

LIAUG Light House



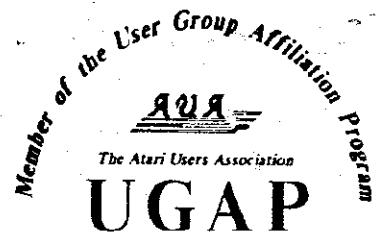
The Long Island Atari User Group

July 1991
Volume 7 No 7



Long Island Atari User Group

P.O. Box 92
Islip, NY 11751
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SUPER 3D PLOTTER II

By: R. Constan c 1985

★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN ANY CURRENTLY AVAILABLE 3D SYSTEM FOR ANY 8 BIT MACHINE. SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors: Enter your images via numeric data, or right on the screen with a joystick! Here are just some of the truly amazing features of this package.

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Directions to the library: *From the Long Island Expressway:* Take exit 58 North (Old Nicholas Road), continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 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 to the 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 turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork.

Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

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Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are \$20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Desk jet Plus.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

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If no answer call: (516) 221-2964 and leave a message.



XENOPHOBE from Micro-Style

by S. Kendrick (CDACE)

System Requirements: 520ST, color.

Ratings: On a scale of 1 to 10...

Graphics:.....	8
Sound:.....	7
User Interface:.....	6
Documentation:.....	5
Longevity:.....	5
Overall Rating:.....	7

"That's it! It's game over, man, game over!" — Pvt. Hudson,
"Aliens"

Xe'-no-phob(n): 1) One who has a deathly fear of anything alien.

Xenophobe is a translation of the Bally-Midway coin op arcade game. As in most arcade games, the objectives are pretty clear-cut: survive as long as possible....

"I need to know only one thing — where they are..." — Vasquez

Dramatis Personae

Upon booting, you are brought into the player selection mode, where you choose your on-screen counterpart. There are nine highly-detailed characters to select from: normal looking men and women to the more strange, such as the duck-headed Dr. Kwak.

Opposing the human player is a formidable gaggle of extraterrestrial beasts. Sprouting forth from green PODS are such things as armadillo-like ROLLERBABIES and leg-gnawing, parasitic CRITTERS. Poking out of crevices, acid-dripping TENTACLES emerge to menace the players. Slime-spitting SNOTTERPILLARS bound about recklessly, and lurking behind doorways is the fearsome FESTOR.

"This installation has a substantial dollar value attached to it" — Burke

Game Objectives

Your onscreen alter-ego is part of a mercenary team (The Exterminators) hired to disinfect several human space outposts, ships, and the like of an invading alien presence. To earn



your pay you must dispatch the unwelcome creepies before the outpost self-destructs. During your mission, you can also pick up belongings left behind: better weapons, items that increase your health, useful gadgets and miscellaneous objects that add to your score. Success brings a hefty bonus to your total; failure simply sends you along to the next encounter.

You must balance destroying aliens and grabbing objects against your ever-diminishing health; allowing it to drop to zero ends your game. Often it is better to self-destruct the base and forego the bonus if you find yourself in an untenable situation or want to skip ahead to the more challenging scenarios.

"I like to keep this handy — for close encounters..." — Hicks

Utensils of Mayhem

You start this game with the ubiquitous, low-powered PHASER.

Encountered in your travels are more powerful devices, such as the longer range LASER PISTOL, short range but devastating LIGHTNING RIFLE, and the unstoppable SMOKE GUN. Indispensable to the bounty-hunter are hand-lobbed BOMBS, the only weapon devastating enough to eliminate ROLLERBABIES when they curl up into a ball.

The Xenos are not without their tricks, however. Each alien has at least one distinct method of attack, causing your Health to drop if it hits you. CRITTERS favor creeping up and latching onto loose appendages, gnawing away Health until they are shaken off or shot. ROLLERBABIES transform into a nearly-invulnerable "bowling ball" that crashes into your Exterminator. TENTACLES grab at you and must be shot or avoided. SNOTTERPILLARS can kick your player over, as well as spit corrosive green slime. FESTOR is the most fearsome opponent. It can spring out and trap your player with a mind-scrambling Brain Beam, as well as hurl PODS at the unwary.

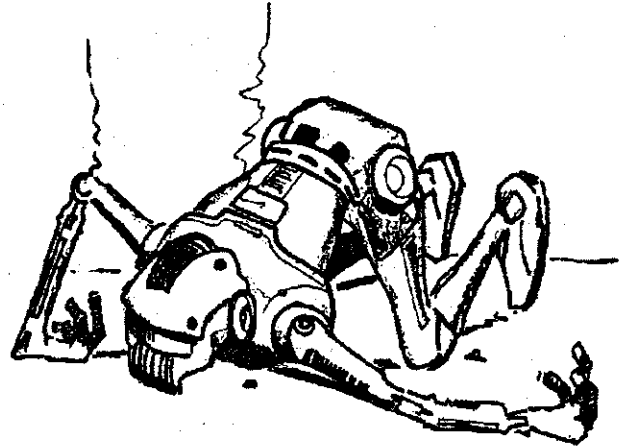
Also endangering your player are various non-living hazards such as automated sentries, force fields and open shafts and pits. Some of these can be deactivated or avoided, but of course the Xenos won't provide much leisure time to decide....

"I got a bad feeling about this drop" — Frost

Gameplay

If you have played the coin-op version of Xenophobe, you have noticed many similarities in my description so far. The reason is simple — the home version is almost identical to the arcade game. The graphics (especially the animation of the monsters and your character) are very close to coin-op quality, and the sounds are just as annoyingly raucous as the real thing. The levels that you must explore are identical in both layout and rendering as far as I have gotten into the game (nearly the end). Two-player support is excellent, providing two separate displays on a split screen for each player's location (again, just like the arcade). Joystick control is responsive and usable, only marred by the need to use the keyboard to throw bombs. You will need two joysticks to support two-player mode. There is no support for three players, as most home computers don't have three joystickports (or three of anything, for that matter), but this is a minor quibble.

This similarity also happens to be the game's shortcoming. The locations of rooms and items are identical to the arcade incarnation, and never change from play session to play session, lessening the challenge of discovery and exploration after repeated play. The game pace is a bit too fast for my liking, even at beginner level — the monsters just keep coming, in droves, making it hard to use your items or explore

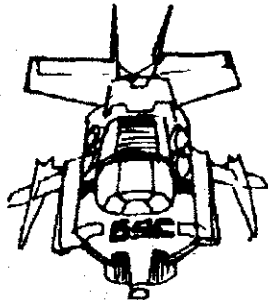


very thoroughly, earning this game five "sore thumbs" for extreme firebutton abuse. Xenophobe was new and different when it was first released, but almost three years later it is showing some signs of age. Had this title been released a year or two ago it would be a classic, but now it is more mundane. It also seems somewhat lacking of "depth" — proficient joystick jockeys might exhaust the program's possibilities in a short time; less skilled players might find a longer lasting challenge.

Whether you buy this one is based upon your personal preference. It is an arcade style game with an adventure/problem-solving twist, so don't look here for any brain-busting puzzles. If you have poured quarters into the arcade machine don't expect anything new here either. But, if you like arcade quality graphics and gameplay and don't frequent arcades, or just can't get enough of the game, Xenophobe is as faithful a conversion as one could hope for (minus the quarter slot).

If this sounds like your cup of green slime, I heartily recommend Xenophobe and a pair of industrial-strength joysticks.

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Bobterm Version 1.21

By Jim Harris (LIAUG)

Quality programming is rapidly becoming an endangered species. Most programs you see today are hastily thrown together, poorly designed excuses for what is called a program. Shoddy programming, coupled with inadequate error checking, makes using many programs a risky venture.

Not long ago, I made the move from 300 baud, and 1030 Express1, to 1200, and then 2400 baud. All the terminal programs that I tried were disappointing. They were cranky, glitchy, or difficult to work with at the higher baud rates. Uploads and downloads were questionable at best, and simple "captures" were all but impossible. I was going CRAZY!

I tried different interfaces. I tried different cables. I tried different phone lines. I tried different computer consoles. I tried different modems. I even had the phone company out to check the line! (at my own expense...)

Finally somebody let me in on a secret: at the higher baud rates, (2400 and above), most terminal programs were losers. They just couldn't handle the speed. His suggestion? Download a REAL terminal program: Bobterm.

I downloaded Bobterm, and unarced it. (Hint: when you un-arc Bobterm, unarc it to a clean disk. There's a lot of stuff in that file!) In the arced file you will find the main program itself, (BOBTERM.COM). There's a number of specialized handlers for things like the 835/1030, XF212, MPP, XEP80, and perhaps a few others that I don't remember.

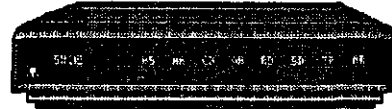
There is also a large .DOC file, which you should copy to your printer.

Bobterm is a lot like air-conditioning, or cruise control. If you've never had it, you don't miss it, but once you've HAD it, you are not satisfied with anything else!



The Atari SX-212 1200 baud modem:

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- fully Hayes compatible.
- full LED complement.
- direct connect (2 pin)
- 110 port for 8-bit Atari computers.
- 25-pin port allows connection to Atari 212 pin, or any computer equipped with external volume control.



Power without the price.

I can hear you saying, "What's this guy talking about? You've seen one terminal program, you've seen 'em all!" Not so. Fair Warning! Bobterm will RUIN you for any other terminal program.

Bobterm, for one, is SMALLER, than just about every other full-featured terminal program that I've seen. Admittedly, it does take up more room than the Telelink-1 cartridge that I've been using, but that really doesn't count!

Bobterm has features that many programs haven't even heard of yet. Example: Most programs require you to configure them. You have to go through a process where you tell it how you want it to do things. Bobterm handles the configuration step very simply; as you move from section to section,

Bobterm provides simple menus of choices. As you make each choice, Bobterm "remembers" these choices. After you have finished using the program, you can SAVE all the choices you've made to a configuration file, that Bobterm loads in automatically the next time you boot it up.

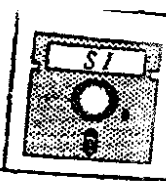
One of Bobterm's advantages, or disadvantages, is it is well documented. (The .DOC files, including the UPDATE.DOC and READ.ME files, total 25 pages!) Despite the length of the doc's, they are clear, concise, and well written.

Bobterm has a great many features, but one of its great advantages is that you don't have to be familiar with all the features to use Bobterm. You learn as much of it as you need at the time, and then learn more about it as your needs grow.

One of the features that Bobterm supports is the "on line macro". These are pre-defined character strings that you program into Bobterm. Other programs allow macros, but they are limited in length, and there are usually only two or three of them available. Bobterm supports THREE different sets of macros. There are EIGHT "large" (31 character) macros, another EIGHT "small" macros of a measly 15 characters, (!!), and a special set of FIVE one-character macros that you can control with a joystick! All of these macros (except the joystick macros), can be chained together, allowing you to create macros of almost unlimited length.



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DRAG

Guide intrepid Drag the Frog past deadly mines, exploding bombs, & falling rocks in a treacherous underground lair, to collect diamonds before his air runs out! 50 screens of Boulderdash-type arcade action.

SOGON

Navigate your sturdy forklift around the 50 barrier-filled floors of a skyscraper to relocate large crates one at a time to waiting storage bays. Once you've moved a crate to any perimeter-wall or partition, you can't pull it back! Devious chess-like strategy; vital backup-one-move function.

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Help Zebu engineer the escape of his 3 brothers from a 50-level labyrinthine world of revolving doors and blocked passageways (move wall-segments aside to reveal exits)!

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As the last Star Warrior of Xyros, you must track the evil Tindalos to his underground dungeon and engage in mortal combat! Find special weaponry to survive never-before-seen dangers on 4 Worlds comprising 140 screens; invaluable stop/continue mode. Extensive Manual is packed full of maps & tips. Enhanced density disk.

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Bobterm supports more transfer protocols than most people have even heard of. Some of these are: X-modem, X-modem CRC, 1K X-modem, True (batch) Y-modem, F-modem for FoReM BBS's, and a special fast CIS (compuserve) X-modem protocol.

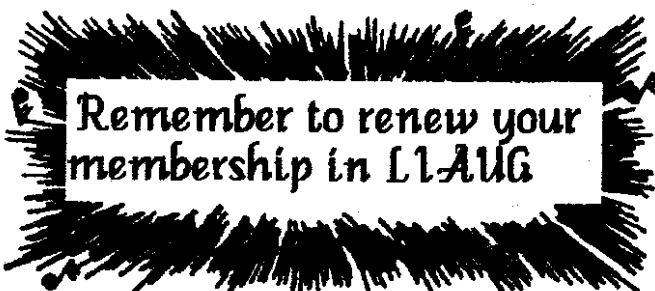
Bobterm is very "user friendly" In many cases, if you make a poor choice, or choose something wrongly, Bobterm can figure this out, and adapt itself to the choice you should have made. Say you are downloading from a BBS that only supports standard X-modem, and you (accidentally) select Y-modem (batch) as the download protocol. Most terminal programs would either destroy the transfer, or worse, lock up. Bobterm can detect what the BBS's computer is trying to do, and it will automatically adapt to it.

This brings up another "feature" of Bobterm. It is almost totally bullet-proof. I have successfully crashed Bobterm, but I had to have a drastic hardware failure to do it! Bobterm is probably the most totally crash-proof program that I've ever seen.

Another feature. Bobterm will run under almost every operating system and DOS combination you might ever think of. This includes everything from Atari DOS 2.0, to the infamous Sparta-X cartridge. Special modules are included to take advantage of special features that these DOSes might have. (and again, don't worry, if you load in the wrong one, Bobterm will know, and keep you from clobbering it.)

Bobterm can do intelligent captures to disk, at full speed. (and full speed for Bobterm is 19.2k baud, with an MIO) I could write another five pages describing Bobterm, and not even scratch the surface. The best idea would be for you to unarc Bobterm, print out the docs, and see for yourself.

I'll warn you again, once you've used Bobterm, you'll never be satisfied with anyone else's program!



Remember to renew your
membership in LIAUG

ATARI 8-BIT OWNERS UPDATE

Review and Commentary by Don LeBow

One of the most popular terminal programs for the 8 bit has undergone a major revision. Yup, the Ubiquitous Bob Puff has released BobTerm v1.20! Lot's of good news.

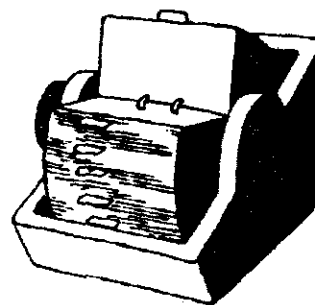
First, and most important, all program bugs that Bob knows about have been tracked down and squashed. This includes various problems with protocols (including Fmodem on FOREM boards), MIO lockups, COPY to E:, capture buffer filenames, etc. (Thanks, Bob!)

But of curse, there have to be some NEW goodies! Here's the Official Enhancements List from Bob...

BobTerm v1.20

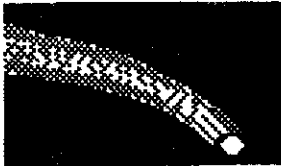
- ✓ The non-batch receive protocols are self-adapting, in that they will automatically adjust to the SENDER's protocol (if you select a CRC protocol).
- ✓ Protocol sends are slightly faster.
- ✓ The FAST CIS XMODEM receive protocol now supports 1k block sizes! I suggest you use the 1k block sizes (by specifying the protocol to CompuServe with PRO:X1K), as it causes the data stream to be continuous.
- ✓ In the batch file selection area, pressing "A" at a file query will mark ALL the rest of the files in the directory mask you have entered. This saves having to hold "Y" for all the entries.
- ✓ SEPARATE default pathnames are stored in the config file for upload, download, and capture. This saves having to type the path all the time.
- ✓ SEPARATE upload and download default protocols are saved in the config file.
- ✓ Spaces are inserted between successive RETURN characters in ASCII Sends, so your formatting will be preserved in message editors that normally 'eat' the blank lines.
- ✓ Fine Scrolling is now available. Use Shift Control S to toggle. Status saved in the config file.
- ✓ The Word Wrap flag is now saved in the config file.
- ✓ PARITY is now supported. Use VT-52E for Even, VT-52O for Odd, and ASCII for No parity. Vidtex has not been eliminated; use VT-52O for CIS Vidtex emulation.

- ✓ The VT-52 emulation is more compatible with VT-100, ANSI, and a few other emulation modes. It does not support the entire VT-100 command set, but its better than it was before.
- ✓ The timer/clock will keep the proper time on 50Hz PAL systems.
- ✓ Internal BASIC is automatically disabled for all DOSes. This took some serious probing into SpartaDOS to make work. Also, OSS carts are also disabled under all DOSes except Sparta.
- ✓ The Dialer's Print List option has been removed, and the buffer size has been decreased by 256 bytes. This had to be done to make room for the new features. If you wish to make a hardcopy of your dialing list, you may use an older version of the term for this. The dialing list format is the same.
- ✓ The Capture buffer may now be Viewed before it is saved. The View function is accessed by the [C] command from the main term menu.
- ✓ The TONE/PULSE selection was moved from the main menu to the dialer, where it was actually used.
- ✓ The modem's result messages returned when using the dialer are now displayed. (BUSY, NO DIALTONE, etc...)
- ✓ The dialer now depends upon the modem's result codes rather than the carrier detect signal, and so should work with just about any Hayes-compatible modem, regardless of configuration (the messages have to be returned in verbal as opposed to numeric).



- ✓ The dialer now has an option of sending the first macro upon connection. This can be used for automatic logons. I suggest adding one or two Control Ps in the beginning of the first macro to account for the time needed for the other modem to properly connect.
- ✓ The Long Distance code feature now supports the ability to embed the BBS number within the LDX code. See the main documentation for information.
- ✓ When a DOS function is completed, you are returned back to the DOS Functions menu.
- ✓ The DOS Functions have been assigned letters instead of numbers, the letters corresponding to the same ones used by DOS 2.x. This should make operation friendlier and easier.
- ✓ The Command Processor interface for SpartaDOS now has a feel much more like the real DOS.
- ✓ The ability to copy a single file is now available in the DOS functions!
- ✓ The Atari 850 Interface handler is loaded every time; you don't have to power it down prior to coldstarting.
- ✓ Any handler BobTerm loads will be unlinked when the term is exited. This should prevent random lockups that happened with various DOS and handler combinations. Note: it is recommended you use the [Q]uit command to exit the term, rather than pressing RESET.
- ✓ The Control I function to start/stop printing may now be used in the View a file, View capture buffer, and command processor interface functions.
- ✓ The macro processor has been enhanced with two new functions:
 - Control D will cause a 1/2 second delay. This is useful for generating the HHH sequence for logging on to GENIE.
 - Control N in a macro will cause it to link to the next macro. Thus, you are no longer limited to 31 characters in a macro! Note that neither the Control N nor the RETURN that follows it will be sent.

Online 24 hours



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Dedicated to astronomy and related subjects.

- ✓ The curly brace characters in the Ascii character set are translated to Control A and Control D characters (for open and close). The braces may be sent by pressing the same keys.
- ✓ The chat buffer may now be sent without a RETURN at the end. Type an ESC prior to hitting RETURN.
- ✓ The \$7F character in the Ascii character set is now ignored. This serves no useful function, and caused problems on GENie.
- ✓ Attract mode is disabled while the dialer is busy dialing numbers.
- ✓ The messages on the top status line have been enhanced.
- ✓ The term screen is displayed while using a transfer protocol. It was found that BobTerm could keep up with 19200 Baud transfers with the screen fully on; so the top three lines indicate the transfer status, and the rest of the screen displays the term screen. Note that any bad bytes received while in the transfer are sent to the term screen, so if you start a transfer while the other side is still sending, you will be able to see the incoming data.

As a Beta tester, and fellow SYSOP with Bob on CompuServe, you may consider me a Not Exactly Impartial Voice, ok? But I have to point out a couple of the new features I like the best.

SDX (and MIO) compatibility is SUPERB! (I know, because I kept sending him mail whining about problems with both ... which were all solved ... heh) This is, hands down, the best 'application' CLI I've seen for SDX.

The new user defined 'defaults' for different functions (Upload, Download, and Capture) are GREAT time savers! May be just me, but I use different drives for uploading and downloading (one aspect of 'safe computing') ... as well as finding most of my uploads are ASCII sends from the MIO, while downloads are always FAST XMODEM to XL ramdisk. The time spent NOT having to retype pathnames and protocol selections every time is a major convenience.

The CIS FAST XMODEM, using XIK, does the fastest downloads I've seen!

The View buffer addition helps a lot. Bob's thinking about adding an EDITABLE buffer next time out, according to the docs. Wouldn't THAT be nice!

Along with the great features already in place in the older version, bottom line is that every 8-bit modemer owes it to themselves to give BobTerm a trial run. On CompuServe, the file can be found in LIB 1 .. BOBTRM.ARC

Z*Net Atari Online Magazine MAY 4, 1990 Issue #518

Write it Right, Right?, Right!

A review of GramSlam from Phil Comeau Software

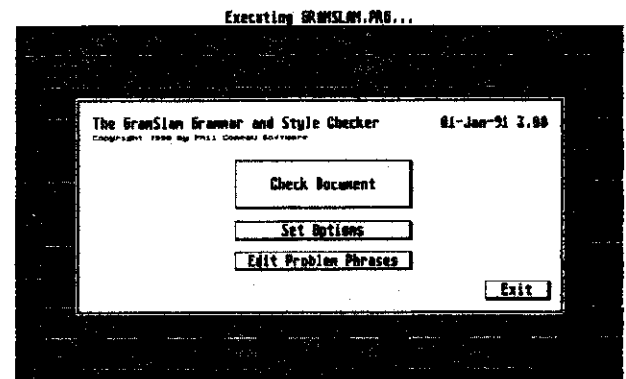
by Bill Pike (PAC)

When I began writing reviews I was just having fun passing on what I learned both the good and bad points of programs and systems. I consistently used a spelling checker and I thought if all the spelling was correct I couldn't be far wrong. As I continued, I had more than a few critical comments about my murdering the "King's English" (sometimes by slow torture) by my friends and others. I found the need, read that necessity, of improving my grammar. If I was using an Itty Bitty Machine (IBM for the uninitiated) several programs would be available to check grammar, at a cost of from \$75 to \$250. However, not using an IBM emulator, the option was not open to me.

To make a long story shorter. About a year-and-a-half ago I found a demo version of a program called GramSlam. I tried the program and it was just what I needed, and the cost was right.

Needless to say I ordered the full working version within a few days. Version 1.0 was awkward to work with but it did the job. The program is now at version 3.0 and works very well indeed.

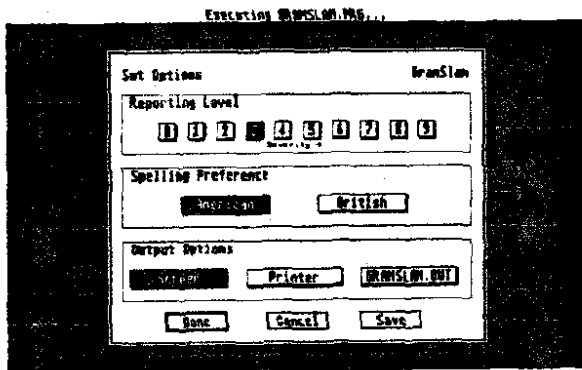
GramSlam checks for 1,200 abuses of the English language. I am now using it consistently for all my writing. Yes, I really purchased a program before I wrote the review. There is a demo version of GramSlam version 3.0 on 'Compuspend' for those who wish to look before buying. I have nothing but praise for the companies providing this option of try before you buy instead of sticking you with a program which doesn't do what you wanted. ☞



Enough of the background! The cost of the program is \$34.95 plus \$3.00 shipping from Phil Comeau Software, 43 Rueter Street, Nepean, Ontario, Canada K2J3Z9.

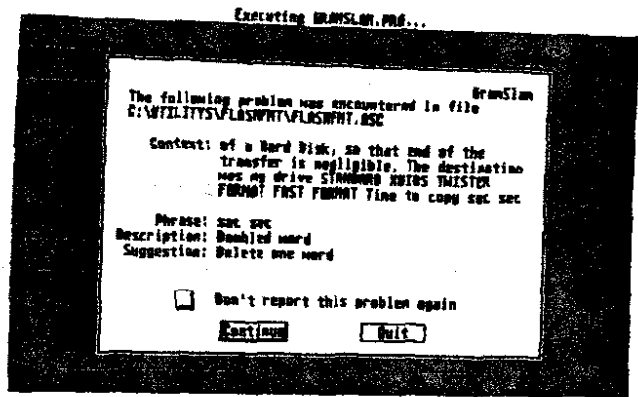
GramSlam is a Grammar and Style Checker. This program compares words and phrases in a document with a listing of possible errors. The listing has been compiled by Phil Comeau from nine, college level and beyond, books of grammar and style. The program will also check for variations between American and English language spellings. Yes, you can add your own pet phrases to the program if you wish.

Some of the features are: It works on any Atari 16 bit compatible computer - medium and hi resolution are supported; It can be run as a accessory or from the desktop; multi-levels of checking from Brooklyn to formal London are supported; the program works with any text editor/word processor which can output an ASCII file. A readability index (FOG index, years of schooling needed to understand the document) is shown after the check is complete along with the statistics about the document. Yes, It does check for double words Clifi. GramSlam can be run as an application or an accessory..



GramSlam can output to the screen, a printer, and/or a disk file all at the same time. You are shown the problem it has found, the context surrounding the problem, and a suggested correction. The program is a bit dumb, it just looks for words and phrases so some suggestions should be taken with a grain of salt. I suggest saving the file to disk along with the screen display. This allows you to open a second window in your word processor/text editor containing the file of problems next to the original document.

The manual for the program is well written, and covers just about everything you could wish. However, it doesn't cover how to install the program on a Hard-Disk. Oops. Oh well, we can't be perfect. Just copy all the files to a folder anywhere on the disk. How about in the folder with your word processor?



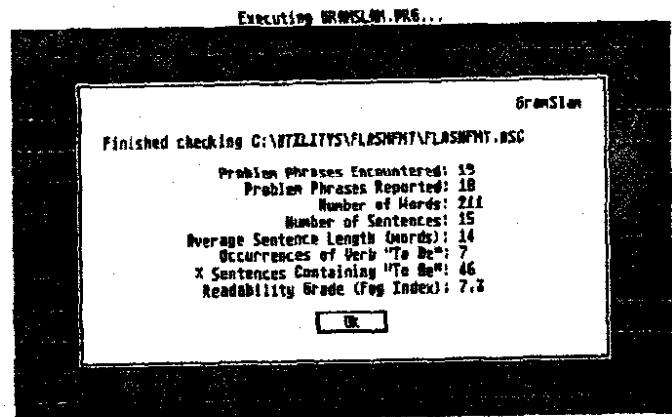
There is a discussion of how GramSlam works and its limitations. A section shows examples of errors along with the level assigned to each type of error, to give you an idea of just what the program is reporting. The reporting environment is discussed and examples are given. You are shown how to edit (add) your own pet errors for the program to find. There is also a discussion of how to interpret the information the Document Statistics Section, shown at the completion of the check, shows.

There is only one bad point I can find with the program: it only works well with ASCII files. Non-ASCII .DOC files can be checked but the program does get confused. Why it is suggested to install the program as a Accessory I don't know. Why is it necessary to install it as a Application (do you wish to check every file with a particular extension)? Just run GramSlam as a program. I suggest saving your document in .DOC format first, (it is much easier to make corrections later) then saving the ASCII file for checking by GramSlam.

GramSlam 3.0

\$34.95 plus \$3.00 shipping

Phil Comeau Software 43 Rueter Street Nepean, Ontario Canada K2J3Z9



From Freedom's Frontier or Will the Wall Come Tumbling Down?

Views from a European Correspondent

by Jim Cox (P3ACE)

Atari Alive and Well in Europe

I've been tracking Atari's effort to market their computers behind the Iron Curtain. There's no way I could have anticipated the recent political developments, though perhaps Atari did — though I doubt seriously they had more in mind than profits. Clearly, however, they were on the leading edge of a market which will only grow in the months and years ahead as Eastern Europe opens to Western economics. Whatever Atari's motives, their move was a prescient one!

The Portfolio in Europe

Just a week ago I first saw the Atari Portfolio in the possession of a very proud and pleased owner. He quickly showed another interested observer and me the memory card with 256K, the small, but adequate fold up liquid crystal display and the automatic shutoff feature.

One surprising thing was that the machine was even smaller than I had pictured it. But even more surprising was the owner, a three star general officer. He had the Portfolio at a commander's conference he sponsored. He used it for keeping his calendar, tracking attendees, insuring the conference was on its time line and for taking a few notes.

A couple weeks later, I had occasion to encounter him in the hallway of his headquarters. He asked me by his office on a duty related subject, but the discussion briefly turned to the Portfolio since we were to discuss a future event, a conference of sorts a few weeks into the new year.

To my amazement, his entire calendar was loaded into the Portfolio well into 1990. He demonstrated a search by date, subject and keyword. Everything was broken down by hour in an established format. He also showed us his traveling checklist, the file card type file-and-search feature and the clarity of the display. Fortunately, he speaks German well, because the entire operating system is in "Deutsche."

The memory card, the "gold card" memory cartridges the size and shape of a credit card, provide superb storage for programs as well as data. They contain a lithium battery with about a year of life. But the cards are not cheap. My source indicated about DM 1500 (about \$835) bought the

Portfolio, the memory card and the cables to drive a printer and permit data exchange with a PC compatible. He also found rechargeable batteries did not work as well for his applications as did the alkaline type. But he uses his all the time, literally, and he probably was not discharging the batteries prior to recharging, a sure fire technique for keeping the nicad battery life at a more reasonable level.

The keyboard, contrary to what one might think, was easy to type on and actually works for word processing, though it is a little harder for those of us with fat or inaccurate fingers. All in all, quite a machine.

A MiniDrive in 3-1/2 Inch Format

Do you need a half-height low voltage and wattage disk drive for your ST? One you might be able to operate on batteries? One that will give you 3-1/2 inch format double density storage for your 16-bit machine? Maybe there is a German-made unit that will do the job for you. The cost is less than \$200 with cable and 220 volt power supply. But the requirement is for only 5 volts at low watts so operating using available U.S. power supplies or modifying for batteries should not be tough for the hobbyist. The only caution relates to availability and service, but the unit is so compact and simple that it is sure to operate for a good long time.

520 and 1040STs on Sale

The German versions of these two Atari standards are now being sold on sale in the small town where I live — it has the best computer store I have seen in Germany so far. They were selling the baseline 520ST German model for DM 399 (about \$225), the same with disk drive for DM 499 (\$277) and the 1040ST with monitor for DM 998 (about \$550). The best price I've seen on a U.S. model was \$699 for the 520ST with drive and color monitor and \$799 for the 1040ST in the same configuration. Unfortunately, these U.S. versions sold out fast and the German models use a European keyboard and a system which is not totally compatible with U.S. models and NTSC TV systems. Some US produced software is also incompatible!

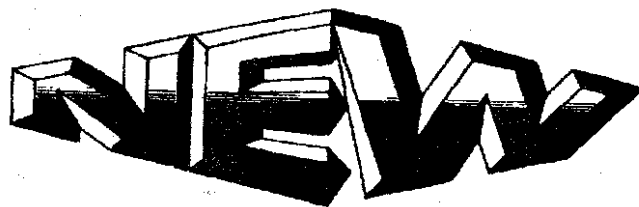
Take care and great Atari computing!

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Feb 2	Aug 3
Mar 2	Sept 7
Apr 6	Oct 5
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June 1	Dec 7



★ 16 bit Public Domain and Shareware software ★

Check with the ST Librarian for new PD and Shareware programs in the club library.

ANNOUNCING

★ 8bit Public Domain Disks ★

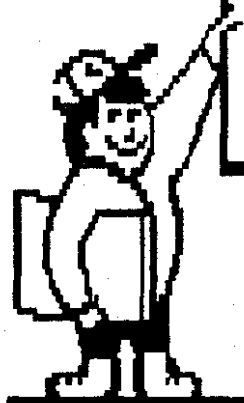
Please see our 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

Check with our 8-bit librarian for new PD disks in the club library.

EXTRA

Check it out:
8 bit disks \$2.00

16 bit disks \$3.00



ATARI (®) COMPUTER ANNOUNCES 1040STE (™) A HOME COMPUTER FOR THE ENTIRE FAMILY

LAS VEGAS, NV (November 12, 1990) — Responding to the demands of the growing home computer market, Atari Computer has introduced the 1040STE, an enhanced configuration of the company's popular 1040ST (™) computer.

In making the announcement, Sam Tramiel, Atari Corporation CEO, said that the new system, which is compatible with thousands of existing ST (™) software packages, was designed to provide the serious home computer user and small business professional with the powerful tools necessary for organizing records, writing reports, budgeting, preparing tax information, formulating spreadsheets, doing school work, handling business projects and thousands of other computing tasks.

New features on the 1040STE also make it the "dream machine" for the creative computer user. An extended color palette, hardware scrolling and digital stereo sound turn the 1040STE into a state-of-the-art audio/video entertainment experience.

"The 1040STE was designed to provide home computer users with everything they could want, at a price they can afford," said Tramiel. "From database management to desktop publishing and music applications, the 1040STE meets the needs of the entire family."

The 1040STE, which has 1 MB of on-board RAM, utilizes a Motorola 68000 microprocessor and operates at a full 8 MHz. Users can display up to 16 colors from an expanded palette of 4,096 colors at resolutions of 320 x 200 or 640 x 200 with a color monitor. With a monochrome monitor, the resolution is 640 x 400.

The latest TOS operating system resides in the 1040STE's ROM for enhanced disk access support, improved memory management and improved user interfacing. And an improved graphics interface provides easy-to-understand icons, so even beginners can use the system.

While a 3.5-inch 720K floppy is standard on the 1040STE, users have the option of adding a second floppy and a hard drive. For custom applications, capabilities, the system includes a MIDI port, as well as the other standard ST I/O

ports for a parallel printer, modem, hard disk and mouse. In addition, standard stereo output jacks and enhanced game controller ports are included. The system's 94-key keyboard, including 10 function keys, also comes standard.

The 1040STE retails for less than \$700 and is available through authorized Atari dealers.

For more information on the 1040STE or any Atari Computer system, contact Greg Pratt, General Manager, Atari Computer, 1196 Borregas Avenue, Sunnyvale, CA 94088; (408) 745-2000, FAX (408) 745-2088.

Atari is a registered trademark; ST, 1040ST and 1040STE are trademarks of Atari Corporation (AMEX:ATC)

ATARI 1040STE SPECIFICATIONS

Architecture

- CPU Motorola 68000 running 8MHz
- Bus 16-bit external; 32-bit internal; 24-bit address
- RAM: Internally expandable to 4MB; Standard 1MB
- ROM: 256KB; 128KB external
- Supports external GENLOCK
- BLITTER graphics co-processor chip
- Digital Stereo Sound

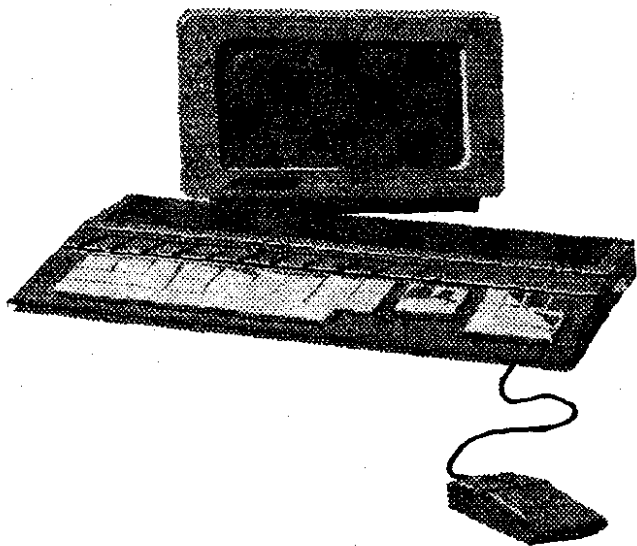
Keyboard

- Standard QWERTY typewriter format
- Low profile, sculptured ergonomic design
- 94 keys: 10 function keys
- Separate numeric and cursor keys
- Keyboard processor to reduce CPU overhead



Operating System

- TOS with GEM graphical operating environment
- Automatic boot—resides in ROM
- Hierarchical filing with sub-directories and path names
- User interface via GEM and mouse, with self-explanatory command functions
- Interface includes icons, multi-windowing, and pull-down menus
- GEM virtual device interface



Input/Output Ports

- All ports built-in
- MIDI port
- Audio out: 2 x RCA jacks for left and right channels
- Connector for color and monochrome monitor
- Modem/RS232C serial port
- Parallel printer port (8-bit parallel)
- External floppy disk drive port
- External DMA port for hard disk, CD-ROM, and laser printer
- Mouse/Joystick connector
- Controller/joystick/light gun ports: 2x 15-pin high-density D connectors
- Cartridge port (128KB capacity)
- Built-in RF modulator for connection to TV and VCR

A-T-A-R-I

Answers Tips and Relevant Information, May 1990

Paul Alhart (AFED)

This being my first "serious" column since The Atari Federation teamed up with AIM, here is a little background for all my new AIM readers. A-T-A-R-I is almost three years old now. It pretty much covers whatever I want to talk about with a heavy slant toward the 8-bit folk. Your questions and comments, however, are always welcome.

Back about 1984 I bought an Atari 1200XL for my daughter. Having worked several years as an Electronics Technician in the Aerospace industry I was already well acquainted with the hardware aspects of computers. I was also acquainted with the group down the hall that were known as PROGRAMMERS. In my book, programmers were a strange sort. Sure, they talked funny and their hair was always a mess, but coming to work in T-shirts, faded jeans and shower clogs was too much for me to handle. I made up my mind to NEVER become a programmer.

Needless to say, that lasted about a week. After typing in a couple short programs, I was hooked. I wanted to do more. Much more. But working with mainframes all day didn't give me much insight into my Atari. The IBM didn't have Player Missile Graphics. The DEC didn't use Display List Interrupts.

What to do? I decided to hit the books.

There has been a lot written for and about the Atari computer, and I have a good percentage of it in my personal library. The writings that helped me the most with getting to know my Atari in those early days were gleaned from Byte magazine. Byte magazine? Today Byte treats Atari as if it were a four letter word. Not so back in 1981. Starting in September 1981, Byte ran a 10 part series called "The Atari Tutorial." Many of the tutorials were written by Chris Crawford while he was working at Atari and were based on the now famous Atari book "De Re Atari." The tutorials go much further than De Re Atari did. Besides being much easier to understand by the novice, each tutorial gives practical examples laced with simple type in programs in both Basic and Assembly.

For anyone new to Atari, or you seasoned Hacks that want to know even more about what makes your Atari tick, these writings are a MUST HAVE. Check out your local library to see if they have back issues of Byte. It will be worth the effort.

NOTE: For all my local readers. The Air Force run Tech

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Continued from Page 12

Library in building 7015 here on Vandenberg AFB has all these issues and more on microfilm. You can get a hard copy of these articles just for the asking.

Following is a list of the tutorials and other articles of interest that were published in Byte magazine in the early 80s.

- September 1981 Part 1: The Display List
- October 1981 Part 2: Graphics Indirection
- November 1981 Part 3: Player-Missile Graphics
- December 1981 Part 4: Display-List Interrupts
- January 1982 Part 5: Scrolling
- February 1892 Part 6: Atari BASIC
- March 1982 Part 7: Sound
- April 1982 Part 8: Generating Sound with Software
- May 1982 Part 9: Even More Color
- June 1982 Part 10 Ergonomics
- Also check out:
- January 1980 Indirect Addressing for the 6502
- January 1981 An Introduction to Atari Graphics
- November 1982 Computer Animation with Color Registers

If you know of any other obscure writings that you feel the rest of us Atarians should know about, let me know and I will pass the word in a future column of A-T-A-R-I. Write me at:

A-T-A-R-I Paul Alhart 524 North Zee St. Lompoc, CA 93436

NOTICE: This article originally appeared in the May, 1990 issue of Atari Interface Magazine.

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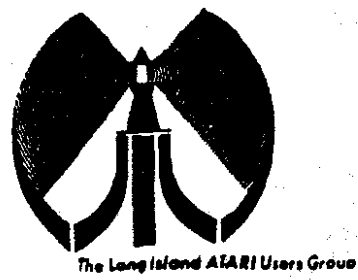
Mon - Sat 10 - 6



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✓	GE sm - Amityville 789-2450 East Hampton 324-5002 Mineola 294-9170 Port Jefferson 473-5331
✓	Compuserve ^(R) - Hicksville 932-1470 Ronkonkoma 981-0880 981-1120



Long Island Atari User Group

To apply for (SUG) 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 User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is \$20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: _____ Last name: _____

Address _____

City: _____ State: _____ Zip: _____

Phone # _____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: _____ K Cassette: _____ Disk drives _____

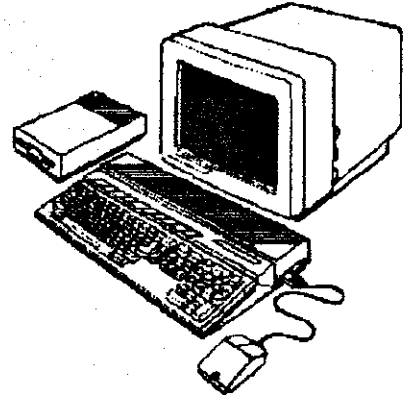
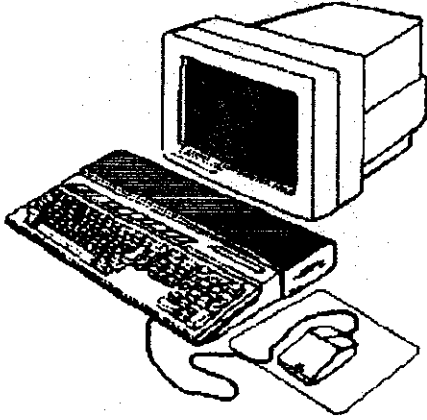
Modem: _____ Interface: _____ Printer: _____

Other: _____

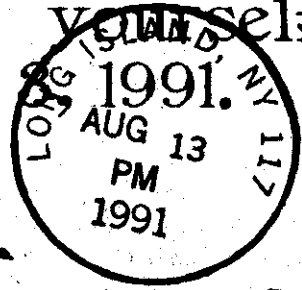
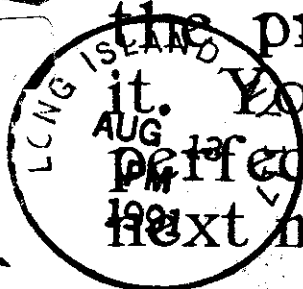
What languages are you familiar with? _____

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

For Long use only: Rec'd _____ Amt: _____ Cr. _____ TTL: _____ / _____ Card Y/N ML Y/n Mail / BBS / Meet



Did you get a computer for Father's Day; Mother's Day? If so, why not join other computer users and share the problems and pleasures of using it. You didn't get one? Now is the perfect time to treat yourself. Our next meeting is August 1991.



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First Class Mail