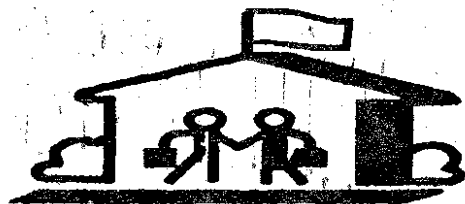
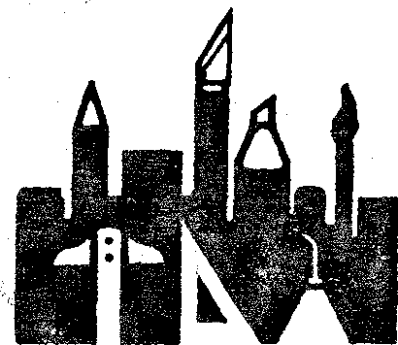
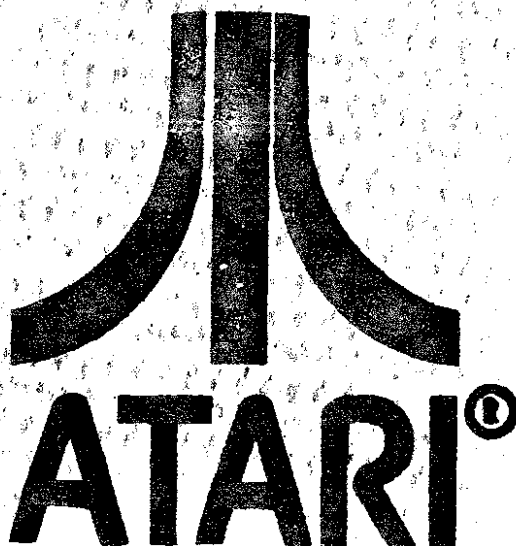


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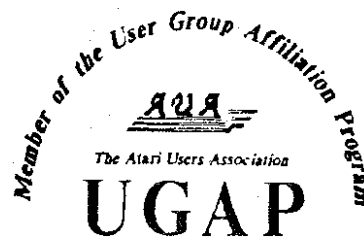
March 1991
Volume 7 No 3



Long Island Atari User Group



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By: R. Constan © 1985

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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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The Basics of BASIC

by Rick Burton (RACE)

Time to begin a detailed examination of colors as BASICS steps further into a look at "graphic illustrations." Some understanding of the SETCOLOR command will start us on the path to painting on the screen.

Graphics modes have three main components: text, background and border. The SETCOLOR command is followed by three numbers, separated by commas, the first of which selects the main component to be manipulated. SETCOLOR 1 selects text or any lines drawn on the screen, SETCOLOR 2 selects background, and SETCOLOR 4 selects border. The second number controls color and the third number controls brightness. Brightness increases from 0 to 14 by even numbers only. The following table lists numbers used for colors:

0-gray	8-blue
1-light orange	9-light blue
2-orange	10-blue green
3-red orange	11-green blue
4-pink	12-green
5-violet	13-yellow green
6-blue violet	14-orange green
7-blue	15-light orange

Let's go to a mode with resolution finer than GRAPHICS 7 from last month...GRAPHICS 8 (with a 320 x 192 grid!) and type:

```
10 GRAPHICS 8+16
20 COLOR 1:SETCOLOR 1,0,14
30 PLOT 0,0
40 DRAWTO 319,191
50 PLOT 319,0
60 DRAWTO 0,191
70 GOTO 70
```

Run this and you have a high-resolution "X" on a blue background with a black border. What about that COLOR 1 statement in program line 20? Next month we will look at an explanation, but for now simply include it. Now let's use the trusty FOR-NEXT loop to change line brightness.



Type these modifications:

```
15 FOR X=1 TO 14
20 COLOR 1:SETCOLOR 1,0,X
65 NEXT X
70 GOTO 15
```

A "graphic illustration" of brightness changing in the lines that have been drawn. Now change program line 20 again:

```
20 COLOR 1:SETCOLOR 1,0,14:SETCOLOR 2,7,X
```

The brightness of the background changes before your very eyes. One more change:

```
20 COLOR 1:SETCOLOR 1,0,14:SETCOLOR 2,7,6:SET-
COLOR 4,3,X
```

Last but not least, a glowing red orange border! Some final notes:

- If you have a monochrome monitor, don't despair. The effects of the demo can be fairly well seen.
- Color of lines or text is automatically determined by background color as a rule of thumb, but stay tuned to future BASICS for exceptions to the rule. So generally, the second number in a SETCOLOR 1 command won't determine color of text and lines, the background color will.
- Notice the STEP 2 portion of line 15 and remember that brightness increases by even numbers. (5 is the same as 4 etc.) Join me again next month for yet another "graphic illustration" of the characteristics of color...

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What To Do About Atari?

by Kevin Steele

Cleveland Free-Net Atari SIG Newsletter Reprint Vol. 1, No.1

Recently, with the continuing slide of Atari's US marketshare, there have been a large number of angry voices crying out, demanding that Atari get its act together and release all those wonderful new machines it has been promising for the last two years. Many have threatened to sell their equipment and get Macs or clones if the new computers aren't out in this month or that month. For those of you bemoaning the current status of the ST market in the United States, I'd like to propose a little experiment:

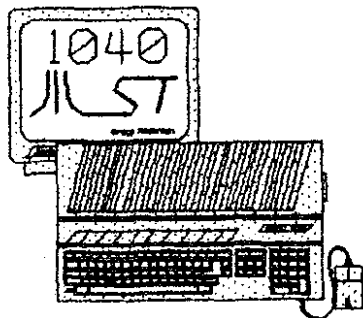
1. First, sit down in front of your ST. Okay, are you seated?
2. Next, say these words directly at the monitor:
"Atari has abandoned the US market!"
3. Observe any reaction from your ST.

Did your machine stop working? Did it evaporate before your eyes? Did it run screaming from the room, spewing floppy disks? I thought not. Point is, odds are your ST neither knows nor cares what the current state of the U.S. ST market is. No matter what kind of strangeness goes on down in Sunnyvale, odds are your ST will continue to do what it has always done, unperturbed by rumors or vaporware, undaunted by the now-famous Atari 'revolving door' employee policy.

You have to ask yourself one very important question:

"Does my current computer meet my current computing needs?"

If it does, then there is no reason for you to panic every time a new computer is a couple of months or years late. Why be panic-stricken that the STe, Stacy, TT, or whatever is late when you really aren't going to buy one right away



anyhow? I don't know about you, but my current system more than meets my needs, and I'm not going to start worrying about which computer to buy until such time as I see a genuine need to buy a new computer.

My ST system has more than enough muscle for my needs, and my needs are pretty big. As a freelance technical writer, I spend eight hours or more a day in front of my ST, churning out page after page of manuals, diagrams, invoices, and such. I've gotten nothing but positive remarks on the quality of the work I've created with my Atari ST, and as long as I can continue to produce professional-quality work in an expedient manner with this system, I see no reason to waste time worrying about what my next type of computer will be.

However, don't interpret any of the above as any sort of 'glossing-over' of the current status of Atari and their US policy — my personal views of Atari's management style really aren't that positive. However, unlike many notable ST owners, I've made a conscious decision to stay out of the pulpit when it comes to the ever-popular "Atari-Bashing" sermon. If you've owned an ST for more than a month, you're bound to have heard it — that endless diatribe on the evils underfoot in Sunnyvale, about the doom that each of us faces if Atari doesn't tow the line and submit to our wishes.

Why do I avoid "Atari-Bashing" when I share the same negative views? Well, think of it as a cost/benefit analysis: what will bashing cost me, and in what way will I (and others) benefit from it? In my opinion, bashing tends to simply make one look like a whiner, especially since it really doesn't yield any tangible benefits. If you're not a member of Atari Corp., you're powerless to instigate changes, and all of your angry Atari-Bashing screaming is just so much hot air in the wind.

You'll save yourself (and others) an ulcer by avoiding this practice. Owning an Atari computer these days is discouraging enough with the scarcity of dealers and support—there's no need to add to the doom and gloom with endless tirades on the evils of Atari Corp.

The ST user community would be greatly enhanced if everyone who is currently spending their evenings "flaming" about Atari on local BBS's would instead upload a PD program, send in a shareware payment, participate in a user group, or spend a minute or two with another user who needs some help with his/her system. Take things in stride—if your ST isn't affected by the current antics at Atari, then you shouldn't be either!

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Tetris On The Atari 8-Bit

Reviews Of Tetrix, Fortress, & Atartris

BY Robert J. Anisko (PACE/MVACE)

A review of three programs at once? Well, this is actually a comparison of three Tetris-clones available for the Atari 8-bit. Yes, the ultra-addictive game has become available in the 8-bit world, in three different incarnations.

But wait, what is this game? Well, the concept is rather simple. One of four shaped boxes falls down the screen (a box, an "L", a line, and what looks like the letter "H" with a top and bottom piece removed). Your mission, if you wish to accept it, is to drop the pieces so that you complete a horizontal row. If so, the row disappears, and the rest of the blocks fall accordingly. You can rotate the dropping pieces to fit into the numerous shapes that are formed at the bottom. When the pieces all pile up to the top of the screen, the game is over. Simple, huh? Not enough to keep your attention, you say? Just sit down and play a game, and you probably will be there for hours, trying to master it. For such a simple game, it is *extremely* addictive.

Three versions of this games exist for the 8-bit so far (if there are any others, let me know). The first I wish to review is TETRIS by Darryl Yong.

This is a rather bare-bones game that doesn't strive for the fanciest graphics or sounds. Instead, it plays a simple and challenging game, minus all the frills. One of the few options



is Starting Level (start anywhere from Level 1-9). Also, this game can be played with the keyboard or a joystick, and you can choose whether you want to see what is the next piece to fall.

The game plays well, but with one annoying feature. Once you pull down to speed the pace of the block, it goes all the way down. Thus, you have to be careful that you don't accidentally pull down a piece in the wrong place.

The next version I wish to mention is FORTRESS by Zark Wizard. This is a fancier version, which gives you a choice of some interesting options. As with the previous game, you can play with either joystick or keyboard, and you can start at any level from 1-9. You have a choice whether you want some pieces all ready on the bottom, and how many levels' worth. The game's most unique option is the music. You can choose between 3 songs to be played in the background, or silence. FORTRESS is more colorful and has better sound effects than TETRIS, but is at a disadvantage in one major area - slow updates. As a line is filled, and the pieces drop down, a noticeable delay is obvious. And in the opposite extreme of TETRIS, when you pull down, the piece moves rather slowly in comparison.

Finally, we have ATARTRIS by Steve Budrys. This is probably my favorite version for a number of reasons. First of all, this is the *only* version which has a two-player option (who likes to wait until someone else is done to play the game?). A number of other options are available to the player, including which level to start from (A-Z), whether it is legal to complete 1 row at a time (or more), and how many pieces rotate (this is the only version which allows some pieces *not* to rotate, if one desires). ATARTRIS has a "preview piece" option, but is the only one to let you choose from 0-4 pieces to preview at one time. When you make it to higher levels, it begins to put random pieces on the bottom, to add to the challenge. The graphics are also the best of the three versions (sort of a mix of the first two games). And with this version, when you pull down on the joystick, it moves only as far as you choose, and at a good



rate of speed - this is most like the arcade game.

These games are SHAREWARE, so anyone can get them. While I personally prefer ATARTRIS over the other two games, I can tell you that they all are VERY addictive, and will keep you playing for hours on end.

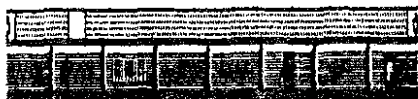
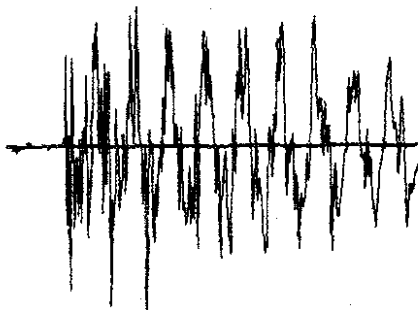
(EDITOR'S NOTE: There are at least two other public domain, shareware, or freeware Tetris clones for the 8-bit - there is no commercial or authorized version. One is Red Squares, published in Antic, and the other is Tetrablock.

As an interesting side note: Few people realize what the word "Tetris" means. Most of us know, however, the Tetris was designed by a Russian computer programmer (Alexey Pazhitnov), who also designed Welltris, an enhanced Tetris game. If you look closely, you'll notice that all of the Tetris shapes are made out of four blocks (however, most translations of the game, including authorized ones, show these as solid shapes). That's why the game is called Tetris -- Tetris is Russian for 'four'. -Ed.)

BetaZine, Issue #10 Atari 8bit/Atari ST/Atari STe

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Remember to renew your
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Alpha Systems Music Products

(Reviews)

by Michael and George Polly

June 17, 1990 Vol.I No.1

CLEVELAND FREE-NET

When it comes to making the ST into a sound digitizer, one of the best programs out is Digisound ST Professional by Alpha Systems. The package consists of a digitizer, which slides into the card slot, the main program and a play routine for your own programs. The digitizer has 2 inputs; one for a mic and the other for any normal audio signal. It has knobs; one to control the input level and the other to adjust the level of the output.

The program itself has many options and many ways to manipulate the sound. It supports full editing, fade in, fade out, reverse, echo, pitch change, volume change and many others. You can play a digitized sound or sample at various pitches by pressing different keys on the computer or by way of a MIDI connected keyboard. Digisound can sample at rates from 5000 to 40000 samples per second and store the sound on disk in Digisound, ST replay, or Hippo formats. For testing the input level, an oscilloscope is built in. I find it fun to just stare at it or see what your voice looks like in the mind of the computer. A real time echo can be applied to the input which is quite interesting. All of this is tied together in GEM windows for easy use. I have used Digisound for a long time now and I still find it fun and somewhat useful to use.

Beat Box, also by Alpha Systems, is a drum machine that uses sampled sounds from Digisound or other digitizing programs to make drum patterns and sequences. Beat Box can play 4 sampled sounds at the same time from a selection of 11. Making the pattern is as easy as pointing and clicking. Playback is through either any digitizer hardware or the ST monitor.

The final product in this series, Jam Master, turns your ST into a four voice polyphonic sampling keyboard. Jam Master allows a MIDI keyboard to play sounds sampled by Digisound. The included four track MIDI sequencer lets you play along with a previously recorded song. You can even define the keyboard to play up to 32 different sounds depending on the keys pressed. As with Beat Box, Jam Master works with ST-Replay and Hippo hardware and sound files.

Michael and George Polly

Is There A Tactician In You?

Continued from February 1991

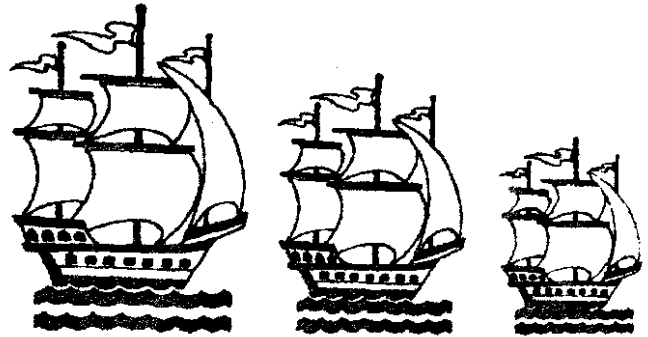
by Tim Feenstra (GRASS)

Naval engagements are my favorite type of battle with a special appeal for World War II carrier warfare, so we will start some game specifics here.

"Warship" from Strategic Simulations Inc.(SSI) covers WWII surface combat in the Pacific Ocean. It may be played by 1 or 2 players and includes a good construction set to create your own battles, as well as four ready-to-play historical situations. You command up to 20 ships in either division or ship mode.

In division mode, your ships are divided into task groups (up to 9) and orders are given to them as a group. This gives the feel of being the Admiral in command of a task force out to destroy the enemy fleet. You tell them when to fire and where to move at what speed, but they pick their own targets. In ship mode, you assume total command of each ship, control the guns and torpedoes, and can assign priority targets.

This game plays realtime, stopping only when you wish to give orders. The game clock runs in 2 minute pulses covering from 1 to 4 hours of the surface engagement. A single game can usually be completed in one evening. With 15-20 ships in ship mode, it can become lengthy though.



The construction feature allows you to create your own battles using ships from 79 available classes. You can alter almost every aspect of each ship, thus creating virtually any vessel from the WWII era. You can create your own map, with land, islands or shoals and set a weather level which affects the visibility... you must see the enemy to shoot at them. Weapons available include 5 types of torpedoes and about 30 different guns from the Yamato's 18.1-inch monsters to 3-inch pea-shooters good only against thinly or unarmored targets. You can put any weapon on any ship you wish, armor it to your liking, and face any force you like. Extremely flexible, it includes ships from the U.S., England, Holland and Japan. The construction set makes the game one of the best naval simulations available.

If you prefer to fight in the Atlantic, "Battlecruiser," also from SSI, plays identically to Warship but includes French, Italian, British, and German ships. Battlecruiser also includes a WWI game, with German and British forces in the Atlantic.

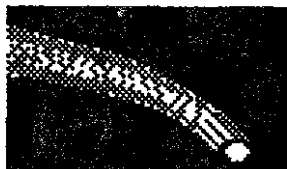
It should be noted that you can play either side and mix any nationalities to form any fleet you want in either game. Put German and Japanese ships together if you want...use a German BB (battleship), modify all its weapons and armor to that of the I.J.N. Yamato and let her accompany the Bismarck on its fateful cruise. Like I said, the games are very flexible.

These 2 games are beginner to intermediate level. They make good starters for the new wargamer, as well as a challenge to the armchair Admiral. They use simple menus for commands and are easily learned in a single sitting. Victory in an evenly matched engagement, however, will take some time. To win with an outnumbered force will require the best tactics you can muster.

"Carrier Force" is probably the ultimate Pacific carrier warfare simulation. An advanced game from SSI, it covers four famous battles fought early in the Pacific war between the U.S. and the Empire of Japan. It is also menu driven,

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meaning the mechanics are fairly easy, but the realism involved means there is a lot to be done to do it right. There is a multi-level command here — you are not only in command of the various task forces, but you also command each air mission from both carrier and land bases. The main weapon is, of course, aircraft. These planes have a limited fuel supply. The computer will not care if you fly your planes too far and run out of fuel before getting back to the carrier or land base.

The enemy must be found before you can deal with him, so you also command search missions using seaplanes or other aircraft. Once you know the enemy forces' position, quickly turn your carriers into the wind (that's right, even that is included), which can change every hour, and launch as many planes as you can. Each carrier and base has an operation limit representing the number of aircraft that may be launched or landed every hour. You must also have your planes readied. It takes an hour to ready aircraft, an hour you cannot afford if the enemy spots you first and your planes are not armed for a strike. You also command CAP aircraft to protect the carriers and bases from enemy planes.

There is the possibility of surface combat in this one, but the main purpose is to do unto the Japanese with carrier borne aircraft, then split before he returns the favor. One or two people may play this one, but a single player may only play the American forces with the computer doing the Japanese part.

Orders are given in a series of menus, which starts with taskforce orders. Divide and join task forces, then change heading followed by the aircraft orders. First, ready aircraft, then launch aircraft, then fly each mission (up to 20). If there are planes to land, they will be landed before the air mission command phase. After all these orders, a realtime combat phase shows you how you did.

Each turn represents one hour, and can take a half hour or more to complete if you are in the thick of battle. With each scenario being 3 or 4 days long, one of these games could keep you occupied for 50 to 100 hours. Did I tell you that you cannot go back to an order menu once you move on to the next one? If you forgot to do something (like ready your planes), tough.

This was the second game I ever bought, and was my favorite until I got one that covers the entire South Pacific during '42-'43.

Coral Sea, Midway, Eastern Solomons and Santa Cruz were important battles for the United States. If you are an aircraft carrier fanatic, you should check this one out.

Another naval simulation that merits listing is "BroadSides," a joystick controlled battle in the golden age of sail. It plays realtime in a somewhat arcade style, but the tactics are anything but arcade. It plays fast, is easy to learn and makes a great fill-in for those nights you just don't want to get into some major venture. With a pretty good "create game" feature, this one has only one flaw — a boarding phase that can only be described as arcade.

Another sail age game that is easy to learn is "Clear for Action" from Avalon Hill Game Company, which would be described about the same as BroadSides.

You might also want to check out one of the many sub simulations available for the Atari. I have Silent Service and enjoy an occasional clash with some Jap destroyers over the sinking of a tanker.

That is naval simulations in a nutshell. There are others, but not nearly the selection that a real naval buff would like to have. There are some other games that include naval forces, but they cannot be described as purely naval in intent.

So, if you are getting tired of playing Pac-Man for the 23 millionth time, enjoy a good challenging game, and have a desire to go to sea, try one of these naval simulations for some good, solid enjoyment and frustration.

In the next segment we'll move to land and see what's available there. It is a lot more than you might think. Happy hunting and have a good battle.

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Police Quest II

Review & Hints

by Robert Stys

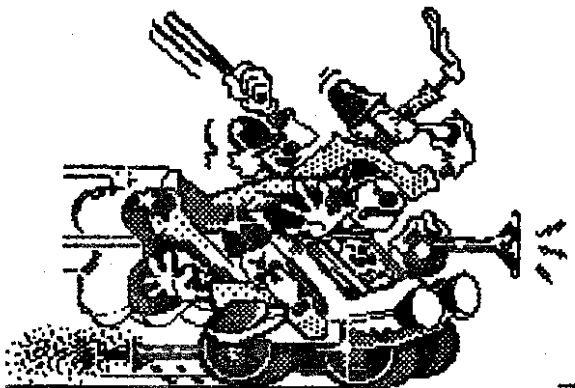
CLEVELAND FREE-NET

June 17, 1990 Vol.I No.1

In Police Quest II, you are Sonny Bonds, a promoted Police Officer from the first Police Quest to Homicide Officer. You are to capture or kill escaped criminal Jessie Bains. In the first Police Quest game, you put Jessie behind bars for his criminal activities and he is out to get anyone who had anything to do with sending him to jail.

I would first like to say that I enjoyed Police Quest II completely. I thought it was great and well worth the money I spent for it. It had great graphics and great sound. If you happen to have a musical keyboard, I would strongly advise you to hook it up to your ST and have the game play the music through the keyboard. And if you don't have a keyboard and play a lot of Sierra games, I suggest you get any kind that you can plug MIDI cables into from your ST into it. You will find hours and hours of enjoyment before finishing the game and when you do, you will say to yourself, this was a great game. If you like danger, romance, mystery, and excitement, Police Quest II is for you.

Is there anything that I didn't like about it? No, I can't say there is. Everything down to the Homicide Officer's Guide that comes with it is great. I wish, however, that Jim Walls, the designer of Police Quest would reconsider making a Police Quest III. He has just recently made Code Name: Iceman and it is supposed to be a big hit. He claims that he has run out of ideas but I can think of many. Perhaps he can



try getting all the drug pushers off the streets or maybe gangs. I wouldn't even mind if some of the things he used in Police Quest I & II were repeated as long as they were in a different situation.

I have put together a list of hints for you in order to get through the game. In order not to spoil the game, I have put them in the order that you would need them.

- 1) Save your game often!
- 2) Try looking on the Captain's desk.
- 3) Try turning over the card that you have.
- 4) A bin is in the hall by counter that holds things.
- 5) Try going to the shooting range and adjusting your gun about 3 times during the entire game.
- 6) In the car, if the captain keeps calling you back, try getting in the car and type where you want to go before he starts calling you.
- 7) Be careful at Cotten Cove someone might be waiting for you...
- 8) Don't mind the stink, search it anyway!!!
- 9) Look at each tank and get the one that measures 2200 lbs before diving.
- 10) Search the waters carefully for evidence.
- 11) Try looking in one of the toilets for a surprise! -not what you think.
- 12) Try drying the gun somehow.
- 13) Remember- every officer, even at an Inn, may need backup sometimes, and a search warrant wouldn't hurt!
- 14) Be careful when opening that door!!!
- 15) Have you looked in any jackets or under any turbans lately? It may just save a lot of people!
- 16) When all else fails, go to the bathroom! If that fails, go look for some towels! Only 70 seconds left, hurry!
- 17) Do the opposite of what you read.
- 18) Contact Keith when the mugger appears.
- 19) Look for the sewer hole, keep going even when you feel the gas is getting to you, then find the mask.
- 20) Tell your girlfriend to keep quiet for once!

If you need anymore help, send the Atari SIG a letter and I will be glad to help.

Robert Stys

Bit Byter News from News Letter on Disk #23

Translated by Horst A. Dewitz

International Correspondent for ABBUC e.V., Ol Hackers Inc., LIAUG.

Hello Bit Byters.

By the time you receive this newsletter, the annual club meeting will be over. Some of you attended the meeting and for the rest of you a consolation: in December you will receive the "Sonderdisk" with all the meeting details.

Membership Count

At present ABBUC has 770 members. At years end Santa Claus will have distributed many PC's, St's or Amiga's. All of you converts should make it a point to mention ABBUC in passing on your 8-Bit on to a new owner!

Membership Dues

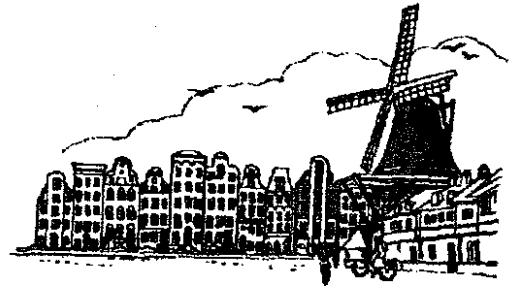
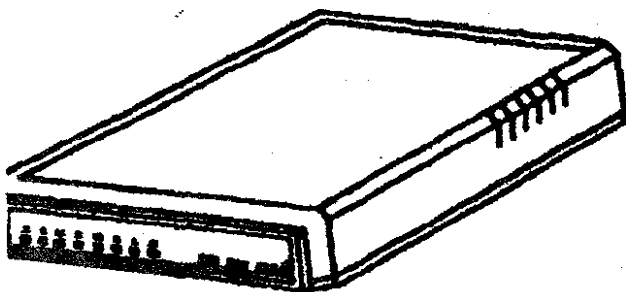
Check your labels for expiration date and pay up, thus helping us to avoid work and unpleasant reminders.

The New ABBUC BBS

Our BBS is on-line since November 1, 1990. The ABBUC BBS has a new face and setup, BBS PRO. The BBS operates Keith Ledbetter's BBS PRO, which we finally, thanks to Joe Kennedy, received from the USA. The BBS can handle 300, 1200 or 2400 Baud, parameter as in the past - 8/N/1.

On-line times: Weekdays 7.00 PM to 7.00 AM, Weekends and Holidays 3.00 PM to 10 AM.

(The rest of the paragraph explains the log on procedures. It also points out that the program is in English and that the item to watch for in particular is the "Y/N" prompt, to be answered with "Y" not "J" (JA = YES).- Horst A. Dewitz!)



New 8-Bit Club in The Netherlands

According to our member Rudolf Kahl, a new 8-Bit club has been formed. Membership dues are 65.- HFL per year, which include the newsletter on disk. For further information contact:

STICHTING POKEY

POSTBUS 798

NL-3100 AT SCHIEDAM

NETHERLANDS

(The next 3 paragraphs contain only local news, of no interest to us in the US,- HAD)

ANTIC

Following ANALOG, ANTIC ceased publication and was absorbed into START, the ST magazine. The October issue had a scant 20 pages of 8-Bit material, including advertising. No more program disks either.

Written Off

The Ol Hackers News Magazine (USA) points out that Bob Brody -the official club coordinator for Atari USA - in recent appearances, stated that ATARI CORP. considers the 8-Bit machine as technically outdated and no longer will support it. We are even more so committed to club cooperation.

NEAR-US

In line with the above, NEAR-US is trying to do just that. (NEAR-US - North East Atari Regional User Support). The following groups belong to or cooperate with NEAR-US:

Allentown Bethlehem Easton's Atari Users Group PA USA

Atari Berks Users Group PA USA

Atari Bit Byter Users Club GERMANY

Atari Computer Enthusiast's of Syracuse NY USA

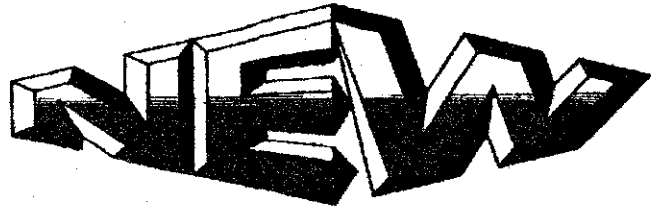
Central Connecticut Computer Club CT USA

Jersey Atari Computer Club NJ USA

Continued on page 11

LIAUG 1991 Meeting Dates

Jan 5	July 6
Feb 2	Aug 3
Mar 2	Sept 7
Apr 6	Oct 5
May 4	Nov 2
June 1	Dec 7



★ 16 bit Public Domain and Shareware software ★

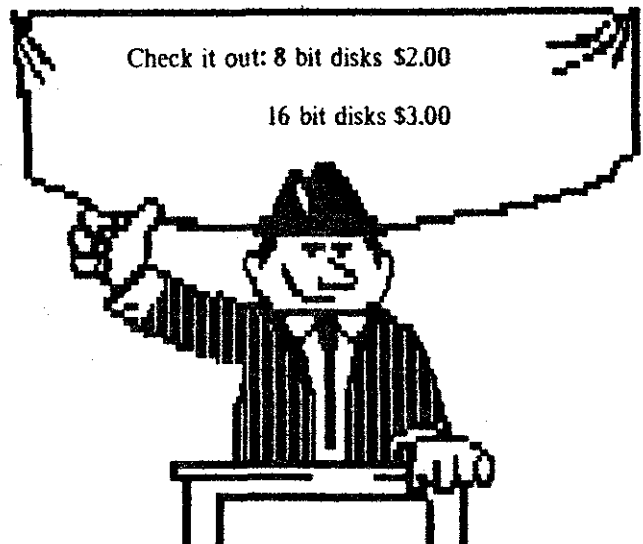
Check with the ST Librarian for new PD and Shareware programs in the club library.

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.



Long Island Atari Users Group NY USA
 Montreal Atari Users Club Atari de Montreal CANADA
 North East Atari Team PA USA
 Ol' Hackers Atari Users Group Inc. NY USA
 Riverhead Atari Computer Enthusiast's NY USA
 Southcentral PA Atari Computer Enthusiast's PA USA
 ST Atari Road Runners CT USA

These groups decided, at their last meetings, to establish a BBS network and to create a newsletter. ABBUC's participation with the newsletter depends on our two Foreign Correspondents, Joe Kennedy and Horst A. Dewitz, who are translating ABBUC articles.

New Programming Language

We just received information about GRAFIK-FORTH, a new language for our machines. Graphic routines are supposed to be 3000% faster, 16 sprites and 32 fills, as well as many more graphic commands. We ordered a test sample. We will keep you informed.

New Ram Expansion

The PETERS firm has a new RAM expansion for the XL and XE available; XL to 320KB and the 130 XE to 384KB. Price DM 149.—. Inquire for further information:

Fa. Peters
 von Humboldtstr. 28
 D-5620 Velbert
 Germany

New Floppy

The new floppy 2000, offered by diverse vendors, proved to be a dud. It cannot be build for lack of the controller, which is not in production any more. The firms of REITERSHAN and PETERS are trying to develop the new floppy with a speedy operating system. More to come shortly.

We are looking for a programmer who can improve the ART.TUR program. The program should convert the PC pictures into a usable Atari format, should have a hardcopy routine and should, like the STSCREEN program by Rudy Haegemann, scroll the picture. Any other options are also welcome. The title or the program itself should mention ABBUC. 1st prize will be a floppy from the Peters firm.

Lots of fun with your magazine,

Wolfgang.

Bit Byter Program Descriptions, Disk # 23

Translated by Horst A. Dewitz

International Correspondent for ABBUC e.V., Ol' Hackers Inc., LIAUG.

SIDE A

DOS.SYS/DUP.SYS/ABBUC DOS (color)

AUTORUN.SYS →The new loader menu **MAGIC MENUE** by Claus Rähkob, Version 2.6A, loads the title automatically.

The menu stays resident in ram. RESET recalls it. Should that not work use A=USR(256) or DOS function M and address 100. Menu reads, if available, D2: or D8: (RAM disk) and displays directory on the right.

Operating **MENUE MAGIC**:

Either Joystick in port 0 or curser keys (My experience with curser keys was not too good, use joystick if possible, Horst!). Firebutton or >return< activates functions.

DIR - Read directory

Dx - Select drive, only drives recognized by DOS are handled.

CAR - Jump to BASIC, erases memory

EXC - RED basic off, GREEN basic on (Important when going to DOS or when loading machine language programs.)

DOS - The only way to get into DOS and to return the computer to its normal operation. Restart of **MAGIC MENUE** only with A=USR(256) or address 100.

BOO - Boots a new disk. Holding >option< down will boot without basic.

Attention: **MAGIC MENUE** runs under DOS 2.5 and compatible, ie. Turbo DOS. It does not work with programs that address memory locations 256-278, 580, 9, 11 and 12.

TITLE.BAS/DLL/DAT/MAGAZIN.MCS/BURG.MCS
 → Winning title pic by Mario Krix

LESER.BAS/WARP.OBJ →Text loader program for all *.TXT files on this disk. Output to screen or printer, by M. Reichl. Klaus Zetl improved the program, only starting letters need to be pressed.



HITSDEMO.COM → Sound sampler from the HOBBY TRONIC FAIR demo by Benjy Soft. Selection with OPTION, SELECT and Start. RESET produces a bonus sound.

KINDERUHR.BAS → by Joe Kennedy. Clock learning program. Program teaches preschoolers how to read the clock. Menu lets you select difficult levels. Children must convert time in numbers to the actual clock hand settings, press >return< and the computer tells if settings were correct.



SIDE B

DOS.SYS/DUP.SYS/DOS 2.5 RAMDISK.COM → Creates RAM disk on an 130XE or an 800XL (with RAM upgrade)

AUTORUN.SYS → MAGIC MENUE version 2.6N, same as side a, but will not run the title program.

KATALOG.BAS → Loader for the main program KATALOG by Milos Hausman. Sample data is included.

The following files belong to the main program:

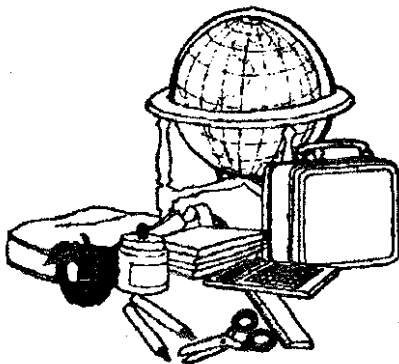
DISKSORT.BAS/SORTPRG.BAS/DISKETT.BAS/SEKVER.BAS.

The next set of files are the sample data files:

DATUMMMO.DAT/PROGBIBO.DAT/DRA-MAXXXO.DAT/SEKTOREO.DAT/FILEKATO.DAT/KONTSORO.DAT/SSSENUMO.DAT.

NOTE: I have briefly worked with this program and I strongly advise you to get a German/English dictionary. There are many menus and submenus to contend with. It is an excellent program, relatively easy, if you can understand the German menus. - Horst A. Dewitz!

This is a very comfortable disk cataloging program. Please copy all necessary files to a separate disk. The program supports RAM disks, 2nd drive, Turbo Basic, Epson compatible printers. All data can be displayed on the screen.



The following data will be recorded by the program: Disknumber, Filename, Description, Type, DOS-remark, Date, Sectorcount.

Should you catalog a disk twice, only the newer files will be cataloged, no duplicates. Bootdisks must be entered manually.

Finding and sorting files can done by using any one of the criteria. After copying all files to your work disk, use point 0 to access the submenu. Here you have to initialize your disk.

From the main menu use point 1 to catalog your disk. Make sure your disk has 1 empty sector, which is used by the program for adding a disk number to the disk. Having done this you return to point 1 and start adding your files plus comments. All data is saved to your catalog disk, with one drive disk swapping is necessary. You can print disk labels by returning to point 0. A 9 page manual (in German) is available.

ASSKURS2.COM → Part 2 of the assembly course by Yyes Fichtel

PICSHOW.TUR/MENU.FNT/ANLEITUNG.PIC → load with Turbo Basic by Volker Matztat. Program for viewing 62 sector pictures in different graphic modes and printing routine for the 1029 and compatible printers.

FUENZEL.TUR → load with Turbo Basic - Five line program by Cristoph Stahl

KUGEL256.TUR → Graphic demo with 256 colors by Cristoph Stahl

ART.TUR/EAGLE.ART/DISK.ART/LOK-OMO.ART → PC pic conversion program by Burghard Wagner

PATERN.S.DRM → Drum demo by Karl Pelzer, load with ADM.COM from disk # 22

CLRSCR.I/POT.I/FUNKTAST.I → Files for Kyan Pascal by Karl Pelzeritself should mention ABBUC. 1st prize will be a floppy from the Peters firm.

★ NEAR-US ★

<p>A.C.E. of Syracuse NEAR-US Contact 204 E. Patricia Lane North Syracuse NY 13212 Fred Danaway 315 451-2403</p> <p>Allentown Bethlehem Easton's A.C.E. ACEs NEAR-US Contact P.O.Box 2830 Lehigh Valley PA 18001 Helpkey II 215 868-4856 Paul Grover 215 799-3337</p> <p>Atari Berks Users Group Atten: NEAR-US Contact Box 776C RD #1 Reading PA 19607 Snake Pit 215 779-7859 Jerry Heere 215 678-4606</p> <p>Atari Bit Byter Users Club e.V. % Horst Dewitz 1653 Wesley Ave. N. Merrick NY 11566 Wolfgang Burger</p> <p>Brooklyn Atari Society for Info & Comm. % Al Petersen 97 70th St. Brooklyn NY 11209-1113 Dateline 718 833-0828 Al Petersen</p> <p>Central Connecticut Computer Club ATTN: NEAR-US CONTACT 127 Pinnacle Rd. Bristol CT 06010</p> <p>Jersey Atari Computer Group % Dave Arlington Eagle Rock Village Bld. 8 #3B Budd Lake NJ 07828 201 347-5227 David Noyes, 3 Ann Rd., Long Valley, NJ 07853-9614 201 852-3165</p> <p>Lehigh Valley Atari Users Group Atten: NEAR-US CONTACT P.O. Box 796 Whitehall PA 18052-0796 ACUTE 215 261-0620</p> <p>M.A.C.A.M. % Brian Stachiew 12452 Breault Pierrefonds, Quebec CANADA H8Z 1B4 Pig & Whistle 514 684-0282</p> <p>North East Atari Team User Group Atten: NEAR-US Contact P.O. Box 18150 Philadelphia PA 19116-0150 NEAT BBS 215 677-1370 Allan Zaluda 215 677-6751</p> <p>Of Hacker's Atari User Group Atten: NEAR-US Contact 3376 Ocean Harbor Dr. Oceanside NY 11572 Nest 516 221-8462 Alex Pignato</p> <p>Riverhead Atari Computer Enthusiasts % Frank Kuzloski Park St. Wading River NY 11792 Nest 516 221-8462</p>	<p>A.C.E. of S. ATTN: NEAR-US CONTACT P.O. Box 11446 Harrisburg PA 17108-1446 Richard Deen RDEEN (GENie) 717 238-3528 eve. 783-6401 work</p> <p>ABE's</p> <p>A-B.U.G.</p> <p>ABBUC</p> <p>B.A.S.I.C.</p> <p>C.C.C.C.</p> <p>J.A.C.G.</p> <p>L.V.A.U.G.</p> <p>N.E.A.T.</p> <p>O.H.A.U.G.</p> <p>R.A.C.E.</p>	<p>ST Atari Road Runners % Glenn Werner 950 Yale Ave Suite 123 Wallingford CT 06492 203 421-4861 Robert A. Hueffman 203 421-3864</p> <p>Southcentral Pa. Atari Computer Enthusiasts ATTN: NEAR-US CONTACT P.O. Box 11446 Harrisburg PA 17108-1446 Richard Deen RDEEN (GENie) 717 238-3528 eve. 783-6401 work</p> <p style="text-align: center;">Current BBS numbers</p> <p>LIAUG..... 516-221-8462</p> <p>JACG..... 908-298-0161</p> <p>A-BUG..... 215-779-7859</p> <p>LVAUG..... 215-261-0620</p> <p>OL' HACKERS..... 516-221-8462</p> <p>NEAT..... 215-677-1370</p> <p>RACE..... 516-221-8462</p> <p>SPACE..... TBA</p> <p>BIT BYTERS..... 516-221-8462</p> <p>ABE's ACEs..... 215-868-4856</p> <p>SAGE..... 814-833-4073</p> <p>STARR..... 203-421-4861</p> <p>SJACE..... 609-931-3014</p> <p>ACES..... TBA</p> <p>ACOR..... TBA</p> <p>AUGHA..... TBA</p> <p>CCCC..... TBA</p> <p>MACAM..... 514-684-0282</p> <p>MMNJ..... TBA</p> <p>NAPCO..... TBA</p> <p>PACE..... TBA</p> <p>WMASTUG..... TBA</p> <p>WACO..... TBA</p> <p>BASIC..... 718-833-0828</p>
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LIAUG Minutes of 01/05/91

The president not having arrived, Harvey Schoen took over the running of the meeting at 12:45 p.m. in order to quiet the restless mob. He started a demo of Electronic Arts DeLuxe Paint - a British designed ST paint program costing about \$90.00 which he highly recommended.

The treasurer, Randy Constan, arrived and informed the meeting that the president would be arriving about 1:30 to 2:00 p.m.. We broke for lunch at 1:30 and resumed at 2:15, at which time John Aalto, our prez, showed up. He announced that David Small had sent a newsletter; that he had come out with a 68030 board for the ST Mega that ran at 30Mhz.

Randy announced that the treasury had over \$600 in it. John read over the November minutes for corrections.

Steve Stubbs reported a listing of Atari Groups in various magazines. Terry Madden reported on a visit to the meeting of the American Astronomers in the basement of the Hayden Planetarium.

Steve also reported on the upcoming I-Con at Stony Brook. He said that Terry gave him his astronomical programs and he is putting together a video tape of them. While still on space, Harvey showed a new 'zine called Final Frontier. (Even magazine publishers have been influenced by Star Trek).

John introduced a new ABBUG disk and read the letter that came with it. He gave details of Current Notes' offer of a Syquest cartridge filled with PD software.

There was a discussion on giving up the 8-bit on the BBS and replacing it with an ST. But this would mean losing the NEAR-US network and thus was dismissed.

Harvey reported that he now has a 44Mb Syquest drive on his ST. He also announced that he is selling a 20Mb Supra which does not have a DMA passthrough and would have to be on the end of the DMA chain.

Steve has received post from Waace on GENie. A user group table would be available at the Sheraton in Reston, VA on the Columbus Day weekend, and he would like volunteers to help with it.

Steve also reported on the 16 bit library and George Leek reported on the 8-bit library. There followed a demo of ABBUG disks and various other demos.

Current Notes Special Subscription Information

Please note that the subscription price has been increased. The newsstand price is now \$27. Members save \$4.00

Use this coupon to subscribe to Current Notes at the special rate of \$23 per year. Send your check with your name and address and this coupon to:

Current Notes
122 N. Johnson Rd
Sterling, VA 22170

Long Island AUG



Some BBS's in 516 area

✓ **GENie™** -

Amityville 789-2450

East Hampton
324-5002

Mineola 294-9170

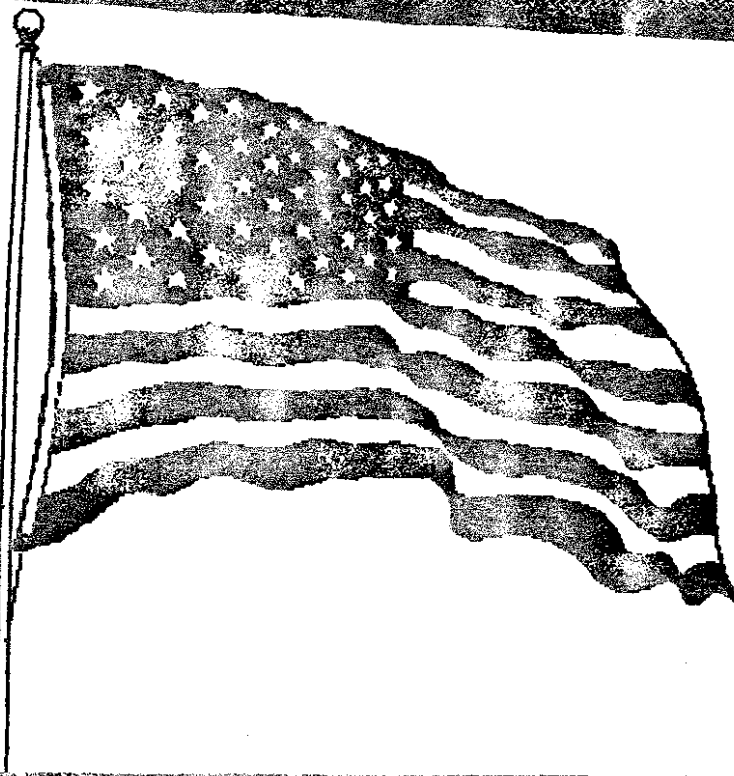
Port Jefferson 473-5331

✓ **Compuserve®** -




Hicksville 932-1470

Ronkonkoma 981-0880

981-1120



APRIL 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						LIAUC meeting
	1	2	3	4	5	6 
Turn clock 1 hour ahead						
 7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	Back up those disks  Backup	30			

NorthEast Atari Regional Users Support

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A.C.E. of S.
NEAR-US Contact
204 E. Patricia Lane
North Syracuse NY 13212

Fred Danaway 315 451-2403

Allentown Bethlehem Easton's A.C.E.
ABE's ACEs
NEAR-US Contact
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Lehigh Valley PA 18001

Helpkey II 215 868-4856
Paul Grover 215 799-3337

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Reading PA 19607

Snake Pit 215 779-7859
Jerry Heere 215 678-4606

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Wolfgang Burger

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Dateline 718 833-0828
Al Petersen

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201 347-5227

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07853-9614 201 852-3165

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Pig & Whistle 514 684-0282

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Allan Zaluda 215 677-6751

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3376 Ocean Harbor Dr.
Oceanside NY 11572

Nest 516 221-8462
Alex Pignato

Riverhead Atari Computer Enthusiasts
R.A.C.E.
% Frank Kuzloski
Park St.
Wading River NY 11792

Nest 516 221-8462

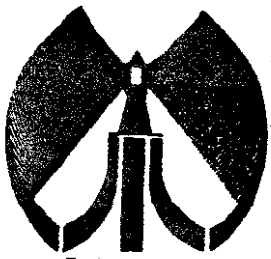
ST Atari Road Runners
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P.O. Box 11446
Harrisburg PA 17108-1446

Richard Deen RDEEN (GENie) 717 238-3528 eve.
783-6401 work



The Long Island ATARI Users Group

Long Island Atari User Group

To apply for 1985 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 newaletter, 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: _____

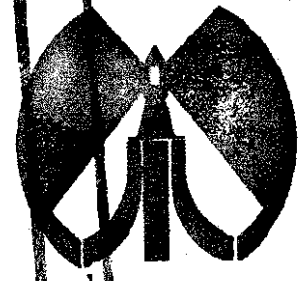
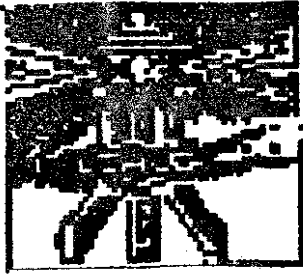
Modem: _____ Interface: _____ Printer: _____

Other: _____

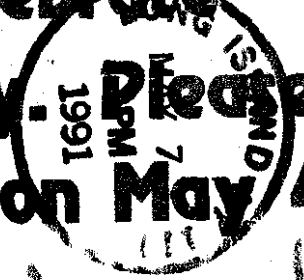
What languages are you familiar with? _____

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

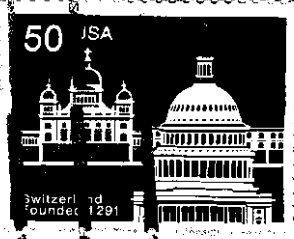
For LIAUG Use ONLY: Rec'd _____ Amt: _____ Chk: _____ Yr: _____ Card Y/N ML Y/N Mail / BBS / Meet



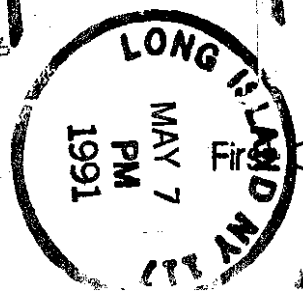
The Long Island Atari User Group is preparing to celebrate its 7th anniversary in May. Please join us at our open house on May 4, 1991.



The LIAUG Lighthouse
 P.O. Box 92
 Islip, NY 11751



Atari Bit Byter Users Club e.v.
 % Horst Dewitz
 1653 Wesley Ave
 N. Merrick NY 11566



First Class Mail