusual turn this week, one that might make bulletin board system sysops do a double-take -- **police** hinted that messages the suspects allegedly left on a **BBS** following their arrests may end up in **wurt as** electronic 'confessions.' Sheriff's Deputy Curt **Gomes** told AP, 'We don't need the confessions to prosecute, but they are icing on the cake. This shows an attitude that **just** hours after they were arrested, they seemed to think the **crimes** they committed are looked upon lightly by society. They are not concerned with retribution or legal **punishments**.' He said police found the messages when they seized computers in one of the youth's home, where a **BBS** was operated. According to the wire service, on the board 'two of the teen-agers arrested two weeks ago for theft gave their opinions of the officers who pursued them. Other users **joined** in the dialogue in a text police read after they seized two computers?



### CHESS LINC IS MAKING ITS MOVE

Online chess players are spreading the word about a new system devoted just to their **passion/vice** -- a new company called Leisure **LINC** was launched a few months ago by Computer Projects Inc., an established message-switching and data communication service.

According to Editor Ric Manning of Bulletin Board Systems newsletter, **CPI's** primary product is **FOX**, a communications system tailored for in-house database management and communications. However, several of the company's executives are dedicated chess players and think others could be attracted to a worldwide interactive network. **LINC** can be used **with** any communicating computer, but IBM PC users might be interested in **LINC's** own \$40 program that draws a chessboard on the screen and shows the moves in graphic **symbols**. Subscribers compete one-on-one in real time or exchange **moves** by electronic **mail**, and all players receive a rating on the system that **adjusts** with each win or loss.

Tournaments and ladders are offered that match players of similar skill.

The service, carried on Tymnet, **cost** \$15 plus \$12 an hour until 7 **p.m.** and \$5 an hour afterward. Interested? Contact **LINC Networks Inc.** in Greensboro, N.C., at 1-800-826-9688.

### THE CRACKER

William Landreth, 22-year-old **author/telecomputing** whiz once called as 'The Cracker,' was ordered this week to undergo a **detailed** three-month psychological evaluation before sentencing in his admitted violation of probation. Federal Judge Rudi M. Brewster imposed a conditional five-year prison sentence for Landreth in a hearing Monday in **San Diego**, but noted the term could be reduced **Oct. 13** when the Judge receives the test **results**. As noted earlier, Landreth, who was serving a probated sentence for his 1984 conviction for invading various computer systems, was arrested on a fugitive warrant in McMinnville, Ore., near Portland, in **late** June after being missing

CONT. NEXT PAGE



# NEW PRODUCT ANNOUNCEMENTS

## DIGISPEC from TRIO Engineering

**512-color** conversion and display program for the Computereyes video digitizer DIGISPEC is the first program for the Atari ST that makes it possible to **capture real-world images** from the video camera or VCR in full color - using all of ST's 512 colors in one picture. **Why** do you need all these colors? To make your digitized pictures more colorful, sure - but there's another even more important reason: shading. Proper shading is what makes images look 'real', 3-dimensional - and it requires A LOT of colors. Not 16, not even 612, but thousands and thousands! That's why on top of 612 pure colors DIGISPEC has 2 dithering options: 2-level and 4-level- They bring the effective number of colors to 3376 and 24389, respectively. For those images where subtle shading is

essential (like full-screen human faces) dithering makes all the difference between ridiculous and sublime. Instead of wide color bands and patches you have exquisitely smooth color transitions that make the objects look just like on good quality color TV screen.

To use DIGISPEC you need the Computereyes color video digitizer (and Computereyes system software) from Digital Vision, inc. DIGISPEC displays the 512-color image on the screen, allows you to make any necessary adjustments (color balance, brightness and contrast) and then saves your picture to disk using SPECTRUM 612 file format. You can view your pictures later with the slide show program SPSLIDE5.PRG provided on your DIGISPEC disk. You can also use SPECTRUM 512 painting program from TRIO Engineering (published by Antic Publishing) to edit and resize your images, create compositions with other digitized and hand-drawn images, etc. Like SPECTRUM 512 itself, DIGISPEC produces only low resolution images (320x200). You can use it only with the color monitor (or color TV).

How DIGISPEC works. Your DIGISPEC disk contains 2 versions of the program - one is a stand-alone program (SPECCE.PRG) and another is a desk accessory (SPECCE.ACC). You can use either one - the end result will be exactly the same. The desk accessory version is faster and more convenient, but it can only be used on ST's with 1 megabyte of memory (or more). If you have 520 ST without the memory upgrade you should use the .PRG version.

When you capture an image with the Computereyes digitizer it's stored in memory in the form of raw video data. This raw video data is what

DIGISPEC needs to produce the 512-color picture (obviously, you can't restore 512 colors AFTER the image was converted to the usual 16-color picture). If your machine has enough memory for both DIGISPEC and Computereyes program (so you can use DIGISPEC as a desk accessory) then DIGISPEC can process freshly captured image and produce the 512-color picture in just a few seconds. If you don't have enough memory for both programs you should first use the Computereyes program to capture the image and save it on disk in the form of raw video data (not as a NEOchrome or DEGAS picture!), quit the Computereyes program, then use the .PRG version of DIGISPEC to load the raw data file back from disk and convert it into 512-color picture. Version 1.1 of DIGISPEC is available now by mail from Trio Engineering. To place your order call 617-964-1673.

from San Diego since last August. In this week's court action, Judge Brewster said, 'I went every thorough evaluation. There's no evidence before me that he's using (illegal) drugs or robbing banks or anything like that. He's just not reporting to the probation department, but that's symptomatic of a deeper problem. The problem is not his failing to report; the problem is what's going on in his head.' Defense attorney Peter Hughes told United Press International he didn't disagree with the judge's directive for testing. Landreth is the author of 'Out of the Inner Circle' (Microsoft Press), which detailed his computer intrusion experiences that led to his arrest in 1984.

person running the software is called a 'SYSOP', or SYSTEM OPERATOR, logically the guy who runs the system. Once a user has been connected to a bulletin board, he has certain options that the system allows him. Approximately ninety-five percent of the time, two of these options are 'download' and 'upload' a file. Downloading is defined as being the transfer of a file FROM the system TO the user. Naturally, uploading is just the opposite. When an Atari user begins to consider purchasing telecommunications hardware and software, he should get in touch with one of the groups in his immediate area, and ask for information concerning bulletin boards, the numbers to them, and any other information that could prove beneficial.



types of graphics: Print Shop icons, Micro-Painter files and **direct** drawings, using a joystick, KoalaPad or Suncom's Animation Station as input **devices**. Any number of Print Shop icons can be entered directly onto the plate and enlarged to double-size or triple-size. The ability to use Micro-Painter files opens the door to use of virtually **any** graphic by using The Rapid Graphics Converter (**ANTIC**, November **1985**) to adapt other graphic files. A utility in News Station Companion **also** makes it possible to use **Micro-Illustrator graphics** directly. w. There are few commands in News Station end most ere mnemonic. 'CONTROL\* 'G'raphics toggles with 'CONTROL' 'T'ext. 'CONTROL' 'A'tari and 'CONTROL' 'U'ser toggle the font in use, selected with

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once a week we have to remind him not to bark. He's a quiet dog now. Best of all, our neighbors never heard a thing. All of this hap **pened** at a frequency **far** too high for them to **hear**. Thai's the beauty to this solution. Well, that's the story of how I cured Yap, using an ATARI computer as a frequency generator. If you have a similar problem, you probably have most of the components **on-hand** to solve it; twenty bucks worth of electrical parts is well worth a little piece and quiet. Remember, if you do this, the **object** isn't to hurt to hurt the dog, it's to make him a **bit** uncomfortable while he's **doi ng what** you want to **train him** out of. You **have** to remember to turn the sound off when he **stops** barking. When I bought the ATARI 800, back **in** 1981, I was **t**old it was a 'home computer'. Since that time, there's been a lot of debate as to whether or not e 'home computer' is **actually** useful. I don't debate the point anymore; mine **is** worth its weight in gold. I get to sleep **in** these **days**.

*Copied for THE LONG ISLAND ATARI USERS GROUP (LIAUG) by John Aalto.*

'CONTROL' 'F'ont. Putting a graphic **onscreen requires** typing 'CONTROL' 'G' to put the program in graphics mode, typing 'CONTROL' 'D' to get a directory of graphics, putting the cursor **at** the upper left-hand corner of the location you want the picture and then selecting the picture from the directory which scrolls the bottom of the screen.

HINTS: If you don't own News Station Companion, you need to use indirect methods to print a banner headline **across** the top of the page. To do so, I counted characters. **For** plate 1, I counted back from the center, placed the letters in two different sizes and fonts, and then saved that plate. The next step **was** to do the right half, working outward from the center, but instead of clearing the **first** screen I matched characters so they would line up correctly, and I used the type-over mode to clear unwanted copy. X and Y coordinates **are** available, but I find it easier to match using a previous screen.

#### NEWS STATION COMPANION

News Station Companion is a collection of four utilities **that** make the original News Station even more powerful and versatile. The Companion's Plate Manipulator utility makes it a lot simpler to **create banner** headlines across the top of the page. The banner can be created on a single plate, which can then be enlarged to cover the full top of the page. Or it **can** be centered, as is, on top of the page. The Plate Manipulator takes the single plate and converts it into plates 1 and 2. If the centering option is selected additional material could be added to fill the **extra** white space. The manipulator can also be used to expand two plates vertically, which permits placement of an **extra-large** graphic. Another important Companion utility permits use of longer text files. The text file is loaded into the Companion utility and a page. broken down into eight News Station **plates**, is created, a routine that does **take** about 20 minutes. The page can include 1, 2 or 3 columns of type -- 80.39 or 26 characters **wide**. If the 26 or 39 column option is taken, I recommend loading the plates back into News Station and adding a vertical line to separate the columns. If the file **is** longer than a page the program allows conversion of pages by page number. The basic News **Station** program accepts KoalaPad Piles that have been transformed into Micro-Painter format. But only the top five-sixths of the picture can be used. But now a companion utility allows **direct** entry of graphicd from a KoalaPad (or Suncom **Animation** Station) file and also permits using either the top five-sixths or the bottom five-sixths, or even just a center section. The fourth utility in the Companion is the Library. A News Station plate requires 52 sectors of disk storage and an entire page (eight plates) takes up 416 sectors (**52 X 8**). The Companion compresses eight plates into a single file, which makes it possible to **save** two pages on one side of a disk.

#### PUBLISHING PRO

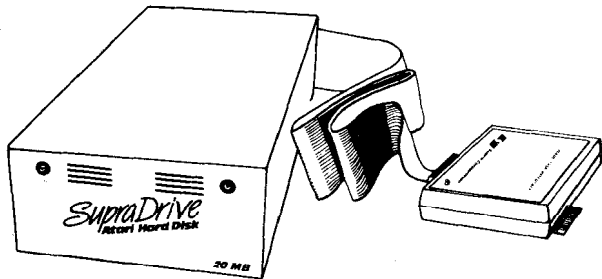
Publishing Pro is an advanced version of News Station which lacks much of the versatility News Station offers. That sounds strange, **but** Publishing Pro can produce a full page of text and graphics without using **plates**. However, fonts end sizes cannot be changed within an article. Publishing Pro material must be entered using **X,Y** coordinates. Banners and headlines are entered first, end then areas for copy and graphics are blocked out for direct entry or disk files. Publishing Pro provides an **onscreen** outline of where the headlines, articles and graphics will appear on the page. Paperclip seems to be the best word processor to use with Publishing Pro. Matching Paperclip column **margins** with Publishing Pro margins provides an exact count of lines needed for the column. Once completed, a Publishing Pro page may be saved to disk as a News Station page of eight plates, or it can be **printed**. Saving the page in plate form permits some final editing. Preparing a page with Publishing Pro requires extensive planning to properly locate the headlines, text and graphics at the correct coordinates. I might use Publishing Pro to create a page with one headline and text across the full **page** -- or if

Cont. next page



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## ATARI S T

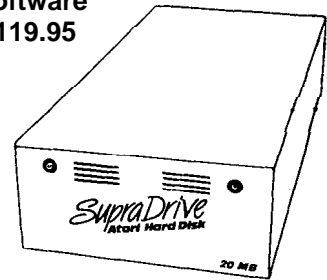
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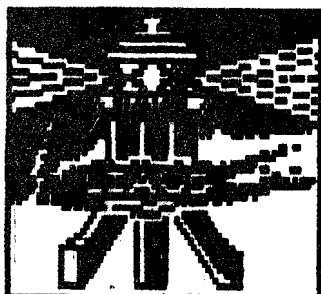
1133 Commercial Way | Albany, OR 97321 1 (503) 967-9075

I'm really pressed for **time**. News **Station**, though, **is** my **first choice**, especially **with** the enhancements of News **Station Companion**. News Station **advertises** that "what you see on screen **is** what you get on paper." And in working on page layout, **that's** the **most** important feature for me.

NEWS STATION                      (\$29.95)  
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*Steve Fishbein of Newport News, Virginia wrote to ANTIC about how he uses News Station. His letter was so detailed and informative that we assigned him to review the entire line of Reeve page design software.*



# LONG ISLAND ATARI USER GROUP

## MEMBERSHIP APPLICATION

To apply for **LIAUG** membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI users group  
P.O. Box 836  
Lindenhurst, N.Y. 11757

The current dues are \$15.00 yearly, plus \$5.00 additional to receive all mailings, including the newsletter. Make checks payable to The LIAUG.

First name: \_\_\_\_\_ Last name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone #: \_\_\_\_\_

Your system (please be specific):

Computer: 400 600 800 800XL 66 130 520 1040 MEGA

Memory: \_\_\_\_\_ K Cassette: \_\_\_\_\_ Disk drives: \_\_\_\_\_

Modem: \_\_\_\_\_ Interface: \_\_\_\_\_ Printer: \_\_\_\_\_

Other: \_\_\_\_\_

What languages are you familiar with? \_\_\_\_\_

In what areas would you like to learn more about your computer system? \_\_\_\_\_

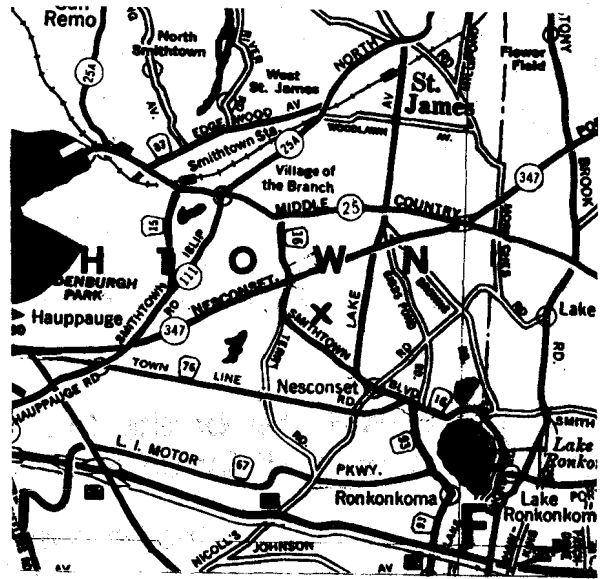
For Liaug use only: Rec'd \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Arr'd \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Db: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ TYL: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_ Card Y/N ML Y/n Mail / BBS / Meet

The Long Island ATARI User Group meets on the first Saturday of each month at the Nesconset branch of the Smithtown Public Library. Our Meetings are open to all those interested at no charge. The begin at 11:00 am in the library's community room and end at 4:00 pm.

**Directions to the library:**

From the Long Island Expressway: Take exit 58 North (Old Nichols Road). Continue North for approximately two miles and make a left (west) onto Smithtown Blvd. Continue west for 1 and 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From the Northern State Parkway: Take the Northern State to its end where it continues east as Veterans Memorial/Nesconset Highway (routes 347 - 454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry road. Make a right onto Terry and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be on the left hand side approximately one mile from the fork in the Nesconset Plaza.



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