



L.V.A.U.G. NEWS

MEMBER OF NEAR US



MAR-APR-1997

ISSUE #2



February
Meeting Notes
2/7/97

Meeting called to order and opened in due form by President Art Paolini Jr.

VP Jon Mordosky reported that people are still working on emulators that work between Atari and PC's.

Jaguar games are on sale cheap at the Quakertown Q-Mart.

Bill Folsom reported some Atari games are still being released from Atari.

The President passed around a complete list of club members both past and present for those present to see.

Atari Navy is getting one probably two new canoes to add to its' ever growing fleet of ships.

Young Jon Mordosky demoed the Game called "Gauntlet" on the 130XE. he is a very good game player and did his usual fine job. That game had a commerical version as well as a public domain version, the one at the meeting was the commerical version.

Treasurer Rich Kohn reported that the treasury is still in very healthy condition.

The new club disk has a game called "Cultivation" on one side and the other side has called a game called "Minesweep". Young Jon Mordosky demoed the "Cultivation" game for us with his usual skill in using the joystick. Thanks a lot Jon.

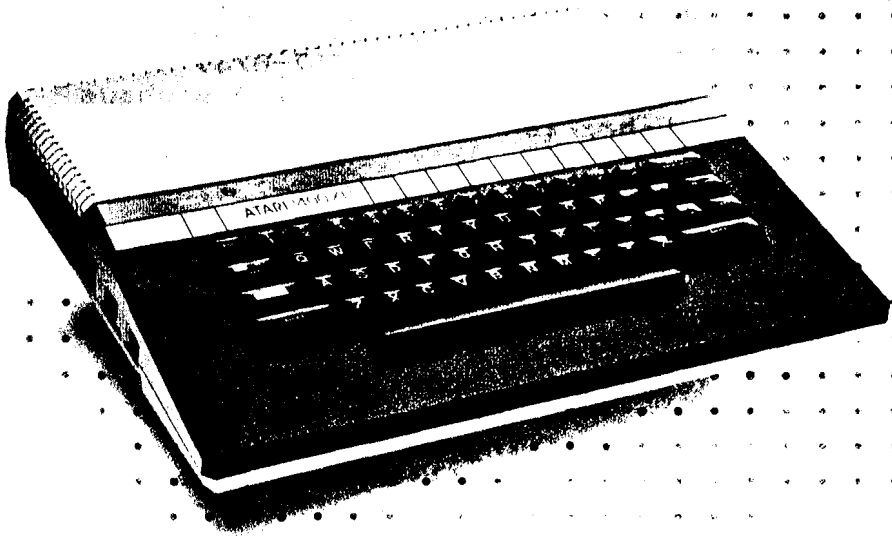
Rich Kohn told us of the leads he had on dining out for the 10th anniversary of the club and February

22, 1997 a Saturday night was selected for the occasion and VP Jon Mordosky will call the members as to the time and place where the affair will be held, weather permitting. Stay tuned for his phone call describing the particulars of this event.

That is all the meeting notes for tonight's meeting.

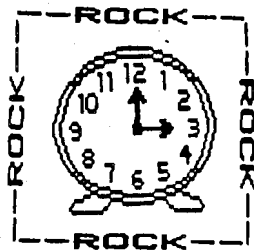
Larry Tischbein
Secretary



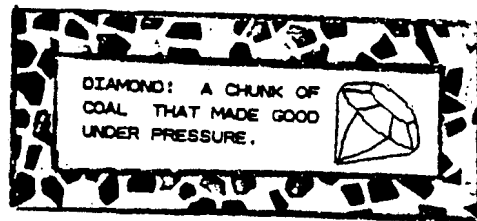


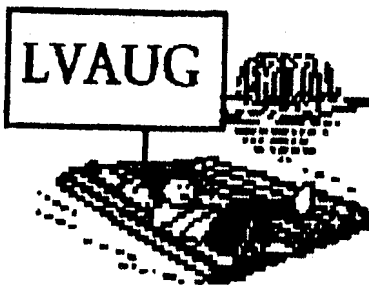
The ATARI 1400XL Home Computer offers all the features of the ATARI 800XL Home Computer—plus a built-in direct-connect modem and a voice synthesizer. The modem enables users to link up with data bases and information networks via telephone, to access the latest news, stock market quotes, computer data banks, and electronic shopping centers. The voice synthesizer can be programmed to change text to speech, or to develop and link phonemes. The expansion connection provides the potential for adding sophisticated peripherals. While the ATARI 1400XL Home Computer offers all these state-of-the-art features, it also offers a HELP key, four special function keys, and one-touch cursor controls that work with selected programs, for even more convenience.

- o MEMORY: 64K RAM
 - 24K ROM (operating system plus ATARI BASIC programming language)
- o KEYBOARD: Full-stroke design. 66 keys, including HELP key and 4 programmable keys with 12 pre-programmed functions. International character set. 29 graphics keys.
- o CPU: 6502C microprocessor. Clock speed of 1.79 MHz
- o SPECIAL ATARI INTEGRATED CIRCUITS: GTIA (graphic display). POKEY (sound generator and controller ports). ANTIC (controls screen and input/output).
- o PROGRAMMING FEATURES: Built-in ATARI BASIC programming language. HELP key (provides additional information and menu screens). Software compatibility (works with programs designed for all ATARI Home Computers).
- o DISPLAY: 11 graphics modes. 256 colors (128 colors displayable at one time). Maximum 320 x 192 resolution in graphics modes. 5 text modes. Maximum text display is 40 columns x 24 lines.
- o SOUND: 4 independent sound voices. 3 1/2 octave range.
- o INPUT/OUTPUT: Software cartridge slot. Expansion connection (external processor bus for memory expansion and adding future peripherals). TV output. Monitor output. 2 controller ports. Serial I/O connector.
- o SPEECH SYNTHESIZER: Translates text to speech with unlimited vocabulary. Can be programmed directly to use phonemes.
- o TELECOMMUNICATIONS: Built-in direct-connect modem. 300 baud transmission rate.
 - (features and specifications subject to change)



UNLESS YOU ARE LIVING IN THE STONE AGE, YOU SHOULD BE ABLE TO GET THE ANSWER THE ABOVE REBUS EASILY.





**GLOSSARY OF
COMPUTER TERMS
HUMOR,
Author unknown**

Originally from the Hughes Aircraft
BBS in CA(?), via the ACORN Kernel,
7/88.

ABORT: When the bus is full, the
conductor shouts, "All abort!"

ABSOLUTE ERROR: to buy a computer.

ACCURACY: something impossible for
programmers to attain.

ADDER: The part of a cow that counts
how much milk is left.

ALGOL: What you sneak into the
punch at hacker parties to liven
them up.

ALGORITHM: An unsteady gait as the
result of drinking to much algol.

ALPHABETIC: A blood condition
resulting from the use of too many
acronyms.

AMBIGUITY ERROR: When something is
definitely wrong or maybe not.

ANSI: A hacker who can't sit
still.

ARRAY: Spontaneous exclamation by
a hacker when somethings works for a
change; rarely used.

AUTOMATIC CHECK: The one you write
every month to your software
supplier.

AUTO REPEAT: A key, which when held
down, when held down, when held
down.

BACKWARD RECOVERY: Reagonomics.

BANKS: Quiet, air conditioned
places where your salary is

automatically transferred to
peripheral salesman.

BAR CODE SCANNER: A bouncer who
checks the crowds for jackets and
ties.

BARREL PRINTER: The guy who writes
XXX on whiskey kegs.

BASIC: Something so "simple" you
need a computer to understand it.

BELL-LABS: Large black retrievers
that go "ding-a-ling" instead of
"bow-wow!"

BINARY: A little yellow bird that
waves instead of whistles.

BLOCK MOVES: What happens when a
hacker rents a house on the street.

BURST SPEED: The velocity at which
a hacker's ego pops when confronted
by a twelve-year old micro-kid.

BYTE: Short for "buy it". Refers to
how many peripherals you'll have to
buy
to support a computer, e.g., there
are 8 "buy it" and 16 "buy it"
computers.

CHAIN PRINTER: Someone who can't
give up printing.

COLD BOOT: What a programmer puts
on feet in winter.

CPS: Refers letter reader to
postscript.

DIRTY POWER: Rallying cry of
militant pigs.

DISK DRIVE: A popular address in
Cupertino.

TIPS

Here are a few tips that should help anyone learn to use a computer:

First you turn that jigger on the side and push on the hickey next to it. Then pull down on the little doodad, pressing the thing-a-ma-bob at the same time. Next, push down on the doo funny and the hickey-madoodle, holding the hootmanny until the whatyoumaycallit appears on the screen, and you will be hunk-dory.

It is possible that the computer may begin to ding and dong or fizz and spit. You may ignore it if it starts to pant and grate, hoot and toot or whistle and wheeze.

If at any time it begins to snarl and snort, hiss and yell or smoke and smell--- RUN FOR YOUR LIFE.

A QUOTABLE QUOTE

Doing business with out advertising is like winking at a girl in the dark---You know what you are doing but nobody else does...by a wise and prudent observer.

COMPUTER DOS

AND DON'TS

On balance, it is probably not the best use of your time to embrace the computer world with so much unbridled enthusiasm that good sense gets lost in the shuffle. If you really want to make the best use of computers as a time-saving tool, follow these do' and don'ts.

DO:

Use a computer to organize and store vital business information.

Use a computer to organize, store, and update address lists;

Use a computer to generate labels for large mailings;

Use a computer to edit and rewrite lengthy documents or reports;

Use the computer for E-mail if it facilitates your business;

Use the computer to create and store large amounts of data in an organized way;

Use the computer to generate multiple copies of documents that need to be customized (such as a different address on 50 copies of the same letter);

Use the computer for desktop publishing if it is necessary to your business or if it contributes to your hobbies; and

Use the computer to access reference information.

DON'T:

Underestimate the amount of time it will take you to get all of your papers and files computerized;

Give into information anxiety by calling up and printing more information than you really need;

Waste time entering trivia onto the computer;

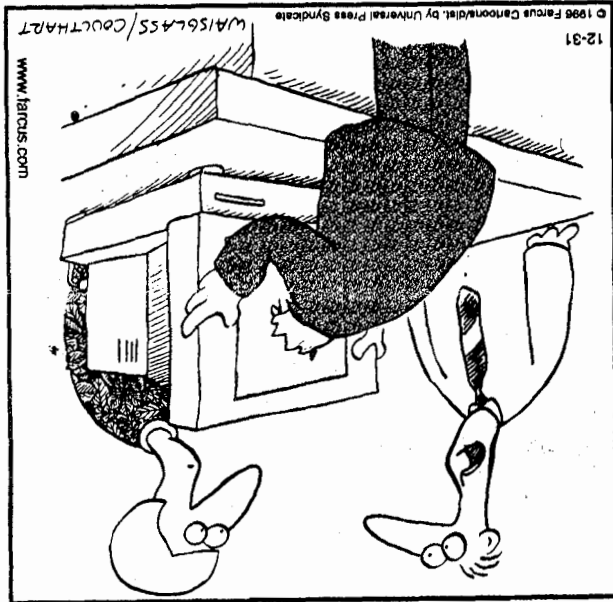
Buy games for the computer unless that's how you want to spend your leisure time;

Overdo by spending far more than necessary formatting and fiddling with various fonts;

Use the computer to compulsively edit and rewrite documents;

Allow yourself to waste more time than necessary futzing and tinkering with the computer and software! Automatically waste time (and money) buying and learning every new software package or computer component that comes down the pike unless you really need it; and Get addicted to communicating by computer particularly where your social life is concerned.

▶ FARCUS



"He lost his hard drive."

Frustration is when the same snow that covers the ski slopes makes the roads to them impassable.

Happiness is not at the end of the road; it is all along the road.

The shortest distant between two points is under construction.

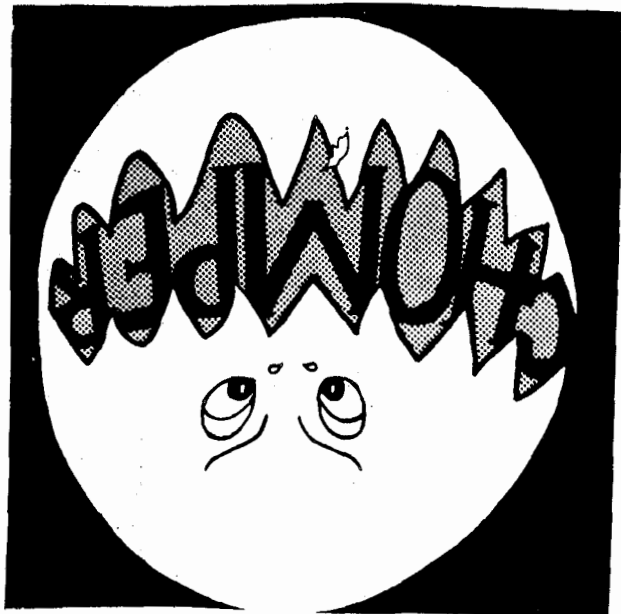
If you have something to say, to do or to write, do it today, for in life there is not always a second chance.

Days are like suitcases—all the same size—but some people are able to pack more into them than others.

The longer you keep your temper the more it will improve.

To keep friends—give them your candid opinion.

If at first you don't succeed, try reading the directions.



* BEGINNER'S COLUMN *

Synfile: The Only Database You'll Ever Need!

By: John W. Dashner (LYAUG)

Synfile is a powerful 8 bit database for storing and retrieving information. It was released by Synapse software and, later, acquired by Broderbund software.

On the original release, you could find a tutorial on the reverse side of the disk which was very helpful in getting you started with the setup of your own database. However, when the 130XE's were released, the tutorial was eliminated in favor of the XL/XE versions. If you used Synfile on the older 800's, you needed the translator disk to boot Synfile. Synfile is a complete menu driven program, with prompts at the top and bottom of the screen; this eliminates guessing.

Once you get acquainted with Synfile, you can do away with almost every other database, mailing list, reminder list, or collection/inventory program that you have.

Listed below are some of the files which you can custom make on your own:

- * MAILING LIST - Select your format and print out all or a selected group of labels.
- * HOME INVENTORY - Make this file any way you wish; list where hidden ID numbers are, values, etc. Print out the whole list or just one room, and have the values total up automatically.
- * COIN, STAMP, or any COLLECTIBLE - Set up fields to compute a selling price guide, based on present value entered; compute earnings ratios, etc.
- * MONTHLY MEETINGS OR REMINDERS - Print the month you want and the data you want on the printout.
- * LIABILITY/TAX - Track your monthly bills and income tax deductions; one printout at the end of the year will have your Income tax deductions ready for filing.
- * LIBRARY - Format your books, record albums, audio and video tapes, etc. any way you wish.
- * VEHICLE - Track you repair, service records, and expenses; a print out of this will tell you exactly what you spent on your vehicle from day one to present.
- * CATEGORIZE - Do this for icons or pictures to ease the search for certain ones (I even rate Musikfest performances by comparing past records from a printout and, then, I decide which acts I wish to see in the upcoming year).

This list is endless, but remember: by loading one program, you can access all the above and more, and just by pressing a few keys.

It's too bad you cannot put this on a hard disk; you wouldn't have to switch disks.

When you create a file, you are actually creating four different files:

- * TBL - Table file; a description of database form. Contains all the fields, formulas, etc.
- * CNF - Number of records, disks, index fields, current record number, etc.
- * IDX - Index data. You should name the fields, on which you are going to search, as index fields; it will search faster.
- * DXX - (XX = disk number). Actual data is stored in this file.

Synfile is compatible with Syncalc, Syntrend, and Atariwriter.

Once your database is set up, you can change or add fields without loosing or re-entering data. All you have to do is merge the old file into the new.

You can create subfiles by selecting desired records and storing them in the separate subfile. You can tell the program how you want the file to be printed and which records you want listed on that file. You can do a screen dump of a record as shown on the screen.

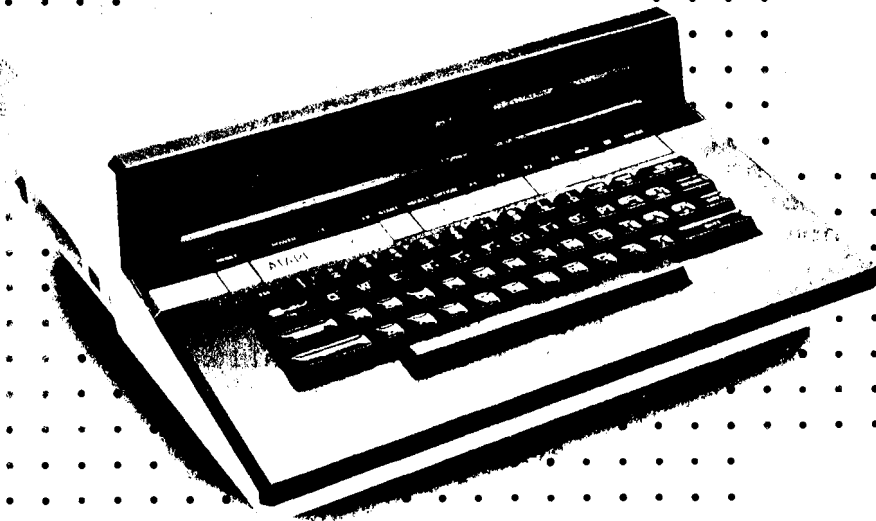
Once you have records stored in a file, make at least one backup copy of the file, in case you accidentally mess up the original; especially, while you are getting accustomed to the program and its options. And, make sure you close the file after each use or you may lose, or completely destroy the file. If a disk gets full, make sure you follow the instructions that appear on the screen or, again, you can lose all your data.

Synfile is capable of.....

- * Up to 66 fields per record.
- * Up to 16 disks per file.
- * Up to 16 sort files.
- * Up to 16 search fields.
- * Records per file are limited by Ram and Index length.
- * Form size - 80 characters x 21 lines including field names of up to 31 characters.

Hopefully, next issue, I'll be ready to do a review of SFP - a new Synfile utility program, recently released by Donald R. Seay. I must, first, get accustomed to using it, though.

Note: Atari is a trademark of Atari Corporation. Broderbund, Synapse, and Synfile+ are trademarks of Broderbund/Synapse. SFP is copyrighted by D. R. Seay.



The ATARI 1450XLD Home Computer offers all the features of the ATARI 1400XL—including a built-in direct-connect modem and a voice synthesizer—plus a built-in double-sided, dual-density disk drive, for all-in-one computer operation and program storage. The disk drive provides fast, efficient file storage and retrieval, in the body of a state-of-the-art computer.

o MEMORY: 64K RAM

24K ROM (operating system plus ATARI BASIC programming language)

o KEYBOARD: Full-stroke design. 66 keys, including HELP key, 4 special function keys and 4 programmable keys with 12 pre-programmed functions. International character set. 29 graphics keys.

o CPU: 6502C microprocessor. Clock speed of 1.79 MHz

o SPECIAL ATARI INTEGRATED CIRCUITS: GTIA (graphic display), POKEY (sound generator and controller ports), ANTIC (controls screen and input/output).

o PROGRAMMING FEATURES: Built-in ATARI BASIC programming language. HELP key (provides additional information and menu screens). Software compatibility (works with programs designed for all ATARI Home Computers).

o DISPLAY: 11 graphics modes. 256 colors (128 colors displayable at one time). Maximum 320 x 192 resolution in graphics modes. 5 text modes. Maximum text display is 40 columns x 24 lines.

o SOUND: 4 independent sound voices. 3 1/2 octave range.

o INPUT/OUTPUT: Software cartridge slot. Expansion connection (external processor bus for memory expansion and adding future peripherals). TV output. Monitor output. 2 controller ports. Serial I/O connector.

o DISK DRIVE: Built-in double-sided, dual-density slim line. 256K-byte storage capacity (per diskette)

o SPEECH SYNTHESIZER: Translates text to speech with unlimited vocabulary. Can be programmed directly to use phonemes.

o TELECOMMUNICATIONS: Built-in direct-connect modem. 300 baud transmission rate.

(features and specifications subject to change)

The World Inside The Computer



**MARCH
MEETING NOTES**

Meeting called to order and opened in due form by President Art Paolini Jr on March 6, 1997.

We were fortunate to have two visitors with us at tonight's meeting and they were as follows: Mark Glicksman of Brentwood NY who is the Vice-President of LIAU and is also the President of NEARUS. The other visitor was Pat Mulvey who is the President of LIAU. LIAU stands for the Long Island Atari Users Group. Pat Mulvey had brought along his magic plastic box which has a 130 XE keyboard on the lid which opens up and he has all kinds of computer components inside like disk drives and the 130XE works, your unmechanical editor cannot begin to describe everything that is inside this small plastic box, if someone else who was at the meeting wants to write an article on that clear plastic box and its contents I will gladly publish it in the newsletter and give you full credit for writing the article.

Motion was made and seconded to renominate the slate of Officers from 1996 for the year of 1997, motion carried. Further action will be taken at the April meeting on this matter.

VP Jon Modrosky showed us the brand spanking new still in the cartons Atari Calculators he had recently purchased thru his connections. Great interest was expressed in these items by other members present and we are sure that other members will also be purchasing these same items if they are still available, will wonders never cease as to what is available in the Atari line.

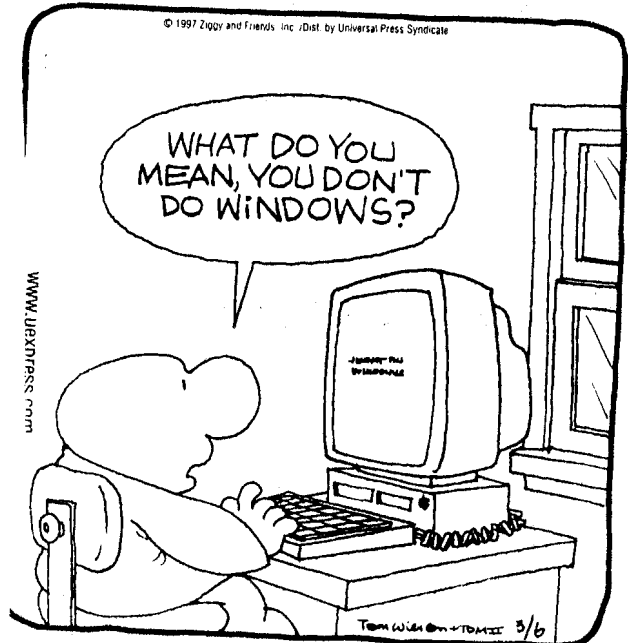
Art Paolini demoed a bunch of game cartridges that Jon had purchased when he bought the calculators and they were great, Art also demoed some games from the German Atari Club that we exchange newsletters with, they were also great games.

The Atari Navy now has seven ships or boats, with possibly one more vessel that could be added to the fleet in the near future. Stay tuned.

That is the extent of the Atari meeting notes for this time around.

Larry Tischbein
Secretary

ZIGGY



LEHIGH VALLEY ATARI
USERS GROUP

Post Office Box 796
Whitehall PA 18052-0796

OFFICERS AND COMMITTEE

MEMBERS OF LVAUG

Pres. Art Paolini Jr-610-266-5195
V.P. Jonathan Mordosky-610-261-1044
Treas. Richard Kohn-610-433-7643
Sec. Larry Tischbein-215-536-5737
Parliamentarian William Folsom
610-866-7418
Membership John Douglas-
610-866-7651
News Contact-Jonathan Mordosky-
610-261-1044
8-bit Librarian-Art Paolini Jr
610-266-5195
Newsletter-Larry Tischbein
215-536-5737

LEHIGH VALLEY ATARI USERS GROUP

Meets the first Thursday of every month at 7:30 P.M. at the
Lincoln Technical Institute
5151 Tilgham Street
Allentown, PA 18105

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FIRST CLASS MAIL

Lehigh Valley
Atari Users Group
P.O. Box 796
Whitehall, PA 18052-0796



ALGERIA

ABBUC
c/o Wolfgang Burger
Wieshen Beck 45
D-4352 Herten, Germany