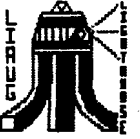# THE L.I.A.U.G. LIGHTHOUSE
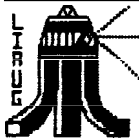
THE NEWSLETTER OF THE LONG ISLAND ATARI USER GROUP

MAY 1986   VOLUME 1   NUMBER 12

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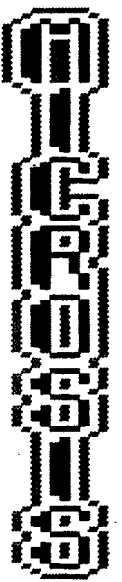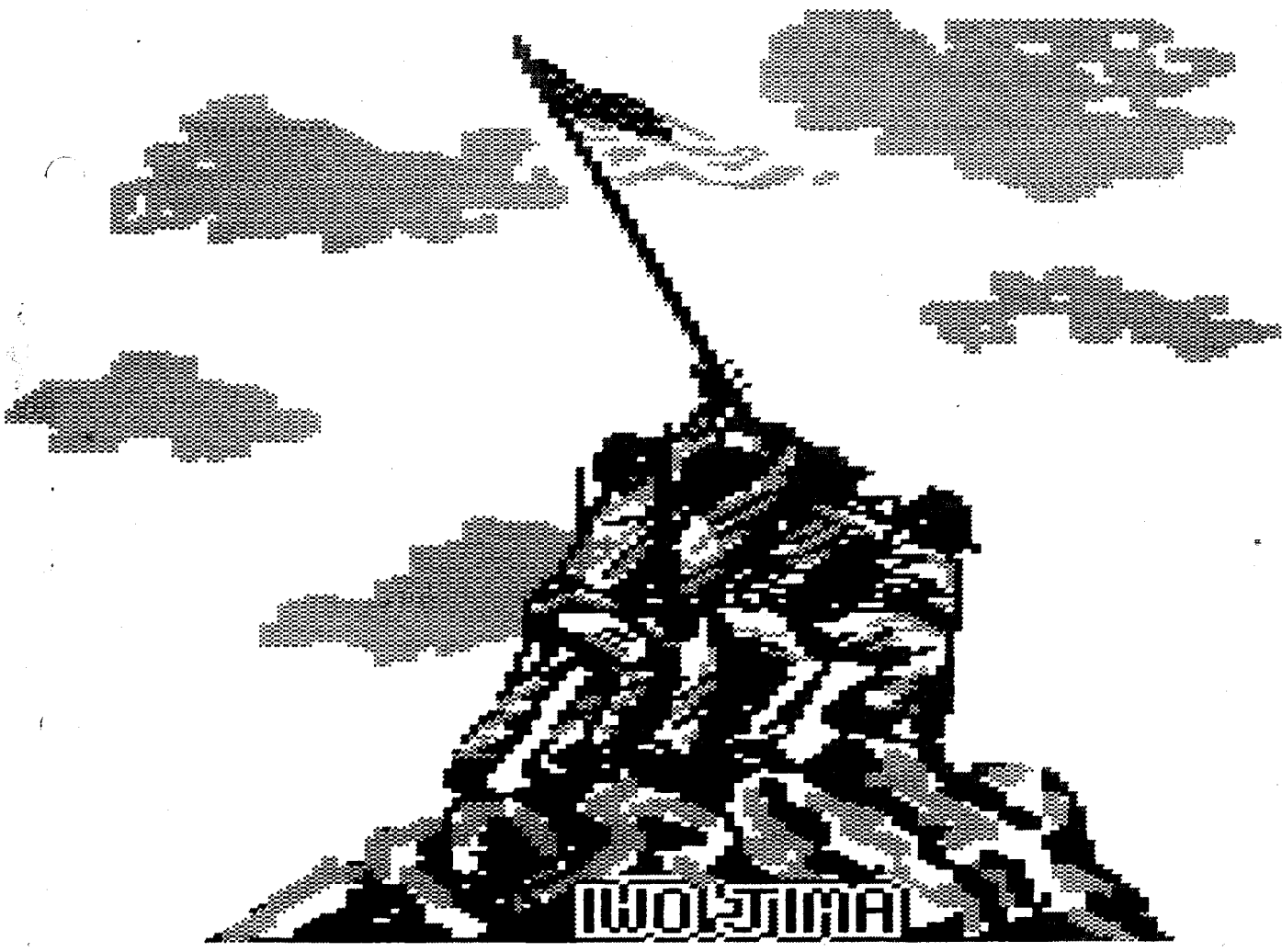
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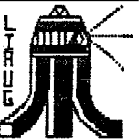
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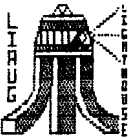‡   Rates are per-issue, for   ‡
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✳ ISLAND VIDEO ✳

AUTHORIZED ATARI
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Minutes of the 4/5/56 LIAUG Meeting
by
Georgia Aalto

John Aalto, LIAUG's President, introduced himself to the new members and then announced that a 1040ST will be at the seeting, later in the day, as well as Rich Schmitt with BBCS.

Riih went into detail explaining 'Paint', by Atari, comparing it to the 'Light Pen' and 'Atari Artist'. 'Faint' has an art show feature but it is not compatible with the light pen or 'Atari Artist'. 'Fun with Art' from Epyx is basic and can be found in close out bins. 'Rasbrandt' is superior to 'Atari Artist' and the Light Pen. John Aalto demonstrated 'Atari Artist'. it has an easy to use menu, more selections on colors and you can sit back to use, versus sitting close up to the monitor as you do with the light pen. Also, the light pen can siratch the screen. Rich Schmitt demonstrated the Atari Light Pen. Some of the differenies are the 3D drawing, and parallelogram.

Back from the lunch break, John began the meeting with old and new business which went towards a general tali about the groups ideas. The Compuserve bill was discussed and decided that Rich Schmitt would be reimbursed by LIAUG for down loading public dosain programs for the LIAUG library and BBS. We also announced the new disk; in the library. Rich Schmitt, as Editor of the Lighthouse, is asking for submissions and also would like hand drawings for the newsletter in addition to Print Shop graphics, So ionsider drawing something for YOUR newsletter. It is a good cause.

The Smithtown library, our usual meeting place, is allowing the group to use the room on the second Tuesday after the monthly seeting. During the groups business time Bruce Pleat, a member, asked if we can look into appearing on Cablevision for the purpose of those who can't come to the meetings.

There was more talk on group support and encouragement for ideas to cake the group better. Rich Schmitt discusses SIG'S and how helpful and informative it is to have them, and asked ior anyone to volunteer their time to teach either a language (i.e. Basic, Action!, Assembly), telecom SIG, DOS or what ever is of ititerest and also to have a substitute SIG Operator for each SIG.. John Aalto announces that soon there will be a video tape on Basic available. 'OMNIMON' (written by David Young? and 'OMNIVIEW' was demonstrated by Bruce Pleat. Then Mike Schoenbach demonstrated his new 1040ST. The eeeting concluded at 3:08 to go on into SIGS, general socializing, and members buying library disks.

Editorial 5/56
by
Rich Schmitt

The first order of business this month is the offer of my humblest apologies for this issue being behind schedule. Of course we have excuses; the itivolvement with the computer show, the size of this issue, and worst of all, the absence of my assistant editor; but excuses won't produce a newsletter. Please accept this small apology, with the promise that we will do our best to never let it happen again.

Speaking of computer shows, this month is devoted almost entirely to show report;. We have them from the West Coast Computer Fair, the European shows, and the local Colonie Hi! show where LIAUG proudly represented Atari. There's some great reading in these reports, and some good news also. We still have our usual sprinkling of articles in other areas. A wish-list from Hal Haber, a review of Magniprint, another program entry fror Mike Schoenbach, and a look into the world of professional typesetting from Chet Gottfried. We also have possibly the last memory expansion for the 130XE's. This one takes that poor little machine all the way out to 1088 bytes. Good grief. If anyone accomplishes this feat, let me know.

This may sound a little funny, but I hope you notiied some changes in this issue. I say that because I have to write this editorial before the newsletter is published, and I'm not 100% sure that the changes will work. First, this issue was printed and not copied. This is a step up for us and will provide advances such as producing aore copies for libraries, computer stores and commercial mailings. Second, we have broken a year-long rule that every part of the newsletter be computer generated. This will be a rare exception though, and was necessary to bring you the photo's of the computer show. I hope they worked out for those of you who couldn't make it to the show. This is our first attempt at including photo's, and I was told that they may not print too well. We'll see...

On a very bright note; we have been 'publishing on borrowed time' to twist a phrase a little. This newsletter has been printed through the courtesy of a borrowed copy machine, and time was running out. With all the advancements we have made over the past year, I would have dreaded the thought of no-wore Lighthouse. I have been informed, by our very own president, that a deal is in the works with a print shop to publish our newsletter every sonth. This would provide the advantages noted above, and give us all a little more security. I won't mention any names yet, but you iati bet when the deal becomes final that I'll give all the credit to the people involved.

Well, if you've gotten this far, then you've heard me mention the word 'year' several times. That should be a good clue that next month's issue will be our one year anniversary neusletter. We've been raking a lot of exciting plans for next aonth. i don't make a mention of this to hold anyone in suspense, but we are planning some surprises. If you haven't written anything for our newsletter yet, this is your 'Golden' opportunity. And for our frequent contributors, I'm counting on you for some special articles.

Now you know what happens when Louise isn't here tc yell 'hurry-up... get that finished...', we get a late newsletter and a long editorial. Maybe next time, I'll nominate her for editor and then take a vacation during an important issue. Luckily, Lou will be back for next month's newsletter and the poor old Lighthouse sure needs her talents. If we're lucky, 'Rona' uill also find her way back to give us some more !micro-gossip'. We haven't even reieived a postcard in a while (Hmmm?). I hope, at least, that she's having fun. Then again, if she doesn't return, maybe I'll go in search of our favorite gossip columnist. I could always upload these articles to our BBS and let the Sysop do all the work (Hmmmm again???)...

That's about it for this month. The June issue will see the return of our gossip and 'Chat Call' columns and maybe have some new features. I hope this new printing works out (and the pictures are clear enough to see) so we can continue to bring you the best newsletter around. And, how about some articles? I'd love to see some ST articles. I know we have several ST owners out there. Enough, I can hear Lou yelling from half way around the world. Till next month.....

The Librarian's File
by
Jon Chow

Well, the library is nearing the final stages of its renovation. Hopefully, it'll be done by next month.

ADDITIONS

We have had several additions to our library. We nou have the 858 version of the very popular '1030 Express!' terminal program. '858 Express!' will work with just about any modem hooked up to an 8501, and is by far the best terminal program around, commercial or public doeain. On the back side of the same disk we have the newest addition to the Amodem series, 'Amodem 7.22'. The major difference in this one is that it is iospatible with the new XM-301 modem. Both for $2, what a buy! (So go buy it!)

Another interesting addition is DOS 4.8. When we read the small desiription in the Antii catalog, we thought, "Wow!". But, you know Antic... Well, after waiting rany weeks for it to come, we finally did get it - dounloading it off CompuServe. Well, we have it, if anyone wants to take a crack at using it.

IT HAD TO HAPPEN

GK, I guess I had to get to it some time or another. Since everyone else has had their say, I might as well put in my two cents. We all know pirating is a major cause of laik of softuare production. Now whether you do or don't pirate is your business. Before I go any further, and have some of my friends label me as a hypocrite, I'll admit this: In the past, my actions haven't been exactly 100% legal. However, I intend to ihange - otherwise someday the only source of software would be the public domain, and soon even that would duindle. I'm not going to try to persuade you not to pirate or otherwise, but just keep in mind that the computer industry is losing millions every year to software ~pirates. If they stop producing, that leaves us out in the cold. The uhole computer industry woi d crash, leading to the economic demise of the United States, and sinie a major sarket is in the U.S., Japan will be pulled doun also - the world's economy uill.... Let's not get carried away here, but you get my point, I hope.

Well, I guess thats all that I have to say. One request though - if anyone can come up with a name for this column, I'd appreciate it. "he Librarian's File" sounds kind of lame. (Hmmm... We kinda liked it... -Ed.!

LIAUG is on the move, move with us! See ya next month...

<u>REPORT FROM THE WEST COAST COMPUTER FAIRE</u>
by
GIGI BISSON, ANTIC ASSISTANT EDITOR

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"Not much.'

The burned-out exhibitors and jaded computer journalists said it again and again. After three major shows in Europe, the West Coast Computer Faire in San Francisco looked like a swap meet in iorparisoti. Press grumbled that there were no real innovators as ample crowds swarmed around a slim display of new products.

But for Atari users, "not much" was enough. The industry is beginning to take Atari Corp. and the ST computer seriously, and it is refreshing not to have to hunt for Atari products at a show. The only hunting I did was burrowing through dense crowds to get a glimpse of the ST and 130XE in action.

THE 528 MAC

The thickest crowds were clamoring around the San Leandro Computer Club users group booth where Dave Small demonstrated Apple Mac Faint on an Atari 1040ST. Small's invention, the Data Paiific MacCartridge, allows the one megabyte ST to run software written for the Apple flacintosh. It's an eerie sight watihing MacPaint appear on the larger 1040ST screen as Small zips through window after window at speeds 2BX faster than the Mac.

Small has a prototype of the cartridge up and running -- with one minor hitch. It requires the Apple Macintosh ROM chip. Data Pacifii president Joel Rosenblum says he purchased the chips off the shelf from an Apple dealer, but his small company is destined to have trouble getting permission from Apple to license the ROM ihips. Apple has already turned down ROM chip requests fror corporate giants General Electric and AT&T.

DataPacific could conceivably have users instal! the ROMS in cartridge themselves. "This could be a shrewd move for Apple," Small says. As Mac users trade in their 256K chips for more memory, Apple is accurulating a supply of old ROMS that could be then resold to ST owners at a profit.

'I was bored with prograrring, I needed a challenge," says Small, an Atari programmer and writer who co-authored the "Guidebook For Winning Adventurers" with his wife Sandy Small.

Why bother raking the ST Macintosh-compatible? "It's anarchistic programming," Small says. Indeed, Small's hardware tinkering may be the hacker's equivalent of windgliding off Mount Everest. He started in November of 1985. "I code-named the project MAGIC, because that's what ! thought I was doing," Small says. "Then I began writing code, and writing code...and writing code.'

By' Christmas, all he had on the ST was a flacintosh frowning face. "Of course it vas sad,' Small says, "It was running on the wrong computer."

By January, he had "Welcome to the Macintosh" on the ST screen. "My first rule of prograrring is: No pain, no gain," Small says. So he subjected himself to pain alright: "I played all of my Neil Young live albums.'

Five months, and 7,880 lines of machine code later, David Small finally hacked his way into the Mac. To run the MacCartridge, Small first runs a RAM disk to kick GEM out of the ST memory, then runs 7,888 lines of assembler. And yes -- like magic -- the ST becomes a flacintosh.

"I've looked at this program for a month, so it no longer impresses me," Small said as he played with MacPaint on the ST and created a Maiintosh bouncing ball. "But for some reason, everytise I look at this I think of Neil Young singing:'Hey, hey, my, my...'"

Then someone in the crowd asked: "Isn't this like putting a Hot Rod Chevy engine .in a Ford?"

"Oh, no," Small replied, "It's quite the opposite."

FLYING ONLINE

Otie of the most intriguing products at the West Coast Faire didn't exist yet. NEXA Development deronstrated a Macintosh version of Falcon, the first flight simulator that can be flown by two or more users simultaneously. Uhether next door, or thousands of miles away, two users on separate computers can fly with each other, or compete in mid-air dog fights by communicating with a modem.

Originally designed for the Japanese market, the Japanese debut of Falcon featured a national "fly off' with dozens of users playing simultaneously, according to NEXA president Gilman Louie. The Berkeley, CA-based company plans to develop a color ST version vhiih will be distributed by Spectrum Holobyte this summer.

USERS GROUPS GET IN THE ACT

Atari didn't have a booth at this show, so, along with a few third party software developers, they demonstrated

their products in the San Leandro Computer Club (SLCC) and ABACUS users group booths. SLCC showed the Silent Butler personal finance program and Atari Planetariun for the 130XE 6-bit computer and the Atari 20-megabyte ST hard disk drive, demonstrated the Hippovision B&W video digitizer, the Shanner International 3.5 inch ST disk drive, and Holaes and Duckuorth H&Dbase, an ST database management system from Mirage Concepts. The club anticipated a demonstration of the Atari ST CP/M emulator, announced last month at the Hanover Faire in West Germany. However, Atari decided to wait. untill the Spring Consumer Electronics Show to unveil that product in the U.S.

MULTITASKING FOR THE ST

The West Coast Faire also sarked the first appearance of MicroRTX, a 863.35 Atari ST multitasking operating system. (Not to be confused with Micro C Shell, a 843.35 UNIX-like programing environment.) The developer, David Beckemeyer, claiss MicroRTX can run standard ST programs out of the box, be used as a printer spooler, or allow a user to run a bulletin board and use the computer for a separate task at the same tire.

*Multitasking has been a thorn in Atari's side ever since the release of Commodore's Amiga," says Beckemeyer. He's shooting for a summer release date.

PRINTSHOP CLONE

If PrintMaster is any good at all, it's destined to be a hit. The developer, Unison iorld of Berkeley, CA deronstrated the program, which creates banners, cards, and stationery just like Broderbund's Print Shop graphics program. It features eight type fonts, and unlike Print Shop, ian do both upper and lower case type, mix type fonts on a page and create calendars. The $39.95 program features both graphii and text editors and an optional $29.95 Art Gallery.

SLUGGISH, MUDWALLOWING BEAST NEWS

Here's the latest from HippoNews, the new newsletter from those prolific folks at Hippopotamus Software. Hippoiord, a new $89.95 wordprocessor is the first laserwriter-compatible ST product. It features true rulti-column editing, fonts, word statistics, and 81-column editing and can combine picture files from NEOchrome or DEGAS uith text. HippoLaser contains the laser driver and fonts and retails for $69.95.

Hippo has released HippoPixel which allows you to create and edit your own custos font; or sprites for $33.35 and HippoConcept, an $89.95 idea processor. Hippo X-10 Powerhouse, a $139.95 home controller that dims lights and appliances and the $143.35 Hippo WAD Educational Robot are

in the BETA stage as of this writing.

SUPRA MODEMS

At the Supra Corp. booth, Alan Ackersan, president of the Albany, Oregon peripherals manufacturer demonstrated modems for both the Atari 800 XL/130XE line and the ST cosputers. The 310 baud 8-bit modem retails for $53.35, a 1280 baud model is $199.95. A 300 baud ST model is $69.95, the 1200 baud version is 8134.35. Ackermati also displayed several prototype hard disk drives, iniluding one he claimed is a streaming tape backup.

THIRD DIMENSION

ABACUS, the Atari Bay Area Computer Users group, held an all-day meeting at the Faire that included demonstrations of the ST Music Studio from ActiVision, and several Atari products. Later, Antic's Jon Loveless demonstrated Tom Hudson's CAD-3D coapurer-aided drauing program for the ST. The room fell silent as Loveless drew only the faintest outline of a wineglass onscreen, and the computer envisioned the details, filling in shadous and highlights of a three-dimensional goblet. He then tilted the glass in several directions. "If you've never had a vineglass come towards you on a computer screen before, well, it's quite an experience," Loveless said. CAD-3D should be on dealer shelves in flay.

IMITATE OR EMULATE

If the future of microcomputing has a theme song' it could be:

There's an Apple II in a Mac in a Kaypro in a PC in a 1040ST...in a hole in the bottom of the sea.

If you can't imitate, emulate. This seesed to be the predominant theme during the most recent uave of computer shows in both the United States and abroad as Atari Corp. and third-party developers announied products that may one day make the 1040ST compatible uith not one but three operating systems: MS/DOS, CP/M and the Apple Macintosh OS.

Just as we uere at last ready to return our attentions to The Operating System -- the ST's very own TOS -- Antic reieived word of yet another. California-based Computer Applications (developers of the II in a Mac, an Apple II emulator for the Macintosh) has an Apple II emulator for the ST in the works.

Operating systes eaulators are proliferating. MacCharlie, an IBM PC-compatible harduare addition for the Macintosh, never made uaves in the business community. The IBN emulator for Commodore's Amiga isn't likely to either with it's steep 8700 priie tag. As the industry hunts in

desperation for standards, compatibility -- whether real or emulated -- will be an increasingly isportant issue.

"Clones" and "work-alikes" of popular IBM software products are also already appearing for the ST. Mirage Concepts' H&D Base, and Versasoft's dBMAN are following in the footsteps of dBase II. VIP Professional is playing follow the leader to Lotus 1-2-3.

AI FOR THE LAYPERSON

The publishers of Computer Language sagazine launched their second magazine, AI Expert, the first commercial publication to cover the field of Artificial Intelligence. Currently the only publications available for AI professionals and hobbyists are academic research journals and expensive specialized newsletters. "Artificial Intelligenie is no longer in the hands of the academics," says AI editor Craig Le Grow.

PRIME TIME HACKING

Cap'n Crunch, The Woz, Bill Budge and Lee Felsenstein aren't just millionaires, they're legendary hackers. Fabrice Florin has put their story on celuloid in "Hackers: Wizards of the Electronic Age". The acclaimed documentary film will be broadcast during the week of Apri! 21 on over 58 public television stations nationwide,

"This is one of the first times that those much maligned electronic pioneers will presented in a positive light on national television," Florin says. Hackers was inspired by Steven Levy's book of the same title and the 1385 Hacker's Conference. It all started when Whole Earth Software Catalog editors Stewart Brand and Art Kleiner invited over 100 computer wizards to Sausalito, California for a weekend of brainstorming and hacking until the crack of dawn. Florin filmed the event, splicing in interviews and historical file clips.

Hackers is also available oti VHS or Beta home videocasettes for $49.95 fron FABCO, box 410125, San Francisco, CA 94141.

TRAMIEL NEWS FROM "ATARI RESURGENCE" PANEL
AT WEST COAST COMPUTER FAIRE
BY
NAT FRIEDLAND, ANTIC EDITOR 4/18/86
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"The Atari Resurgence," a panel organized by the San Leandro Computer Club, was a highlight of the West Coast Computer Faire. The April 6 panelists were Atari Corp. president Sar Traniel, Atari Software Development Vice President Leonard Tramiel, Antic Publisher James Cappare...

Bill Wilkinson of Optimized Systems Software and Antic Writer-Award Winner latthew Ratcliff. The moderator was Antic Contributing Editor David Small, who also demonstrated his plug-in Hacintosh ST cartridge at the Faire.

One of first questions fror the standing-room-only audience (which included Byte columnist Jerry Pournelle) was about Atari's commitment to the 8-bit product line, The Tramiels stated flatly that Atari would have a eajor commitment to the 8-bit computer business for "a long time to come." Sam Trariel speiified several breakthrough 8-bit developsents coming later this year.

These developrents include:

- A plug-in 81-column card including a parallel printer interface, due this summer at a price of $79,

- leeory chip expansions such as Apple is preparing for the IIe.

- 500K memory 3.5-inch disk drives for the 8-bit line, with a new Disk Operating System being written by Optimized Systems Software,

- New national mass-carketer distribution agreements -- the first one signed with Toys R Us -- that will also greatly improve the availability of third-party Atari software.

To this discussion, James Capparell added that Antic's reient experience shows the popularity of the new ST line is also bringing about a resurgence of interest in the 8-bit Ataris.

COHPOSITE ST

Sam Tramiel stated that the 1040ST and the newer 520ST support composite color monitors as well as RGB monitors. He said that Atari hopes to be running Lotus 123 on their IBM PC expansion box at COMDEX next month. The Atari 28 megabyte hard disk is just going into production, he added.

Leonard Trariel said that major ieprovesents are underway in a revised ST BASIC and also in the GEM tools. Sar Trariel said that the long-awaited AMIE sound/speech chip is "almost alive and well" after extensive re-engineering.

MNEMONIC CODING
by
Chet Gottfried

Mnemonic coding is one of the procedures which publishers are using to take advantage of computers, and it's a procedure that almost anyone can use in translating printer commands in downloaded documents. To better understand exactly what mnemonics can accomplish, let me explain a bit about publishing.

"Composition" can be thought of as the transformation of typed manuscript into "book" pages, and whereas a typewritten page consists, for the most part, of a single family of type (such as elite or pica or whatever), the book page has many diverse elements. The type in a numbered list is different than the type in the running text (i.e., the "body" of the document); likewise, the type in headings differ from one another. A typical nonfiction book can have twenty or thirty different elements to it.

In olden times (like the sixties), a copy editor or a designer laboriously marked all these diverse elements: a heading would be marked, for instance, 12/14 Universe Medium X 16 picas, 42 pts above, 14 below, flush left. Writing these phrases was rather time-consuming, and in the seventies, "coding" was added. Rather than marking a first-level heading in a book with the actual spec (i.e., "type specification"), a copy editor would put the numeral 1 (within a circle) next to the heading. The compositor (the one actually doing the "keying," that is, typing the diverse elements of the manuscript) would see the number 1 and by having a "composition order" would read that the head was to be 12/14 Universe Medium X 16 (with other instructions as well). Thus coding was simply the use of symbols, rather than a shorthand of printer terminology.

Now, one of the key expenses in publishing is composition; a standard book page can cost anywhere from $6 to $26, depending on the person you're dealing with. With the advent of word processing, the idea was to send the author's disk directly to the compositor--and save on keying costs. However, there remained the problem of the diverse elements, such as numbered lists, bulleted lists, run-in heads, boldface, and so on, which are different on the printed page than the typed page. Of course most compositors work by computer, but their codes would be entirely different than any one using a word processor. The problem, then, was how to use an author's disk and a compositor's computer. The answer was mnemonic coding.

For example, suppose a book has three levels of heading within its body: 1, 2, and 3, each with a different spec. On the author's copy, a 1 head is all caps, a 2 head is upper- and lowercase, and a 3 head has an initial cap and is run in. All three have different specs than the running text.

Now, the trick is to set up an elaborate search and replace--at the compositor level. To alert the compositor about how to proceed, let each 1 head begin with the code "h1" and end with the code "eh1"; each 2 head begin "h2" and end "eh2"; and so on. Once these symbols are encoded into the author's disk, the compositor's computer can search and replace these symbols with the complex specs that the codes actually call for (again: type family, space above, space below, length of line, and so on). Needless to say, these symbols have to be unique or a truly massive error could occur. Therefore, all mnemonic codes are enclosed in some type of bracket, such as [ ] or < >. Whatever the bracket type you choose, you cannot use said symbol in your running text. If you're using square brackets for mnemonics and feel the need to use them in the text, then you give them a code, such as [ob] for open bracket and [cb] for close bracket.

Now, what can mnemonics do for you? For a starter, if you wish to send a text file incorporating underlines, italics, boldface, different pitches, margin settings, or whatever, you can encode mnemonics into your file, as well as an instruction list for anyone receiving the file to translate the mnemonics into the proper controls. The search and replace would take little time. Of course, most Atari word processors don't replace control codes; however Paperclip is a notable exception (as well as including multiple replaces), and I read that Atariwriter Plus can replace control codes. It's a handy thing to have in a word processor, especially if you ever find yourself doing a book for a publisher who has latched on to mnemonic coding or if you've written a terrific public domain program and wish to include a text file that does it justice.

LIAUG and the Computer Shov
by
Eiih Schmitt
with contributions by
Louise Siminoff
Jim Woods

WELCOME TO THE LIAUG COMPUTER SHOW!!!

Well, that's not exactly true, but who know's? There's always next year! The corputer show was actually the 'Long Island Computer Show[1] held at Colonic Hill in Hauppauge on April 12th from 10:00am to 4:00pm. LIAUG did have two tables at the show however, and the results were great.

For those who may have been asleep for the past month, let's start at the beginning. Just a couple of days before our last reeting, it was suggested that LIAUG should attend the Long Island Computer Show. This was a fantastic idea, as we missed the computer show held in the Nassau Coliseum last year. There was only one rinor problem; the show was only a week away and we still had to spend tire to prepare for the monthly meeting.

I have to adrit that I was amazed. The LIAUG offiiers sprang to action, saking phone calls, plans, flyers, applications, walls, posters and more plan;. There was no rest for the entire week. We first rented a single table on Monday. After realizing the size limitations of only one table, we ialled back on Tuesday for the second table. My first thought was that our tables needed something very special to present our group. I now regretted that I had waited so long to order Magni-print from Alpha Systems, as the first thought that came to me was a huge poster and that's the program to handle the printout. See my review of this excellent program in this issue for that story.

Now the work started. Plans.,, Plans... Plans... We had never attended a computer show before and really had no idea on how to present LIAUG to the world. John Aalto's first idea was a computer video. We all agreed it was a wonderful idea and spent several heitii nights preparing a two hour long video tape of every good computer demo and game we could think of. Then, just to be prepared for anything, we paiked up every good piece of software we had, plus all our hardware. John spent the last two days building an eight by six foot uall to place behind our tables to show off our posters and banners, After too sany hour; of work, we were set and ready to go,

Louise and I wet John and Georgia at their house and drove out to Colonie Hill together. We arrived at 9:00am, it was already crowded with vendors and dealers who were unpacking and setting up their tables. The trucks and cars

in the parking lot showed license plates from all over the northeast. After getting our passes, we started setting up our tables. I think we raised sore eyebrows when John began to assemble his wall. I know we raised some after we put up the posters. They turned out to be a great idea and drew in people from all over the floor to see what they were about. After several trips back and forth to the cars, we were ready to set up the equiprent and get the video running. Jim Woods showed up about an hour later with his 256K 800XL and the-rest of his system. Between the 'live[1] computer demos, the video, the posters, flyers, and of course the friendly LIAUG officers, we put on one heck of a show.

We thought we were set and ready. We had Jim's XL running picture files, my 130XE running the bouncing ball and Fuji demos and John's video, with a backdrop of the posters, and flyers all over the place. There was unfortunately just one thing missing. Our 1040ST had cancelled on very short notice the night before and we didn't have time to find a replaiement. We were of course very upset that we wouldn't be showing Atari's new line of equipsent, but the interest in the 8-bit line was amazing. Our disappointment didn't last long however, as only about an hour after we set up, Barbara, of the Little Computer Shop (in Centereaih, NY. 516-467-4352), stopped by to say hello (her store has been a long-time supporter of LIAUG).

Much to our surprise, we never did get the 'hello·. What we did hear was "Where's your ST?". After a short explanation, she said that LIAUG shouldn't be at the show without an ST and graciously offered the lone of her store's computer. We were surprised and grateful. Barbara ran out of the show and reappeared not a half hour later with a complete ST syster and a full box of software to demo. This made the LIAUG booth corplete and we immediately elected Jim to handle the ST deros and questions. Thank you Barbara, your generosity helped make our exhibit a great one. And thanks to Jim Woods, who handled the ST like a pro. As a matter of fact, the only bad part of the entire day was having to return the ST.

Here's some comments fror Jim Woods about his ST experiences.

"This was my first real chance to use an Atari 520ST. I started out fumbling with the mouse, sending it to all the places I didn't want it to go. Selecting menus from TOS, then finally getting a demo to run. This did take alot of time until I had been through a few demos. Now I know what ST users mean when they say 'you'll get used to it·, because before long, you get used to the feel of the rouse. You know where everything is and start zipping the mouse around with a couple of cliiks and running programs, killing them and clicking into other programs. Now I see why ST users don't want to go back to type in menus.
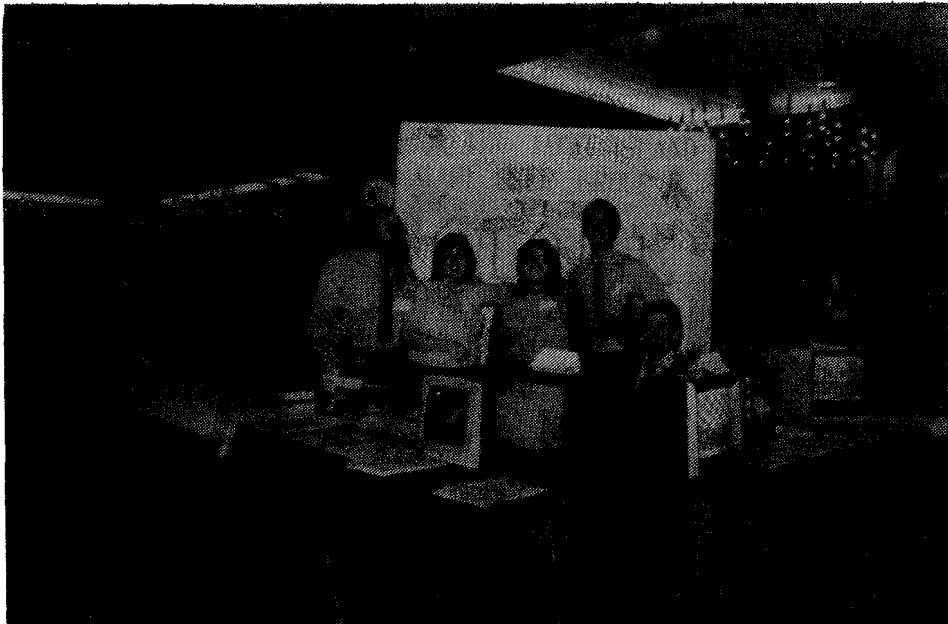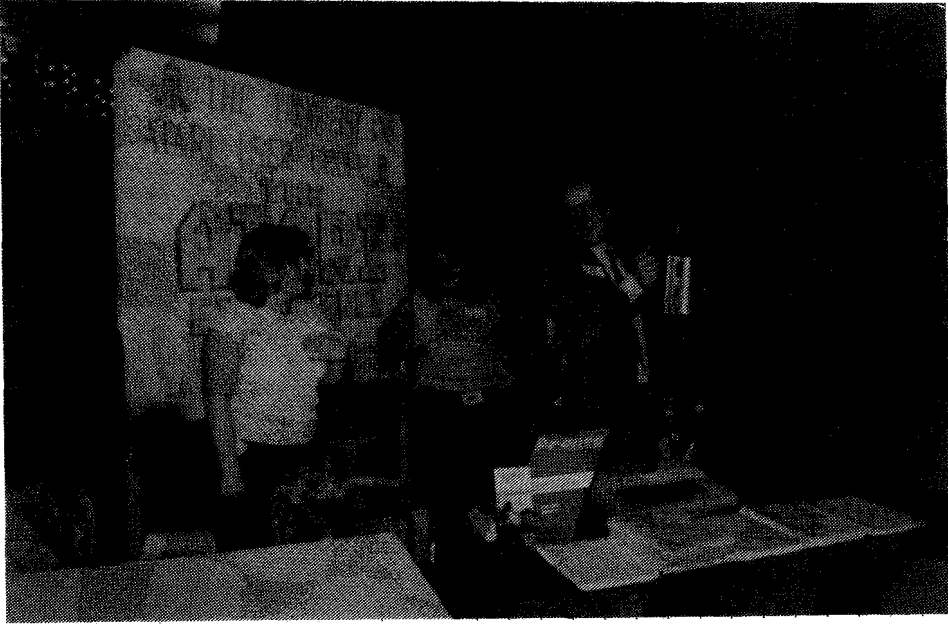
The 520ST was great and drew a large amount of people and praise. I even had a man get sick after he learned he could have had a complete ST system for just about fifty dollars more than he paid for his Commodore 128 system. I had two people mention they shelved their Mac's for an ST. The Amiga was being demo'ed at the show and people were comparing the two. Host of the people were not that impressed with the Amiga over the ST to go and spend the extra money for one. Those that commented said that the ST's colors were more vivid and richer than the Amiga's, and the picture was not that much sharper to spend the extra money.

I was impressed with the machine, (why do we call it a machine when it uses no moving parts?). I was impressed with the graphics and enjoyed using the mouse. Maybe someone will write a Dos 2 compatible TOS for my 8-tit until I purchase my own ST. I can't wait!!'

The rest of the day was spent talking to more people than 1 care to remember (I did enjoy every single conversation). They were all very friendly, and ispressed with Atari computers (8-bit or 16). We even had some conversations with people who were very happy with their 'other' computer systems, and found them to be just as friendly (and just as impressed!!!).

We were also happy to see some familiar faces; Simon Feld (ST hunting), Norm Wand (chip hunting), E.T. Madden (robot hunting), Hal Haber, Tom Gabrielli, Larry Jansch, Harvey Mandell, Harvey Schoen and Ann Albarella; LIAUG members all. If I missed anyone, I'm sorry, but the show was very crowded and we were very busy for the entire day. It sure was nice to see some LIAUG people there. With a few more members, it would almost have been a LIAUG 'Dream' meeting.

We also had a visit from Richard Kurtzman, the new New York area Atari Representative. Rich was very friendly, and offered any support to LIAUG that he could give. Stephen Misel, the Secretary of the Long Island Computer Association and chairperson of their Atari SIG, also stopped by to say hello. Steve was very friendly and we spent some time discussing how LICA and LIAUG could benefit each other.

The results of the show could not have been better. The LIAUG presentation (in my humble and un-biased opinion) was perfect. We made many new friends; handed out over 481 flyers, 288 applications, and 68 newsletters. Many thanks to John Aalto (our president) who could not have been a better· LIAUG representative for the show, making our wall and video, and heading up the organization; Georgia Aalto (our secretary) who amazed us all with her tireless work, taking care of our equipment and dispensing technical advice; Jim Woods (our vice president! for doing a

wonderful job with the ST demo's, and probably being responsible for more ST sales than a full page add in Antic or Analog; Louise Siminoff (our treasurer) who handled everything, from representing Chemical Bank's PRONTO-LIAUG offer and signing up new members to public relations and reporting, like a pro; and Rich Schmitt (our Editor) for his work on the posters and video, talking more than he has in his entire life, and writing this overly long article; and of course to Barbara of the Little Computer Shop for her lone of the ST system.

If you didn't sake it to this show, you really missed one heck of an event. Don't worry though, it wasn't your last chance. There's going to be another show in November (same place) and LIAUG will be there, better than ever. Maybe this time we'll take three tables? We'll keep you posted on the next one and hopefully we'll see you there.

The Long Island Computer Show
by
Rich Schmitt
with contributions by
Louise Siminoff
Jim Woods

Computer 'Flea Markets', the wave of the future? On April 12th, Ken Gordon Productions presented the 'Long Island Micro Show & Fleamarket' at the beautiful Colonie Hill Hotel in Hauppauge, New York. LIAUG attended the show, occupying two tables, and of course we took the opportunity to look around and bring you this report.

We arrived at 9:00am, to set up our tables, the 20,188 square feet of floor was already crowded; not with spectators, but with vendors and dealers setting up their tables. We managed to have our tables set up by the 10:00am opening and without any warning the doors were opened like the flood gates to a dam.

Louise and I stayed at the LIAUG tables for the first hour to help out and see the initial reactions of the crowd to our presentation. In this short hour we met many friendly people and saw the stacks of flyers, applications and newsletters dwindle rapidly. By 11:00am we had run out of newsletters and had to write 'Please DO NOT Remove!' on the covers of the last three remaining issues (we even lost one of those) so we could have a copy to show the people that stopped to talk. After seeing this initial enthusiastic response, we decided to leave the LIAUG tables

in the capable hands of John, Georgia and Jim. Taking our pads in hand, we left the tables and went on our little reporting excursion.

Crowds ... Crowds ... Crowds!!! I couldn't believe the number of people trying to squeeze betueen the isles. The only single item that rivaled the number of people was the number of inexpensive IBM clones on display. If you are an IBM 'Hacker', then this show was for you. Everything from $688.88 complete systems to modification and expansion boards to individual chips and programs. I have to admit, though, that even with the vast number of IBM and APPLE systems displaying various programs, I didn't see anything that was truly impressive. Probably the most impressive piece of software I saw (graphics wise) was a young man playing the IBM version of 'Flight Simulator 2'. personally, I thought the Atari version looked better. The IBM displayed higher resolution, but poorer definition and terrible screen flicker.

There was also a single dealer that specialized in Commodore hardware and software. Yes, they had an Amiga running graphic demos. Yes, the graphics were impressive. No, not more impressive than the ST. There were also very few software titles there for the Amiga, and most of them from Electronic Arts. For those of you who love to argue the 'ST vs Amiga', there were two ST's and one Amiga at the show. One of the ST's was running the same type of graphii demos as the Amiga, the other (on display by Infotek, Inc. of E. Patihogue. Pht 516-289-9682) was running all sorts of different titles. The opinions of the people we talked to, who saw both machines, was that the ST uas at least as impressive (if not more) than the Amiga and that the Amiga was definitely NOT worth the cost, That should make you happy (we kinda liked those comments ourselves!).

The majority of the show uas devoted to the IBM market, with a healthy sprinkling of Apples. There were several tables of generic interest and and a few that supported Atari's. In the generic line, there were at least three separate vendors selling chips of every imaginable kind, and at very reasonable prices, We stopped by the Clem-Neff Enterprises (of New Jersey) table and talked to some very nice people (we also bought some very nice chips). At another 'chip' table, were very good priies on the 256K memory chips for those big memory modifications to the 800XL's. Thanks to Norm Wand for finding the table and getting us a good price on the chips.

In the disk sarket, there were tables selling disks in single quantities from as low as 33 cents each (these were used) to bulk quantities at 47 ients each (new). Other tables had name brand boxes and bulk at slightly higher prices. Luckily, we found the time to restock our library disks at a very reasonable cost. There was even a table **that specialized in technical books (from SciTech Books in**

Farmingdale). Between the books, chips, boards, parts, disks and other items available at the shou, it uas a veritable 'Hackers Delight'. If you were willing to fight the crowds to make your way around the huge room, there had to be something to interest you.

This was not just a computer 'Flea Market' though. There were tables occupied by very recognizable names and a lot of tables dealing in serious business software and hardware. On our little tour, we stopped by the 'Hal Systems' table to see his demo of 'Computer Eyes'. This was an interesting experience as we have mail-ordered several items from Hal's company and we got to meet and talk to Hal himself. We visited the Triad Technologies Table to say hello to Pete Goldring, and left with a bright yellow balloon (uh... for Lou, of course...). Ribbonland was there with an incredible assortment of printer ribbons, at iniredibe priies.

Weber & Son's (of Adelphia, New Jersey! had tables with some great items and some very friendly people (not to mention the free samples). They were selling a unique disk labeling product called 'Kangaroo Pockets'. The basic idea is a thin clear plastic 'pocket' that sticks to your disk (just like a label), then, printed labels or cards can be inserted or removed in the pocket. No more trying to peal off those gummy paper labels. These came in several different sizes and prices, uith package deals on bulk quantities. We thought this was a great idea and made sure we got a mail-order form. What we bought at the time was a disk case, Another great idea, these cases are made of thick, tuff cardboard and hold 75 or 158 disks (two sizes) and sell for only $8.35 and $18.35. There's a drawer style and one with a removable lid. We thought this was a great box to hold our library and couldn't resist. By the way, these products also are made for the new 3.5" disks of the ST.

There was one company there supporting Atari in a big way. Unlimited Software Inc.'s 'Disk of the Month Club' had a huge selection of software for the Atari and other computers. I was happy to see a couple of bins full of old Atari Apex programs. I dug through the titles and found two that I just couldn't resist. The source code to Chris Crawford's 'Eastern front' and Dale Yocum's Basic program 'Masher'. I wanted these titles for years and missed them from Atari. Unlimited was selling the Apex programs for only $3.80 each, two for $5.08. Ya can't beat that!

A deal I am still sorry that I passed up was Liuski International Inc.'s offer of a Smart Team 38811288 baud modem for only $168.618. That's a good price for a good modem. Well, maybe in November? Sometimes it pays to look at the 'IBM' tables, they use modems too! We also saw the Nutriplan Diet tables, running their software on Apple computers; Paine-Weber with several tables promoting the

Dow Jones news retrieval service; and more chips and parts.

Our little reporting tour over, we finally made it back to the LIAUG table, hands full and pockets empty. Getting back to the safe side of the tables, we were happy to take a breather and start representing LIAUG. Among the hundreds of people we talked to, we were happy to have Riih Kurtzman of Jaymar (the new Atari representatives in New York) stop by to say hello and offer any support he and his company could give. It's nice to know that someone out there is offering support to. the Atari community. A little later we were pleased to meet Steve Misel, secretary of the Long Island Computer Association (LICA). Steve also chairs their Atari SIG. We talked for some time and then visited LICA's numerous tables. The main topic of discussion was about how LICA and LIAUG could help each other as user groups. Thanks for stopping by Steve, we hope to see you again.

The rest of the day was hectic beyond belief. 1 think we talked to more people at the show than ve have over the past year. The results vere well worth the investment of time and vork. We handed out over 400 flyers, 280 applications and 68 newsletters; signed up 5 new members (and applications are still coming in); and met a lot of new friends. Everyone ve talked to was impressed with our Atari equipment and demos, even the 'Mac' and BM owners. I uas surprised to see as much interest in the 8-bit line as the neu ST's. I see no reason vhy our good old 8-bit machines can't have a long and fruitful life. They are more than capable for the average user, and the interest is definitely there. I uould reiommend that those big software companies attend the smaller computer shows, talk to average computer users and groups, ask the average person if they vant to spend a thousand dollars on a system, and THEN decide whether or not to vrite or convert a program for the 8-bit maihines.

The crowds kept coring until 3:30pm, and the hall was closed at 4. We never even unpacked most of the software we brought vith us; ve·ll remember that next time. On a whole, the show vas vell vorth atten'ding, as a vendor or spectator. It uas a great place to pick up good deals on softvare and hardware, and of course meet people vith a common interest in computing. The LIAUG presentation vas flavless, the officers vere perfect representatives, and we generated more interest in our group than any form of advertising could accomplish. Although it took us a week to recover, ve're ready for the next shov in Movember (same place!), and so is LIAUG!!! See you there.. .

Things I'd Like To See
by
Hal Haber

A Numeric Keypad for the 130XE- I knou that the CX85 Keypad is available from Atari. I uould like to see somebody make it useable with 'Synfile' or 'Syncalc'. Now that the new 130XE versions are out there is no excuse that there was not enough memory available for the keypad handler. This uould bring the Atari computer up one more step in the business uorld. Someone could even make sore money if they redesigned the keypad to match the new XE computer design. Here's something that uould sell and the designers would not have to worry about piracy. There are many other applications that would benefit from the keypad. Any program that requires a lot of numerics could be improved.

A 'Sidekick· type of program- 'Sidekick^y is a program available for BH Computers that allow the use of an address book,calendar,automatic dialer,appointment keeper and calculator to reside in memory. The user has the ability to pull up any of these item even when running another program. Wouldn't it be great to have the ability to bring up an appointment listing for today uhile your using 'Atariwriter'. This 'Sidekick· type program could reside in the remaining 64K not being used by the first program.

Better articles in Antic and Analog- There seems to be a lack of good articles and programs published in both of the above magazines. Is this because nobody is writing anything vorthwhile for the 8 bit or is it that the fee paid for a published article is so low? Hou about better articles!! I'm sick of seeing new Dos·s and stupid utilities. Doesn't anyone have a useful program available. Maybe something that vould be helpful to a business, or save time at a household chore. Maybe the publishers should consider raising the fees paid for an article to induce people to write better programs.

The Panasonic 189811891 Printer Memory Lapse- Every new program that comes out with a printer driver forgets about the Panasonic. How come? It is one of the most popular printers used with the Atari. Let's see every neu program with a Panasonic printer driver from now on! (How about the 1092??? –Ed.)

The Final Step: The 1088XE
By
Scott Peterson

Well, this is it for me, the last installment on the 130XE. I have not built this mother, but the theory behind it has been built and tested. This doc assumes you have already built and tested a 576K 130XE. to finish it you uill need the folluing parts;

Quanity part no.   description.

```
 16     41256-15   256K DRAM'S
  1     7432       quad OR gate
  1     7484       quad invert buff.
  2     33 ohm     resistors.
                   Small piece of PC board.
```
....

Note: On the 74 series, you can substitute them with 74LS series chips, they use less power.. .

Tools;

Nothing fancy, a fine tip soldering iron and sore fine uire, etc. Mount the 7484 and the 7432 on a small PC board (1in. X 2in.). Connect together pin 14 on the 7432 and pin 14 on the 7484 with a lengh of fine uire. This is the +5v supply to the chips, connect it to pin 14 of any 14 pin chip in the 130XE or pin 16 of any 16 pin chip in the 130XE. Next connect a length of uire to pin 7 of the 7432 and pin 7 of the 7484, this is ground for the tuo chips. Connect it to pin 7 of any 14 pin chip in the 130XE or pin 8 of and 16 pin chip.

Next, take U23 (U23) out of the socket and bend up pin 17, reinsert it in the socket. Solder a piece of uire to pin 17 (U23), and connect it to the 7432 pins 2 and 5. Next connect a wire to pin 14 on U23 (PIA) run it to pin 1 on the 7484 and pin 1 on the 7432. Nou connect a wire from the 7432 pin 6 to pin 17 of the socket U23 is in. Find the 74LS138 you piggy backed to the eother board uhen doing the 576K mod, remove the jumper from pins 1 and 16. solder a uire from pin 3 of the 7432 on the PC board to pin 1 of the piggybacked 74LS138.

Put some double backed tape on the PC board and stick it somewhere on the mother board of the 130XE.

RAI-CHIP installation (lots of them!) Take the 16 neu ram chips and cut pin 15 on all of them in half so only the 'fat' part is left. Now, you have to piggy back them on-top of the 64K drams (the left-most row of chips). Solder in 8 of them, connecting all pins except pin 15, then connect a

jumper to pin 15 of each neu ram chips. lake sure you have about a foot left over. Solder in the next 8 doing the same thing. When you get done you should have 2 neu rows of 256k DRAM's solder in on-top of the 64K DRAM's, with a 2 wires, one connected to all the pin 15's of the middle row and another connected to all the pin 15's of the top rou. Take one uire and go out a feu inches and install a 33 ohm resistor in-line, cover uith heat shrink tubing and do the same to the other uire. Connect one uire to pin 15 of the 74LS138 and the other to pin 13 of the 74LS138.

Your done!!! Sorry, as of right nou I know of no softuare to run on this. I release this doc file with out testing it. ! have built the small circuit on the PC board and ionnected it in a 576K 130XE and used it to move the memory instead of the basic control bit, so I know it uorks, this little circuit works in both the 800x1 or 130XE if you have something you uould like to use bit 7 (self test bit) for. If you have constructed a 320XE mod and uould like to use bit 7 instead of bit 5, this is a good uay to do it. A warning though, you uill regain your Antic enhanced rode, but softuare written for the original 320XE mod uill not run on it after you do it.

If you are trying to figure out your memory control bits here's a cheat sheet.

```
Decimal        128 64 32 16 8 4 2 1
.................................
Control bit      7  6  5  4 3 2 1 0
---------------------------------------
```

Just find your control bits and add them up to figure out the decimal control number. When you get done you should have in one switch position a 130XE with 320K, built in basic and Antic enhanced mode. In the other position you lose Antic enhanced mode, internal baisc but you have 1088K of memory, 64 banks of 16K. By the uay, typing BYE uill still throu you into the self test mode (bit 7 still uorks). If anyone complete's this monster, please call my BBS at (408)-384-3906, or leave me a message at compuserve. (I'd kinda llike to hear about it too!! -Ed.)

Good Luck
Scott

NOTE: LIAUG and the LIAUG Lighthouse make NO gaurantees that this modification does in fact uork, nor can we accept any responsibility for users attempting this modification. We recommend this modification to ONLY qualified technicians or those with a COMPLETE familiarity with the internal uorkings of Atai computers and electronics in general. Good-luck...

ANTIC'S EUROPEAN ATARI REPORT
PART 1: LONDON BULLETIN
BY
GIGI BISSON, ANTIC ASSISTANT EDITOR
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Antic Publisher James Capparell and Harketing Director Gary Yost have returned from a tour of three European Atari computer shows including the largest computer show in the world, West Germany's CEBIT -- otherwise known as the Hanover Fair. This is part one of a three-part report.

THE IBH-ST

Real HS-DOS compatibility is finally a reality for the Atari 520ST. At an Atari computer show sponsored by Atari User magazine in London, Atari Corp. unveiled a product in the final development stages code-nared the HS-DOS Box.

Designed by Atari engineer Jim Tittsler, the HS-DDS box is essentially an 8888 microprocessor encased in a metal box like a hard disk drive and plugged into the DHA port. It comes with half a megabyte of memory, an 8888 microprocessor and a socket for the 9097 math co-processor.

During a tour of three major European computer shows including the Hanover Fair in West Germany, Antic publisher Jim Capparell saw the ST running HS-DOS and Multiplan. Atari Corp. claims the HS-DDS box will enable the ST to be compatible with 90% of IBFPC software at speeds greater than the IBH PC. However, Tittsler says the box won't be able to run graphic-based software such as Lotus 1-2-3 until the final BIOS routines are written.

The HS-DOS box also offers significant potential for true multi-tasking ability or high-speed graphics on the ST. By using the 8888 and 8887 as co-processors for the ST, there is a possibility of using them to process data for graphic screens while doing a separate task with the 68888 microprocessor. The projected retail price is about $300.

Atari also announced a CP/H operating system emulator in software that should soon be available in the United States for $49.95. At the London show, Antic saw libraries of CPH software already transferred to ST disk format.

PRODUCTS AND PROHISES

For the eight-bit Ataris, the most significant new product was the long-promised 88-column adapter that plugs into the XL or XE computer. Atari had originally promised an 80-column cartridge, however, the final product will be a case that plugs into the serial port.

There was an array of new software including a computer chess program, sophisticated animation software, and a $3,888 Computer Aided Design system for the 1040ST suitable for professional architects and interior designers. Antic saw a variety of C development tools, editors, and loads of music and entertainment software.

Atari User magazine claimed that the Atari Computer Show, Harch 5 at the Novotel, London was the first Atari-specific exhibition ever. Antic was among 58 booths dedicated to Atari ST, XL and XE. Over 188 new products were unveiled and according to Atari User magazine, aproxirately two thirds of the products on display were for the 8-bit Atari computers. However, most of those products were aimed at the U.K. market, such at Atari's release of the XC11, a replacement for the 1818 cassette deck to be bundled with the 130XE.

Computer Concepts from Hempstead, England showed a preliminary version of what Antic Marketing Director Gary Yost calls "the fastest BASIC I've seen on any machine." This remarkable ST BASIC supports in-line assembly code and key words for every 6EH function call. It retails for less than $108 in iartridge form, and should be available in the early Fall.

Software Punch of Liverpool showed a small plug-in card for the ST that gives it two RS-232 ports and sells for about 58 British pounds. The software house is working on an Ethernet-compatible network of cables that allow ST computers to share information.

For three solid days, Jeff Hinter, the wild-haired, 23-year-old president of Llamasoft deonstrated his creation, the Colourspace light synthesizer. A BARCO video projection system beamed his pulsating kaleidoscopic images on an 8-foot diagonal screen. Jeff's mum was staffing the booth, selling his ST Colourspace to eager crowds. The $29.95 program is available in the U.S. through Apex Distribution in Boston, Mass.

Recently Hinter rented London's Baker planetarium to demonstarte Colourspace to the press. Not surprisingly, in the Colourspace mannual, he cites as his influences, "Pink Floyd, Rush and Laseriua." (A popular laser light show that appears in planetariums.)

Hetacomco will port a full implementation of Cambridge LISP to the ST and is aiming for a Fall release of the promised product.

Supra Corp. of Albany, Oregon was showing their 28

megabyte hard disk. (It should be available from local retailers in the near future). The $1,000 price seems a bit steep, but it is reportedly three times faster than the not-yet-available Atari hard disk. John Wiley, President of Supra, showed Antic a 60 megabyte hard disk prototype and hinted about a future streaming tape backup.

Hirrorsoft announced Fleet Street Editor, a word processing and graphics page layout program that functions like Springboard's Newsroom on the Apple II, but produces 'professional level' desktop publishing and photocomposition on the ST. Look for Fleet Street Editor to hit the U.S. this summer. Hicrodeal announced Disk-Help, a $29.95 disk recovery program.

Hiracle Technology Ltd. of England was showing Multi-Viewters/Datatari, an 8-bit communications program and serial interface capable of accessing graphic-based videotext, electronic mail, and telex. The interface is equipped uith a 25-way plug to fit several modems.

TRANS-ATLANTIC SOFTWARE

Perhaps the most significant trend in softuare is the increasing communication between European and American softuare houses. Much of the softuare displayed was American product brought to the UK. under license or by aggressive dealers. For exarple, the United States-based Michtron linked up uith the United Kingdom firm of Hicrodeal to distribute Timebandit and Hi-Term in Europe. Likeuise, U.S.-based distributors uere searching for European softuare to bring back to the states.

The ST is already cracking the European education market. Universities are adopting the ST as the machine of choice. Fortran 77, long a standard in universities, is finished from two companies -- Philon of New York and Prospero in the UK. With GEM bindings included, the Prospero version should retail for about $150. Fortran in one standard or another has been around since the late '50s and as a result a library of Public domain Fortran-compatible softuare for engineering applications is already available.

At the current exchange rate, the Apple Hacintosh costs $4,000 in the UK. Not suprisingly, the ST is eating it up. Atari is holding the price of ST to roughly the US. equivalent. European programmers and dealers uere quick to recognize the ST's incredible price/performance ratio.

PART TWO WEST GERMANY AND FRANCE

Antic Publisher James Capparell recently returned from

a one month tour of computer shows in Europe. This is the second installment in our three-part report.

HANOVER, WEST GERMANY — No hype.

It's the largest computer trade show in the world. CeBIT -- even grander than the mighty COHDEX (CeBIT is a German acronym for World Center for Office, Data and Communications Technology.) During the week of March 12, the annual show in Hanover, West Germany boasted 2,100 exhibitors spread throughout 205,000 meters of display area in 13 buildings. Atari Corp. was in building 13, but this time it was a lucky number.

'We've been hearing that the Atari ST is now the largest selling computer in Germany, but I never believed it until I saw this shou,' says Antic Publisher James Capparell. Every significant hardware and softuare organization from Atari to IBM was at the Hanover shou, including 102 exhibitors from the U.S. and exhibitors from countries that aren't often associated uith high technology, such as Czechoslovakia, Yugoslavia, Hungary and South Africa.

Atari Germany spared no expense at their lavish booth. The center of the vast display was almost a restaurant in itself, tempting dealers and retailers with rich food, German Beer and fine chocolates. At the perimeter were nearly 50 third-party developers, including Antic. The exhibitors shoued many of the same products that had been unveiled the previous ueek at an Atari shou in London.

At a Hanover press conference, Atari announced the MS/DOS box, 20 megabyte hard disk drive, 1040ST computer and 520ST+ computer. Atari also spoke of their commitment to upuard compatiblity, pledging that all future plug-in peripherals and add-ons will be compatible uith all versions of ST harduare. Atari engineers are uorking on a 1,808 X 1,000 pixel color monitor for CAD/CAM purposes, uith a companion harduare expansion unit capable of driving that resolution on the ST. Atari hopes to keep the price down to $1,000. Atari Corp.'s $49.95 CP/M operating system emulator softuare is not yet available in the U.S., but apparently it is already in use in West Germany. (CP/M, one of the earliest microcomputer operating systems, is used by the Osborne and Kaypro computers.)

German computer magazines are already advertising CP/M softuare for the ST. In 68000er magazine, there are advertisements for Hicro Pro Wordstar 3.0 'fur den Atari ST.' The softuare is in ST 3 112 inch disk format and requires the CP/M emulator. Another German magazine featured a revieu of Borland International's Turbo Pascal running on the ST uith CP/M emulation.

Antic picked up copies of several German computer

ragazines iovering the ST, including Happy Corputer, ST Corputer, Level 16, and 68000er -- a ragazine devoted to 68888-based Atari ST, Apple Macintosh and Corrodore Aaiga. Antic made arrangements to exchange programs and articles with sore of these publications.

A few of the new products on display:

‡ RDS software unveiled, SideClick, an ST clone of Borland International's Sidekick.

‡ A printed circuit board CAD development paikage, including a plotter driver.

‡ A full MIDI software package driving a Yamaha DX-7 synthesizer.

‡ Many of the products were business software packages written to German business standards, and thus impractical for U.S. use.

‡ Firebird, the firm that developed The Pawn graphic adventure game for the ST, discovered a way to decrease loading tire, and they plan to incorporate this teihnique in future releases. Antic also saw several Gerran developers that had found ways to speed up disk loads.

‡ A bar-code printer and reader for the ST, corpiled and interpreted BASIC languages.

‡ A scientific lab data acquisition system, and a syster that enables users to download weather satellite inforration with the ST.

‡ Hetacomco will port a full implementation of Carbridge LISP to the ST, slated for a Fall release.

‡ Paperlogic introduced an ST Toolbox that included a MS-DOS-like shell and sells for under $40.

‡ Abacus Software displayed a Printed Circuit Board CAD design syster that was nearly in the Beta stage.

Hany companies were capitalizing on the ST's MIDI interface with musical software. The rost intriguing exhibit featured an Analog to Digital/Digital to Analog (AD/DA) workstation, comprised of $15,888 worth of hardware powered by an ST.

VIVE LE ATARI

And finally, at the end of an exhausting tour, Paris, for the first Atari-exclusive show ever held in France. The show featured 58 developers, most were French.

In France, Antic saw sore fantastic artwork created with DEGAS and NEOchrome, and hopes to make arrangements with the artists to publish this work in future issues of Antic. But the star of the show was a professional architectural CAD-CAM syster fror a Netherlands firr.

Androreda Software, a Hungarian firr with offices in the United States, showed two graphic tools fro the ST, The Anirator, a graphic animation package and a picture processor. Andromeda is also working on ST versions of the classic Atari arcade games Hissile Command, Battlezone and Millipede.

The trip verified both Atari's corritrent to worldwide ST aarketing, and the world's commitment to Atari. "Everywhere we went in Europe, I was surprised to reet Antic readers with complimentary things to say," says Antic publisher Capparell. "Antic and Atari have friends around the world."

NUT The Run Time Rumor Mill
NOT By
Louise 'Rona' Sirs

Just in case you didn't catch the above title, this is NOT the 'Run Tire Rumor Nil!' and it was NOT written by 'Rona'. The reason for this is simply because we have not been able to find our monthly gossip columnist. The last we heard, she had decided there just wasn't enough ricro-gossip in our local area and had decided to take a 'small' trip to uncover sore really big stories.

The last tire we saw 'Rona' was at the local Colonie Hill Corputer Show that LIAUG attended. Rona was there, frantically taking her notes as usual. About half way through the show, I noticed a definite change come over her and the obvious twinkle of an idea in her eyes.

That was it. The last I saw her, she was running out of the show mumbling something about 'Macro-gossip' and Palm trees. We haven't seen her since, although we have recieved several unsigned post-cards with a distinct odor of coconut. We can only hope that Rona has indeed found her 'Macro-gossip' and will be here next month to share it with us. In the mean time, I hope she's having fun, and....

Till next month, and more Micro(Macro?)-Gossip....

You Spelled It!
by
Michael Schoetibach

Requires: BASIC, S.A.M., S.A.M. handler from February, 1985 Antic magazine.

WHAT IT IS

You spelled it! is a program written for elementary school students. This program will allow you to make a list of spelling uords to be tested on. It is useful if you are trying to study for a spelling test and don't want to use one of the two 'ancient' methods: Scrambling the words and descrambling them or tape record the list and play it back (listen to your oun voice, blach!).

LOADING IT

1) Type in the following listing and save it to disk.

2) Boot up your S.A.M. disk with BASIC installed and type "DOS".

3) Binary load (command L) the RECITER program and exit back to BASIC (command B).

4) RUN the saved program you typed in and choose the command you uish to use.

THE COMMANDS

You spelled it! contains three commands: 1) Spell File; 2) Create File; 3) End Program. If you did not create a spelling list you must use command 2.
(RETURN) pressed at any prompt will abort command 2 and you will be back and the main screen.
After choosing command 2 you will be asked for a filename; remember you must type D (filename) or D1: (filename) through D4: (filename) (include a D:). After you specify a file to write the data to the program will ask you hou many uords you wish to input (we will use 1 as an example).

Create: Filename ?D:MYLIST (RETURN)
How many words ?1 (RETURN)

Spell word #1 ?MICHAEL (RETURN)

Pronounce word HICHAEL
?MYKAL (RETURN)

Give me a sentance far Michael
?MYKAL WROTE THIS PROGRAH (RETURN)

Notice the program asked hou to pronounce MICHAEL. It does that so S.A.M. can pronounce the uord. Also notice how I wrote MYKAL in my sentence instead of MICHAEL. This is done for the same reason. Rerember this program is case sensative. If you type a word in upper or lower case you must retype it in that way,

Command number 1 is for a play-back. The program will ask you for a filename. Type in the sare one you saved the data to. Next S.A.M. will notify you to press (START) when ready. When you are press it. Sam will say:

'Number one; spell MYKAL. MYKAL urote this program."

The program uill provide a "Spell It:" prompt. Type in HICHAEL.

S.A.M. will say:

"You spelled it!". (if you spelled it urong S.A.M. will say 'That is wrong" and will ask you two more times for the same word before moving on.)

Command three is to exit the program when you are finished.

L.I.A.U.G. Listing:

```
10 Rem You Spelled It!
20 Rem by Michael Schoenbach
31 Rem April, 1985 LIAUG Lighthouse
41 Rem Long Island Atari Users Group
50 Rem
60 Trap 80:Close #1:Close #2: Close #3: Dir
L$(255),Bf$(1650):Bf$(1650)=" ":Open #1,8,0,"V:":Open
#2,4,0,"K:"
70 Dim Fl$(20):Goto 90
80 Graphics 0:Poke 710,0:? 'Error with S.A.M. handler from
Antic!":End
90 Graphics 0:Poke 710,10:Poke 709,0:Position 12,3:? 'You
Spelled It!":Position 18,5:? "by":Position 11,7:? "Michael
Schoenbach"
100 Poke 712,0:? :? "April, 1985 L.I.A.U.G.    Lighthouse.":?
'Using the SAH V: handler from Antic!'" ?
110 Position 2,12:? "Menu:":? :? "<1> - Spell File"" ?"<2>
- Create File":? "<3> - End Program"
120 Trap 90:? :? "Please Choose :";:Get #2,X:? Chr$(X):?
:If X<49 O X>51 Then 90
130 X=X-48:On X Goto 140,310,458
140 Trap 90:Graphics 0:Setcolor 4,9,4:? 'Spell:
Filename";:Input L$:If L$="" Or L$(1,1)<>"D" Then 90
15%Close #3:Open #3,4,0,L$:Input #3,Words
160 Trap 180:Bf$="":L$(255)=" "
170 Xio 7,#3,4,0,L$:Bf$(Len(Bf$)+1)=L$:Goto 178
```

```
188 Trap 190:If Peek(856) Then
Bf$(Len(Bf$)+1)=L$(1,Peek(856))
198 Close #3:? #1;"PRESS START WHEN YOU ARE READY."
288 If Peek(53279)<>6 Then 288
218 ? #1;"WELCOME TO YOU SPELLED IT FROH THE LON6 ILAND
ATARI USERS GROUP"
228   For X=1 To Words:  For Times=1 To 3
238    I=X*110-95:? #1;"NUMBER";X;",",
SPELL";Bf$(I+1,I+Asc(Bf$(I))):? "}":  For I=1 To 30:Next I
248    I=X*110-81:? #1;Bf$(I+1,I+Asc(Bf$(I)));"!"
258    ? "}":? ''Spell it:";:Input L$:If L$="" Then 238
268    If L$="/E" Then 388
278    I=X*110-109:If L$=Bf$(I+1,I+Asc(Bf$(I))) Then ?
#1;"YOU SPELLED IT!":Pop :Goto 298
28%    ? #1;"THAT  IS WRONG!":Next Times
298   Next X
38% Close #3:Trap 90:Goto 98
318 Trap 90:? "}":? :? "Create: Filename';:Input  L$:If
L$="" Or L$(1,1)<>"D" Then 98
328 F1$=L$:Trap 420:? 'How  many words'; :Input Words:If
Words<1 Or Words>15 Then 428
338   For X=1 To Words
348   ? :? 'Spell  word #";X;:Input L$:If L$="" Then 428
350   I=X*110-109:Bf$(I)=Chr$(Len(L$)):Bf$(I+1)=L$
368   ? :? 'Pronounce  word ";L$:Input L$:If L$="" Then 420
378   I=X*110-95:Bf$(I)=Chr$(Len(L$)):Bf$(I+1)=L$
388   I=X*110-109:? :? "Give re a sentence for
";Bf$(I+1,I+Asc(Bf$(I))):Input L$:If L$="" Then 420
398   If Len(L$)>80 Then ? "Too Big!":Goto 388
488   I=X*110-81:Bf$(I)=Chr$(Len(L$)):Bf$(I+1)=L$
418   Next X:Goto 438
428 Close #3:Trap 90:Goto 91
438 Trap 420:? "Saving data ..."Open #3,8,0,F1$
448 ? #3;Words:? #3;Bf$:Goto 428
458 Graphics 0:Close #1:Close #2:Close #3:End
```

Note: the 'You Spelled It¹ text in line 98 should be
entered in inverse video.

JUNE 1986
WILL BE OUR

ONE

YEAR

ANIVERSARY!!

GET YOUR

SUBMISSIONS

IN

NOW!!!

<u>A Review</u> of 'MAGNIPRINT II+'
by
Rich Schmitt

Great idea! Let's take LIAUG to the Colonie Hill Computer Shou! Now we just need something great to catch the peoples eye and let 'm know we're there. How about a six foot poster of our cover-art uinning Lighthouse by Tracy Estes? Great idea, but hou do we do it? And we only have a ueek to get everything together! I kneu I should have ordered 'Magniprint' from Alpha Systems last year when I originally uanted it. Mow it's too late, or is it? Why do I mention the tight schedule? Because this is a review, not only of a fine piece of softuare, but of the company that produces it, Alpha Systems of Stou, Ohio.

When we decided to bring LIAUG to the computer show, I had the bright idea of making a six foot poster of our Lighthouse picture to bring in the crowds. The ONLY printer graphics dump program available that ian print posters is 'Magniprint II+', and being an old tise procrastinator, I never got around to ordering the program. Now we only had a ueek before the shou and I uanted 'Magniprint'. I luckily decided to try ordering it in the hopes that I could somehou get it in time.

fly first phone call to the order number in Analog's magazine add produced a very friendly uoman who uas more than happy to take my order. After going through all the steps to place the order, the last thing I heard was 'Thank you for your order, that will be FOUR TO SIX WEEKS for delivery'. 'WAIT!!! WAIT!!! Can't I speed that up a little bit?'. I caught her just before she hung up and explained the situation. She suggested I call another number and explain things there to see if they could do something. Another phone call. Another very friendly uoman and another explanation, this time uith good results. After hearing that ve were a user group and needed the program for our poster, she said that she would put the program in the mail that next rorning. What a relief. But, uould it come in time? I placed the order Thursday afternoon, and by a miracle of modern rail land the people at Alpha) I got my 'Magniprint' Monday afternoon. I couldn't have asked for better service from the company, nou to see if the program holds up to the advertisements!

We all knou about magazine adds. A lot of faniy words spouting on about a product that never seess to come close to uhat uas advertised. For once, I'm happy to announce that not only does 'Magniprint' uork as advertised, but far beyond! Just in case you're expecting one of my usual reviews uhere I tear apart a program and tell you not to waste your money, you're in for a surprise. 'Magniprint II+' is by far the BEST graphics screen dump program

available for the Atari 8-bit line. Nothing else even comes close. I uas so excited by the results that everyone I kneu was sick of hearing me rave about it for ueeks. I'm still raving.

On to the review. 'Magniprint II+' is a graphics screen dump program that will print out ANY computer generated picture to an Epson, Panasonic, CItoh, NEC, Gemini, Star or other compatible printer. When I say 'any', that's no exaggeration. There are built-in picture convertois for Micro-Painter, Micro-Illustrator (Koala, Touch Tablet etc.), Paint, Fun with Art, B/Graph, Graphic Master, Super Sketch, Strip Poker, Movie Maker (for backgrounds), Graphics Magician, Atari's Light Pen, Print Shop, Syngraph and Computer Eyes. Magniprint will also directly load graphics 8, 9, 10, 11 and Koala-Touch Tablet 'PICs' (iti compressed format) with NO conversion.

When the disk is first booted, you are presented uith a full screen menu. From here, you can jump into the 'Magniprint' program, the 'Print All' program, choose your printer, or perform one of the numerous conversions.

Once a picture is converted (if needed) and loaded, the fun really begins. A touch of the space bar brings up a neu menu that allows you to load a new picture, save the current one, touch up the pic, add text, toggle enhanced printing, print a poster, change the line spacing of the printer or return to the picture. The load and save are obvious, the rest of the options I'll explain about.

The 'Touch-up screen' option allous you to add finishing touches to your pic. You can either fill in or erase individual pixels. This comes in handy to box-in text or erase a small mistake. There's no fancy frills here (like circles or boxes or fills), but this isn't a drauing program. For the minor touch-ups, this option works just fine.

Adding text is one of the best features. Once this mode is entered, you can position the cursor anywhere on screen uith the joystick and then just type in your text, in regular or inverse characters. You can use the standard Atari character set, one of the five custom sets available uith the program, or any staadard 9 sector custom character set you have laying around. The instructions uarn that text will only uork well in graphics 8, but I've had acceptable results in other modes depending on the character set. The advantage uith 'Magniprint' is that if you uant to add text to a graphics 7+ (E) screen, just tap the escape key and you can change your screen to a graphics 8 pic (or graphics 9 for that matter).

Enhanced printing only works on some printers and I found it unneeded. My printout were just fine as-is. This would be useful, houever, if your ribbon was worn (by

printing pics?).

Changing the line spacing of your printer is a very important feature as I have found that certain sized print-outs require a change in the spacing. This can also be use for a custom look to the print-out as mentioned in the manual. The spacing can be altered from 1 to 9 (the number of print wires in the printer head!). On my Panasonic, a change of one number moves the lines by half a print uire. This is very fine control over the print positioning and should make this program uork with just about any compatible printer.

The poster option is uhere 'Magniprint' really shines. Choosing this option, you get a choice of three size posters. I haven't tried the smallest size yet, but the medium size is about three by tuo feet. The large size is almost six by four feet, and that's BIG!!! I have only a minor quibble about this feature. The large sized poster takes more than an hour to print (and that's on a fast printer) and there's no facility to pause the print-out. That's a lot of strain on the poor print head, and what about a paper jam? This would have been simple to add to the program and uould have given me some peace of mind (I recently had to replace my print head and do not look forward to it again).

For the posters alone, 'Magniprint' would be uell uorth the money, but it also offers many other sizes of print-outs. You can print 'Normal' (vertical) or sideuays pictures in eight different sizes. The smallest is about eighth page, the largest is six pages that must be taped together (mini-posters). fly big concern uith these huge print-outs uas resolution. What good is a six foot picture if it's made up of one foot blocks? This is one of the best features of 'Hagniprint'. For every size print-out, the program uses custom bit patterns in place of the colors of the original picture. The larger print-outs use different patterns to keep the shading and resolution to the finest I've ever seen. Vou have to see this (especially in graphics 9, sixteen shades) to believe it. I have yet to see another screen dump program, commercial or public domain, that uses custom bit patterns to provide such high resolution.

Along uith the bit patterns, if you're printing a graphics 7+(E) screen, you can set the shades of grey before you print. This feature is very valuable as you get to 'see' your print-out before it gets to the paper. 'Magniprint' is also the only program I've ever seen that prints the picture the same as it appears on the screen. Host screen dumps simply read the pixel data from screen memory, if the bit is set (the pixel is lighted) it gets printed. That means a uhite background is printed BLACK! Hany programs allou to print an inverse screen which almost corrects this problem, but not quite, 'Hagniprint'

automatically inverts the screen data, and with the custom bit patterns prints out exactly uhat you see on-screen. It's about time someone wrote a screen dump that 'prints uhat you see'!!!

That's still not the best part. Once you decide to print your master-piece, you don't have to print the entire picture. After choosing the print option, four cursors appear on-screen. You can move these cursors uith a joystick, and choose any portion of the screen you want to print. 'In the larger sized print-outs, you HAVE to excersize this option, as you can only print a portion at a time. This is a great feature to remove unwanted sections of the picture, or print only a small portion of it. With all the size options, this means you could print a small section of a picture the same size (or larger) as a full screen. Did I hear someone mention 'Pover uithout the price"? They must have been talking about 'Hagniprint!

As an example of the quality of this program, several months ago ue had a demo of 'Computer Eyes' at a meeting. We were lucky to have a picture captured of our president (then secretary) uearing a gorilla mask. I have tried every screen dump imaginable, including convertors and modifying the pic, to get a reasonable print-out of this pic. Nothing uorked. I tried the Computer-Eyes conversion with Hagniprint uith amazing results. I not only got a beautiful print-out (all the uay up to poster size) but was also able to save the picture in compressed format for my touch tablet (uait till John sees THIS poster!!!).

One of the best features on this program is the instant conversion of screens betueen graphics modes 7+, 8 and 9. That means you can load a graphic 8 picture, add text, do some touch-ups and finally save the result as a compressed graphics 7+ screen that you can load with your touch tablet. The features of this program never end; like hitting the SELECT key uhile the picture is on-screen and rotating the colors, getting a quick print-out (in regular or inverse) to see hou it uill look, the conversions etc...; but I think I'm beginning to rave again.

'Hagniprint' uill also make print-outs of screens in graphics modes 3 to 7 (in two sizes) and text modes 0 to 2 with all the features of the graphics 8 screens. These uodes must be first converted to 'Hagniprint' format, but the utilities are included on the back side of the disk. There are also five custom character sets and four demo pictures in different graphics modes on side tuo. What more could you possibly ask for? Hou about another utility to print listed Basic programs?

'Print-All' is one of the options from the main menu, it will print out any listed Basic program including inverse and control characters, in tuo formats. The regular print-out is rather large (60 characters across) and

difficult to read. I recommend the condensed format (120 characters across) as it is much easier to read and of course uses less paper. I have to admit that there are much better listing utilities around, even in the public domain. This program does not even skip perforations in the paper and has no other options. It does work however, and considering the rest of the package it's more like a 'freebie' convenience included on the disk.

I do have a few minor complaints about 'Magniprint' that I should mention (you knew there HAD to be at least one!). My biggest iomplaint is that the disk is copy protected. That in itself is not too terrible as I would truly hate to see this fine product ripped off by the pirates. The problem is that when you choose your printer, the ionfiguration is written back to the waster disk. I frequently use more than one printer, of different types, and don't like the idea of ANY writing to a protected disk. The other problem is that ALL of my files are in double density. Since the disk is protected and is NOT capable of reading double density foraat, I have to convert every file that I want to use. I won't reiommend removing the protection, but leasing the rites to a good double density DOS (or even the public domain MACH DOS) would make this progras perfect. Well, maybe not perfect. I would also like to see a pause feature for the poster printouts, but that's a minor quibble,
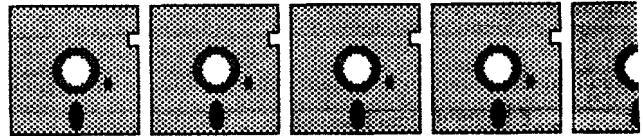
Last, and definitely not least, is the instruction manual. How often is a really great prograr wasted by an instruction book that has little or no useful information and confuses the user instead of helping them? This is not the case here. The small but well written manual has all the information needed to get the full use out of 'Magniprint'. All the features, commands and options are fully covered. There's even two pages devoted to possible problems and solutions, and the technical information on the storage of pictures in the special 'flagniprint' format. Unlike many other programs, there's even a quick reference card included for all the commands of the program.

Just in case you read a review of 'Magniprint' in a recent magazine article, and are now wondering if we are reviewing the same program, yes we are. The article mentioned several complaints and bugs in the program and instruction manual. After receiving my copy of 'flagniprint', I first notiied the improvements in the manual. I have no complaints here, and I complain about everything! After booting the disk, I made a point of checking for every bug and complaint mentioned. They just were not there. I began to wonder myself at this point. I picked up the sagazine advertiserent again, and noticed that Alpha had released a new version of 'Magniprint', and I got this new version. This shows that Alpha Systems, and Jeff Bader (the author of 'flagniprint'! not only cares about the users of their products, but that thry also listen to them as well. After Alpha Systems was nice enough to respond to my need of a speedy delivery and seeing 'flagniprint', I could only wish that other software companies would follow Alpha's lead.

I've raved enough. The bottom line to 'flagniprint II+', written by Jeff Bader, from Alpha Systems is BUY IT. The price is only $24.95 and it is, by far, the rost powerful and full featured screen dump program available, at ANY price.

Disk Rating (1=poor / 5=best):

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DA PRES__

Reads

The

LIGHTHOUSE
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The President's Column
by
John Aalto

'Beginner's Wind'

Quick! Anyone who can tell me what a 'users group' has to be, step right up and tell re.

What I find difficult in this question is that, unlike typical hobby groups, our interests lie in a rachine that represents a rassive reorganization in the handling of, and access to information. It touches **just** about every and anything and we are the first to begin to explore this **new** community. In some sense LIAUG is riri. cing what we are exposed to as far as other user groups...but! Yes, but!

The big 'BUT' **I'm** referring to has to do with one of my favorite reasons for belong to this group. Outside of attending college again, this group provides the **most** diverse and technically interesting **forum** of ideas and opinions **I've** had the privilege to yak with. Scratch a **LIAUG** member and what you get are conversation dealing from slow scan **TV** to **what's** the latest at Bell Laboratory. We are a hell of a combination of technical interests and backgrounds. Some of our members belong to more than one user groups, have more than one computer system they're using, are involved with **CB's,** if **you've** been to the meetings, you know what I mean. **Wow!** Sometimes I think our **Ataris** are **just** an excuse for us to get together and explore new planets and bravely go.... Well, **I'm** sure you get **the** point.

So **we've** built **up our BBS** and **newsletter** and have started the culling of our library. Fine. **BUT...I'd** like to put out my wish list for LIAUG knowing that those were baby steps. I titled this column 'Beginner's **Mind'** because I want you, as members, to keep in rind that...hell, I don't know what this user group has to be. I have no idea what our lirits are! Who can be sure what the corbined interest and expertise could lead to. What I do know is that I am certainly excited about finding out.

So give re a dozen **BBSes,** LIAUG! Give me interested people who want to help our F.D. videos! Give me more chapters! Give me a new esthetic concerning library disk design and a way of informing members of the programs that uould **most** benefit their equipment configuration! Give me members who would have no objection to raking money by teaching Adult Education courses! Give me a university **without** walls that **covers** an amazingly broad spectrum of Atari related subjects! **We'll** post it in the newsletter, **help** organize it with libraries and schools, **recommend, conjole,** beg, certify, hop, skip, and **jump!** Forget having 'hesitation blues' about doing uhat **you'd** like to do for the group. Nobody KNOWS hou **it's** suppose to turn out. Oh yeah, then we should try to keep up on **what's** happening internationaly, and set a P.D. article clearing house 88S,... and ...and ...and. **Welcome** to 'beginner **'s** rind-,

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LONG ISLAND ATARI USER GROUP
MEMBERSHIP APPLICATION

To apply for L.I.A.U.G. membership; fill out the following
application form 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 835
Lindenhurst, N.Y. 11757

The current dues is $15.00 yearly, plus $5.00 additional for mailing
list (including the newsletter). Make checks payable to 'The LIAUG'.

First Name:_____ Last Name:_____
Address: _____
City: _____ State:_____ Zip: _____
Phone#:_____

    Your system: (please be specific)
Computer: 400, 600, 800, XL, 65, 130, 260, 520, 1040, XE, ST
Memory:_____K Cassette:_____ Disk Drives: _____
Modem:_____ Interface:_____ Printer:_____
Other:_____
Your main interests:_____

How did you hear about the L.I.A.U.G.?_____

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The LIAUG Lighthouse
P.O. Box 835
Lindenhurst, N.Y. 11757

TO: Atari Bit Byter Users Club

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