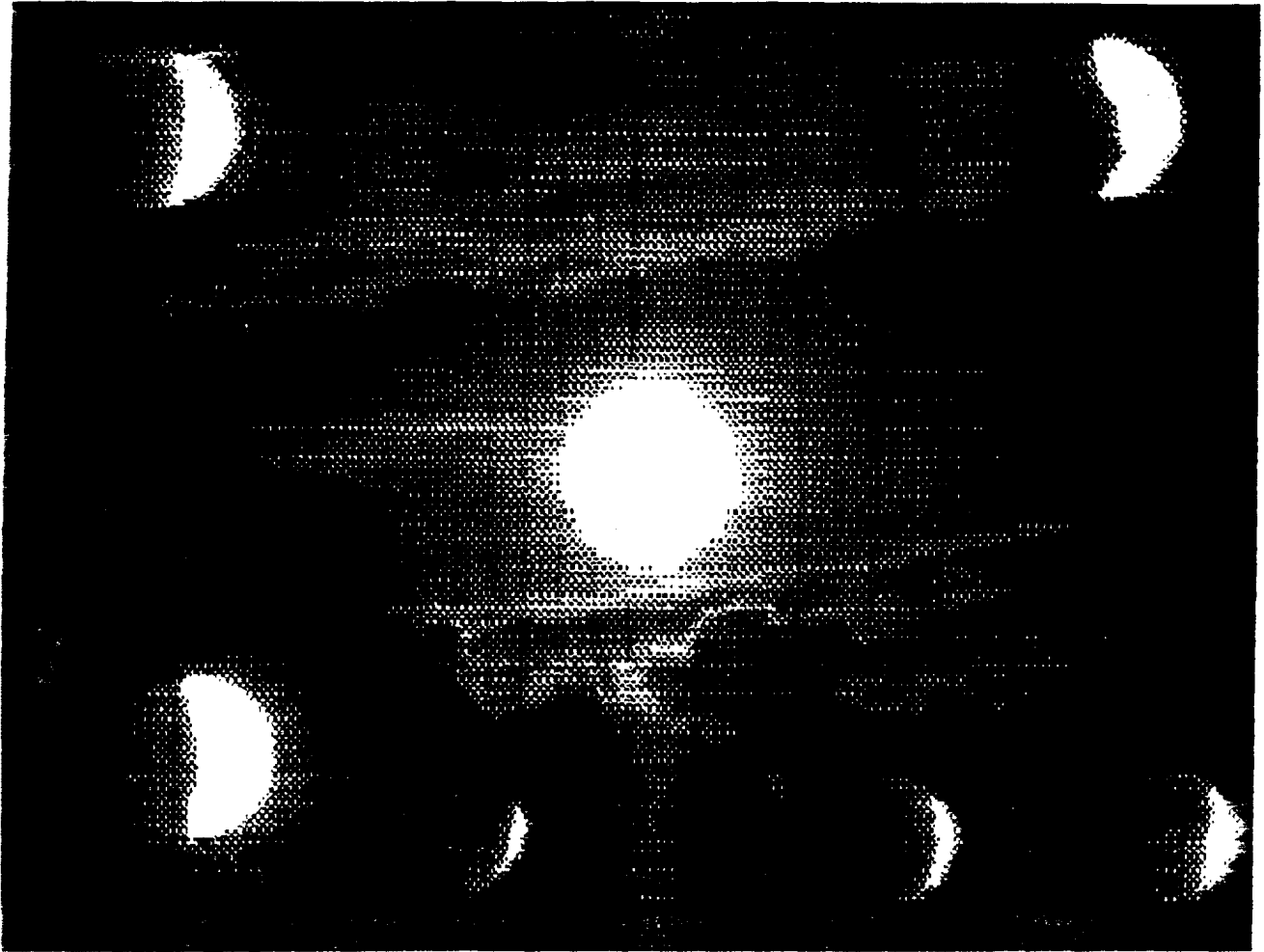


# The LIUG Lighthouse

The newsletter of the Long Island Atari User Group

SEPTEMBER, 1989  
VOLUME 5 NO 9



---

## Long Island Atari User Group

P.O. Box 92  
Islip, NY 11751  
BBS Phone # (516) 221-8462

Introducing...

# SCANART™

Add that professional touch to all your projects with ScanArt™ by Migraph. ScanArt is a collection of high quality graphics and illustrations specially selected for use in desktop communications. It's like having the services of a commercial artist right at your fingertips!

## Versatile Designs for Any Project

Our designs will help you save time and effort while producing effective, attention-getting layouts. You can use ScanArt when creating:

- Newsletters
- Ad Layouts
- Reports
- Brochures
- Overhead
- Flyers
- forms
- Transparencies
- Bulletins & more...

## Quality Art . . . Quality Results

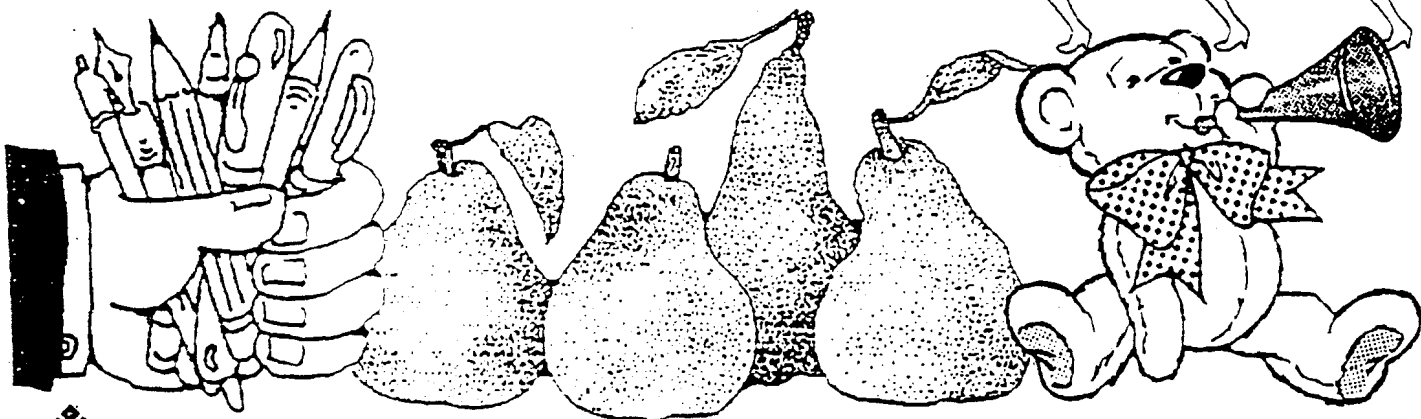
Over 100 illustrations are included in a variety of styles from a wide range of themes such as sports, holiday, humorous, animals, scholastic and more. Our assortment insures that you have just the right image when you need it.

Images in the ScanArt collection originate with professionally drawn line art which has been optically scanned at either 150 or 300 dots per inch. Each image is then carefully edited to maintain its quality. Because ScanArt images are at a much higher resolution than screen images, you are assured of excellent printouts, whether you are using a 9-pin or 24-pin dot matrix printer or a 300 dpi laser printer!

## ScanArt Utilizes Standard .IMG Files

ScanArt images are saved in Digital Research standard compressed .IMG format and can be used by any application that uses .IMG files such as Ventura Publisher and GEM Desktop Publisher on the IBM and Timeworks Publisher ST and Supercharged Easy-Draw on the Atari ST. Each package includes 3.5" and 5¼" D/S disks for use with either computer.

*Remember, attractive designs and dazzling layouts start with ScanArt by Migraph!*





### LIAUG

The Long Island Atari User Group and its newsletter, The LIAUG Lighthouse, are not affiliated with Atari Corporation or its affiliated companies other than being a recognized official group. All references to Atari and Atari related products are the trademark of the associated companies.

The opinions expressed in this publication are not necessarily those of LIAUG but rather of the individual authors. LIAUG cannot be held responsible for errors of any kind appearing in this publication.

Any material published in this newsletter may be freely copied and reprinted, provided that the individual authors and LIAUG are given due credit, unless otherwise marked or copyrighted.

LIAUG is a non-profit organization. We will not tolerate any references to piracy either implied or direct or the use of home computers for illegal activities.

### ADVERTISING RATES

Business Card.....	\$ 5.00
1/4 Page .....	10.00
1/2 Page .....	20.00
Full Page.....	30.00

Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

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

From The Northern Spte 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 mother 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 sre 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.

### Current LIAUG Officers

- President.....John I. Aalto, Jr
- Secretary/Treasurer.....Randy Constan
- a BBS.....Jim Harris
- Librarian 16 bit.....Harvey Schoen
- BBS Sysop.....Patrick J. Mulvey
- Librarian Video.....Neil Trenk
- Int'l correspondent.....Horst DeWitz
- Newsletter Editor.....Harvey Schoen

### Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are \$15 per year plus \$5 for the mailing of the newsletter.

The newsletter is currently being produced on a 520ST with 1mbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

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

### Our address is:

LIAUG

P.O. Box 92

Isiip NY 11751

Our BBS number is:

(515) 221-8462

If no answer call:

(516) 221-2964 and leave a message.



## SpartaDOS TUTORIAL - Part 1

Continued from the August issue:

Written by: Mister Z's Hissell  
 (c) Network: Atari Express! BBS 512-662-9764 (Voice)  
 512-662-9765 (Modem) (Any Time or Baud)

\*\*\*\*\*

\* Commands Covered in Part #1 \*

\* ----- \*

\* DIR, DIRS, CAR, BASIC ON/OFF, \*

\* FORMAT, INIT, AINIT, XINIT, \*

\* and CHKDSK \*

\*\*\*\*\*

Ok. Now lets look briefly at the four (4) FORMAT commands in SpartaDOS. I intentionally left these commands out at the beginning of the tutorial so that you could read about them in depth from the manual. I'll just clarify a few minor points, and then go on to the next command.

The four FORMAT commands are:

<1> FORMAT (External)

<2> INIT (External)

<3> AINIT \* (Internal)

<4> XINIT (External)

These are all EXTERNAL files found on the master disks except AINIT, which is internal. Let's look at that one first.

SYNTAX = D1 AINIT

AINIT is a SpartaDOS command used to initialize a floppy disk in the Atari DOS 2.0S format. It will ask you only one question. The question is "ARE YOU SURE?" If you are, type "Y", and the format procedure begins without further prompting.

For you Hard Disk and RAMdisk users out there in Atari-Land, DO NOT USE THIS COMMAND TO FORMAT THE HARD/RAM DISKS! I did. Again, I acted before I looked, and forgot to change the Dn: prompt to the drive I wanted to format.

In one instance, I was using my 30MEG Hard Drive, and the other time, the 1MEG MIO RAMdisk. I wanted to format the floppy. \*SIGH\*

I inserted a blank floppy into D2: and below is what was

on the screen when I typed "Y" after the "Are You Sure?" prompt:

```
-----D1:AINIT
```

-----Can you see the problem? Right! I was still on D1! Now, SpartaDOS did as I COMMANDED it to do, and began to format D1. In less than the time it takes to type "GOPS", I had formatted my 30MEG Hard Drive (and at a later time, the RAMdisk)! Can you guess what I got when I did a directory of the Drives? Right again! 707 FREE (SD) SECTORS!! (A 30MEG Hard Drive will normally produce over 51,000 FREE (SD) sectors, and the 1MEG gives about 4095.) A lesson learned. Painful, but probably necessary, and once I had my heart restarted, I found that I had lost ALL the data (About 2 months work), and had to begin again. Deep sorrow and many tears.

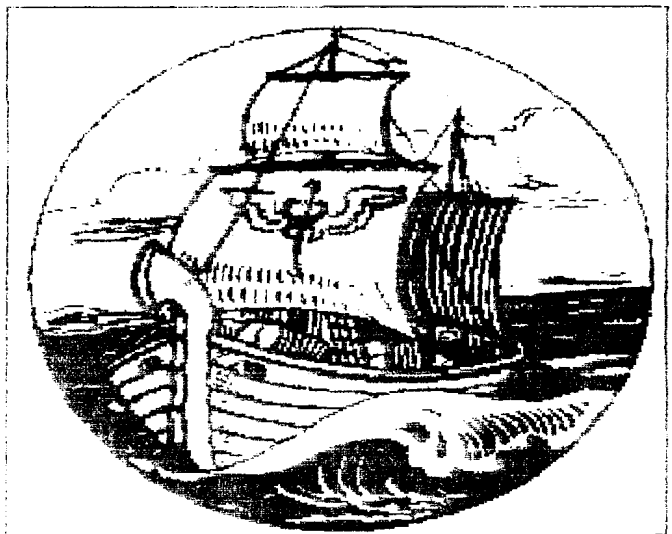
FORMAT and INIT are basically the same program. FORMAT is a stripped down version of INIT.

SYNTAX = Dn:FORMAT or Dn:INIT

The manual goes into great detail on the INIT command, so I'll leave the reading to you. I couldn't explain it better.

The FORMAT command does the same thing as INIT, but defaults to the .DOS file that it finds on the disk you booted with. Everything else is basically the same as INIT. Both of these files will only format 1.x SpartaDOS diskettes.

To initialize a version 2.x or 3.x diskette (FLOPPY ONLY), you would have to use XINIT. This is a very nice format routine with many selections to choose from in the process. I would suggest using XINIT to format all SpartaDOS Floppy disks with the latest version of the DOS.



SYNTAX = Dn:XINIT

Once you type XINIT, the XINIT menu selections are shown on your monitor as follows below

Note: Any version of SpartaDOS that you have will show up on this menu if it ends with an extender of ".DOS"

-----Select SpartaDOS Version.

- 1) X23D
- 2) X23E
- 3) X32D
- N) -No DOS-Choice ?

..... Choose the ~ e r r ! of SpartaDOS that you want written to your new disk, or select -No DOS- if you want the disk formatted but not to have DOS written to the diskette.

Once you have made your choice, you will see:

-----Drive To Format ?

-----Select the drive number, i through 8, that your blank Floppy disk is in. Once selected, you will see:

..... Select Number Of Tracks:

- 1) 40 Trks/1ss 5) 40 Trks/1ds
- 2) 77 Trks/1ss 6) 77 Trks/1ds
- 3) 80 Trks/1ss 7) 80 Trks/1ds
- 4) 35 Trks/1ss 8) 35 Trks/1ds

..... Making your choice on this menu may be confusing to some. Just remember, YOU CAN'T FOOL THE SYSTEM. If you are using a 1050 drive or most other standard Atari-type drives, you would select option #1 in the above menu

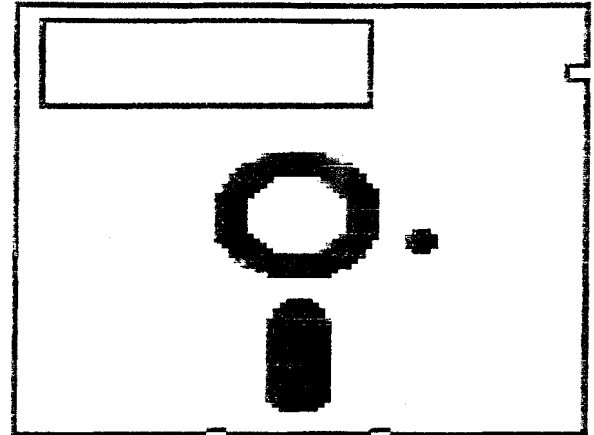
Options 1-4 are for single-sided drives, and options 5-8 are for double-sided drives.

Any other choice may format your disk, but will NOT give true results as you may have thought.

Once this choice has been made, the next selection is:

-----Select Density:

- 1) Single Density
- 2) Double Density
- 3) 1050 Double Density (Enhanced)



-----After you select what you need, you will see:

-----Volume Name ?

-----At this time, choose any 8 character name that you want to call your disk, and you may use ' ANY' Atari character in this Volume name.

Then you will be prompted to make the decision:

-----UltraSpeed Sector Skew'?

..... You may use Ultra Speed Sector Skew option ONLY if you have installed the ICD US Doubler Chips. Otherwise type "N".

There is one final thing:

..... Insert Diskette to Format.

Press <Return> when ready.

.....and that's it... That's all there is to format a disk with all your own specialized needs. Now let's check that newly formatted diskette to see exactly what you have created.

To do this, you'll need to know another SpartaDOS command..."CHKDSK".

SYNTAX = Dn:CHKDSK

(You may do a CHKDSK on another drive in your system by typing this command in the format of "D1:CHKDSK Dn:")

This is approximately what you will see if you do a CHKDSK command on the Black-Labeled MASTER disk:

..... Volume: V3.2d E4 54

Bytes/Sector: 128

Total Bytes: 92160

Bytes Free: 7124

Write Lock: OFF

-----Very simply, Volume is the Volume name that ICD typed in when Formatting the original MASTER diskette. You will see your own Volume name here if you do a CHKDSK on your own disks.

The 2 sets of numbers to the right of the Volume Name are random numbers that SpartaDOS placed there. This is done to prevent confusion within SpartaDOS during "copy" functions, for one. The manual explains these perfectly.

Bytes/Sector will immediately tell you what density this diskette has been formatted in. What density is 128 Bytes/Sector? Right...Single density.

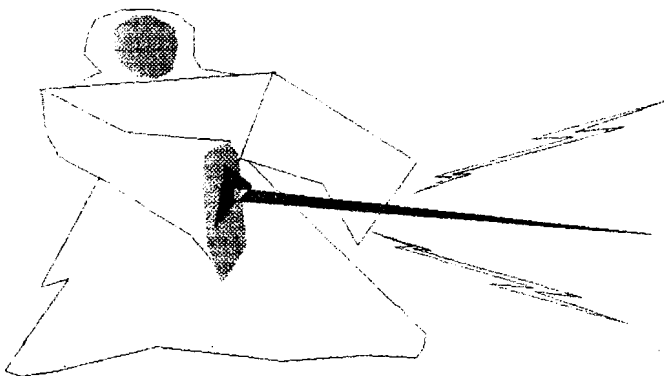
To prove this, look at the Total Bytes line. It shows you that this diskette, when formatted, had 92160 total bytes available. But, ICD has put many files on this disk, so now this reading shows that we only have 7424 bytes left on the disk to store more data.

We also see that the disk is NOT Write-Locked (it's OFF). SpartaDOS has a nice disk protection scheme, and I'll go over that in a future part of the tutorial.

So...that means that this is the end of Part #1 of the SpartaDOS Tutorial. I hope I didn't confuse you too much, but the manual should be able to clear things up. It's an excellent manual.

Stay tuned for more simple SpartaDOS explanations in Part #2, brought to you by Mister <Z> Hissself.  
Network: Atari 5831 Sun Bay San Antonio, TX. 78213

Fin - Part #1



## Heroes of the Lance

by Steve Volker (TAG)

NOTICE: This article originally appeared in the January, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48106. Phone: (313) 973-8825 before using this article.

When I select a game to buy, one of the primary motivations is great graphics. There are a lot of well thought-out, enjoyable games out there I never really consider because the pictures on the box or in the ads just don't thrill me. (Silly, huh?) So it was when I saw an ad for the fantasy game, Heroes of the Lance, by Strategic Simulations Inc and TSR. I just HAD to have it!

Besides the beautiful cover of a lanced warrior riding a majestic, fire-breathing dragon through the skies of Krynn, I was happy to see the familiar US Gold emblem displayed in the lower left corner of the package. (US Gold is the trademark of GO America Ltd., which has had a part in so many fantastic games of late -- like DIVE BOMBER!) Inside were three disks, labeled A, B, C, and a 25-page, well put-together manual. I curbed my overwhelming desire to immediately boot the first disk, and actually READ the manual.

Heroes of the Lance is based on the TSR Dragonlance series of books and role-playing games, and the first few pages give an enticing overview of the history and basic plot of this, and where you are in this saga while playing the game. (I think I just decided to read the books.) Your nemesis is the Queen of Darkness herself and her Draconian minions, along with an ample mixture of giant spiders, wraiths, and several little known creatures from the Dragonlance saga...oh, and of course the Dragons

The manual goes on to describe your goals, (to recover the Disks of Mishakal and restore the waning faith in the gods), how to use the joystick during the normal game mode and in combat, (the ST version does not make use of the mouse -- I tried!), and how to prepare your disks for play (involved). There is also a half-page description of each of the eight predesigned characters, you use in the game. Finally, time to BOOT THE FIRST DISK!

One of the disadvantages of all great graphics games, is

the time it takes to finish **loading**, but for my money -- it **was worth it!** **HOW!** The **M e** screen is **a...well**, it's **enough** to remind you why you're an **Atari ST** owner. Oh and there's more! **After this comes** a portrait and **mini-**description of **each** of the primary "**players**," (each is a beautiful, colorful rendition of the original Larry **Elmore** paintings for the Dragonlance Series) and **all are** worth **just** enjoying. Then comes the copy-protect section.



I have a few impressions of the way in which **SSI** protects this program **First**, I applaud the fact there is **NO** copy protection on the disks themselves. We've all known there were better ways to discourage pirating, and **SSI** may have found one. Second to get past this you must find a key bit of information in the manual about a character or whatever, and key it in to continue with the

game I purposely made a typing error during this process and found it unforgiving -- causing you to reboot to try again, but my main problem with this is that whenever you **die**, regardless of whether you have saved a game or not, you must go through this (and a reboot) to start on your adventure again.

This is frustrating and takes a lot away from the playability of the game (especially if you play like I do). It is surprisingly easy to lose all eight characters in the first **TEN** minutes!

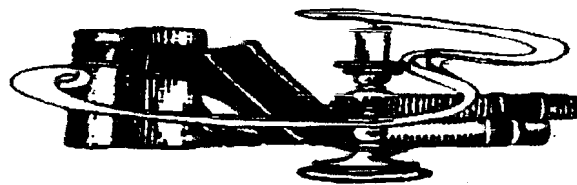
After entering the main program, and getting used to the **joystick** controls and general lay-of-the-land the actual play is easy, **stimulating**, and gives you quite a few options. Anything outside of movement and **combat**, is done by scroll-down menus you can reach by pressing any key. Some options are: run, dodge, jump, use range weapon, lake, and actual close combat. There are also some good measures of magics used by either side. Oh, and the way some of the creatures die, crumbling to dust, exploding, **etc.**, is something to watch. From here you **continue to fight**, explore and gain experience, until you've found the secret to killing **Khisanth**, the **ancient** and **terrible** black dragon, and recovering the Mishakal disks

(which you also have to find!).

Along the way are potions, magic staves, exotic rings and miles of tunnels and rooms to explore. When all is considered I found the game to be interesting and stimulating, with my favorite part being the startling graphics. Though somewhat **too** arcade style for me, I appreciated the detail and continuity of the story, and the ease of play. I think you'll find it worth looking **into**.

Heroes of the **Lance** comes on three, **single-sided** disks, it **requires** a color monitor. (or TV for the **FM** crowd) and **will** run on a **512K** system. Though it is published by Strategic Simulations, 1046 N Rengstorff Ave., **Mountain View, CA**

94043, (415) 964-1353, there is a **note** in the December 88 issue of **START** that **ordering** should be done through Electronic Arts, at the number **1-800-245-4525**.



### Page Stream By Novin Shahi

After **many** months of waiting and one false **start**, Page Stream (formerly Publishing Partner Professional) began shipping this week. The first copies went out the door on Monday, October 2, and many arrived at their destination within a few days.

First things first. Since I run the Soft Logik product support area on **GENie** (type m385 to get there) I am certainly biased. But I am not blind. There are definitely some bugs remaining in Page Stream. In fact, a letter from Brian **Sarrazin** enclosed **with** each copy of Page Stream lists 20 known bugs. Most are minor (like "printing thumbnails is not functioning".) and **others** are not so minor ("display on screen does not show **certain** text attributes").

The main thing is that Page Stream is now very usable, unlike the summer prerelease Beta version. Although you do have to be careful and should save often, you can use the program to do things **until now impossible** on an Atari ST. Rotating text and **objects**, aligning objects in a myriad of ways, and sizing fonts in two dimensions (height and width) are just a few of the **powerful** features that you'll put to good use almost **immediately**.

I thought it would be a good idea to give a few hints that are not covered in the manual. First, a nice new feature of Page Stream is the ability to fill a column of text with any fill pattern. But did you realize you can also fill **the text itself** with a fill pattern? It's really very easy. To fill the background of a text **column** you use the OBJECT icon (top **right** on the tool **box**) to select the column. Then go to the **FILL** menu selection under the OBJECT menu bar, select your **fill** pattern (or create your own) and **you** are all set. To **fill** the text itself, you use the TEXT icon (represented by the large letter "A" in the tool box, upper left) to select a section of text (click and drag the text you want to fill). Then go to the **FILL** selection and choose your pattern. Simple..!

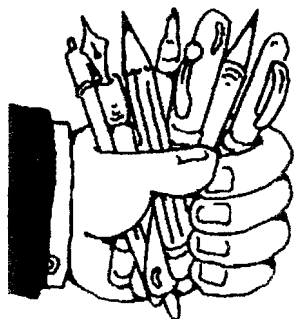
You won't find yourself wanting to fill text often, and certainly not small point sizes. But if you have a large headline, using a fill pattern can give your message added impact.

Next, I should mention the RESHAPE command. The letter from **Sarrazin** explains that reshaping of polygons is still unstable. Still, I wanted to try out the feature and I'm sure you will too.

The problem is, I could not find the RESHAPE command under the OBJECT menu. This menu selection has been removed. To reshape a polygon you now select the **box** with an **X** in it in the tool box (second down, right hand column). Your polygon will now have sizing squares at each intersection, and you can reshape your object at **will**.

The DUPLICATE command in Page Stream is extremely powerful. With it you can duplicate any object or group of objects, and specify how far up or down, left or right, the duplications should occur. But as Jack Durre pointed out to me, you can use DUPLICATE in **conjunction** with MOVE TO PAGE to handle a tricky problem.

For **the latest** on Page Stream, check out the Desktop Publishing message base on COST-Link.



# ANNOUNCING

## ☆ 8bit Public Domain Disks

- PD 008 \_\_\_\_\_ Ramblin' Gamblin'  
Five different **games**.....Roulette, seven card stud slot machines, **black jack** and horse **race**.
- PD031 \_\_\_\_\_ Turbo Basic  
Works on XL and XE computers only. **A fine public domain** basic interpreter. **100% compatible** with **Atari Basic**. Runs **Atari Basic** programs **3** times faster. Complete docs and demo included on **disk**.
- PD034 \_\_\_\_\_ Textpro  
The best public domain word processor for the **Atari** computer. Includes complete docs on **d i i**
- PD039 \_\_\_\_\_ **Business Atari**  
This disk **includes "Script"**, a fantastic word processor for the Atari with many features also on **disk**. "Phone", a personal phonebook database; "Speedcalc", neat spreadsheet **similar** to Syncalc; "Calendar", **A daily planning** database; "Biznez", many financial calculating "cookbook" routines with menu Docs for all programs on **disk**.
- PD070 \_\_\_\_\_ Forem BBS Disk  
Program by Matt **Singer**. Professional BBS System just recently released to Public Domain. Complete BBS System contains **all** the files you will need to start your own BBS. Includes docs on **disk**.
- PD083 \_\_\_\_\_ Trivia Quiz  
The ultimate trivia game. **100%** machine language **game**. Play this alone or with 2 friends. Or you can create your own trivia files with 350 questions per **disk** (730 with double density). A **double** sided **disk** which includes instructions and assembly source code
- PD138\_\_ Menu Making Programs  
A disk packed full of the best menu programs for every type of **use**. **Menus** for Basic, Binary & Text.

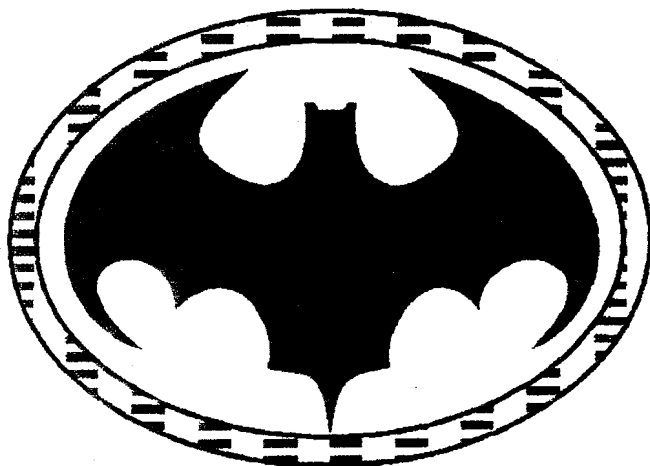


## Batman, The Caped Crusader

by Bill Boles (MACE)

**NOTICE:** This article originally appeared in the April, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Phone: (313) 973-8825 before using this article.

With the long-awaited Batman movie slated to hit the theaters in June of this year, it seems that people are going bat-crazy and various companies are jumping on the bandwagon, producing T-shirts, posters, games and other promotional items, not to mention a rise in sales of Batman comic books (finding a back issue with the Joker in it is almost impossible). One would imagine that the folks at DC Comics are very happy.



Now Data East has joined the race for bat-bucks with the release of Batman, The Caped Crusader. However, this game is no cheap attempt to make a quick dollar or two; this is a nicely done program which features excellent graphics and playability. The game comes on two disks (actually, each disk is a separate adventure).

In disk one, The Penguin: A Bird in the Hand, the Penguin has set up a seemingly honest business as an umbrella merchant, but his real plan is to take over the world with an army of robot penguins. Your job: stop him. The game begins in the batcave where you must collect items to repair the Bat-Computer.

Once this is done and you find your way out of the cave,

you find yourself outside of some buildings. As you walk along collecting various items that are needed to complete your quest you will be attacked by the Penguin thugs who, when beaten off, will drop a packet of food which you can eat to replenish your energy level (represented by a picture of Batman's face which slowly changes to a skull).

By pulling down on the joystick and pressing the fire button at the same time, a status/activity screen will appear. This screen is used to keep track of items found and to use those items by selecting one of them and then placing them in the use object icon. This screen also contains the energy level indicator mentioned earlier.

Soon, you will find the Penguin's warehouse. This is where the game gets tough. Not only do you have to deal with the thugs, but now you are under attack by toy airplanes that bump into you and robot penguins which open up, revealing a gun which shoots at you. The penguins are easy enough to destroy, but as of yet, I have not figured out what to do about the airplanes. This sort of thing continues until you have captured the Penguin (something I have not yet accomplished), and brought him in.

In disk two, The Joker: A Fete Worse Than Death, the Joker has captured Robin and is (Holy Hostage!) holding him for ransom. This second adventure begins in Gotham City Park where you must find your way into the city sewer system and eventually to the fairgrounds where the Boy Wonder is being held. Basically, this adventure plays the same way as the other except that the thugs of the first game have been replaced by fat killer clowns and the sewers are populated by vicious rats. Some parts of the sewers require that Batman wear a gas mask or suffer a sharp drop in his energy. If your energy runs out, you die, and so does Robin.

I wish I could tell you more about this adventure, but I have not played it much due to the fact that I have become obsessed with beating the Penguin first. This is a very enjoyable program. The graphics and animation are excellent, and the playability of the game keeps you coming back to try it one more time.

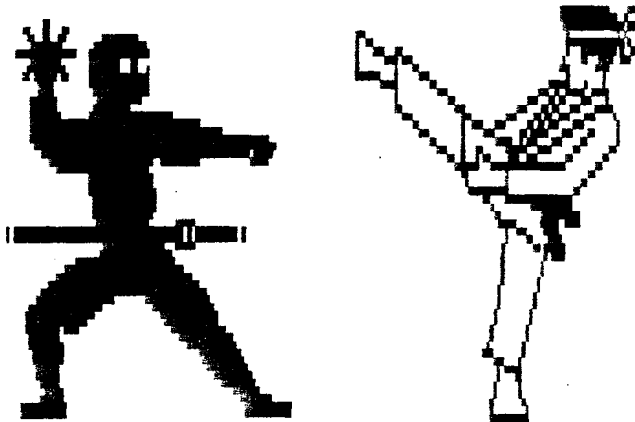
The only complaint I have is that, when the game is loaded in, the drive keeps running and has to be shut off before the noise drives you buggo (you'd think they could have put a command in the program to tell the drive to shut itself off). Other than this slight problem, I would not hesitate to recommend this game to any ST'er. "Robin-to the Batmobile!"

## Street Fighter

Review by Bill Boles (MACE)

NOTICE: This article originally appeared in the January, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, Phone: (313) 973-8825 before using this article.

By now, many of you may be getting bored with my reviews about Martial Arts games (Karateka, World Championship Karate, etc. etc.). But I promise that this shall be my last such review (honest). The reason I wanted to write about Street Fighter, which is published by Capcom Co. LTD. for the ST computer, is that this is a game which is very similar to Epyx's World Championship Karate, but better than the aforementioned title in some ways and not as good in others.



In the game, you play the role of Ryu... a high kicking, judo chopping karate expert whose task is to do battle with the toughest fighters of Japan, England, Thailand, China and the United States. The game begins after you select which country you wish to begin with.

Control of play is almost identical to Epyx's karate game, that is, half of the moves are controlled by moving the joystick and the other half by moving the stick and pressing the fire button. The moves available are the same as in most games of this type, kicks, punches, flips, spinning kicks and so on. One difference in this game is the characters you will meet are much more varied and each requires a different approach in order to defeat them. These include characters who are good with their

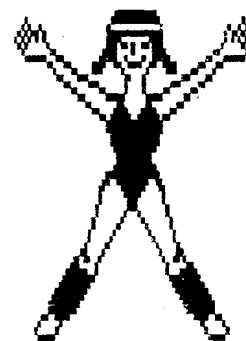
are armed with fire bricks and one who is equipped with the ability to vanish and reappear at will.

Probably the best fighter in the game is an English chap named Birdie. Don't let the name fool you... Birdie (a charming looking fellow with a Mr. T haircut) is almost twice your size and can put you away real fast. His favorite tactic is to whirl around and ram you with his head. It only takes two of these head butts to completely wipe you out. Your strength, along with that of your opponent's, is represented by a red bar at the top of the screen. When this runs out, you lose, and if you get beaten twice by the same opponent the game ends.

And now, you would probably like to know how this game compares to World Championship Karate. First, as mentioned above, the controls are just about the same. Second, the scenario is the same -- fighting all comers to gain points and earn the title of number one fighter. And lastly, like the Epyx title, there is a part between matches with each country in which your character must break a stack of bricks to earn extra points.

Street Fighter is somewhat better than the other game due to its excellent graphics, the music which fits the mood perfectly and all of those different fighters to battle with. However, there are a few minor problems such as when you change the disk (this is a two-disk program), the drive starts spinning again before you can get the disk in. Maybe this is normal for the program, but it probably is not too good for the disk. Another problem is that the characters move a bit slower than one would like, and finally, your high scores are not saved to disk.

Despite these few problems and the fact that this type of game has been done a thousand times (especially on that "C" computer) Street Fighter is one of the better ones, and I would recommend it to anybody who has never purchased a Martial Arts game.



## The XF551 Enhancement

Review by David Bryant (CKAUC)

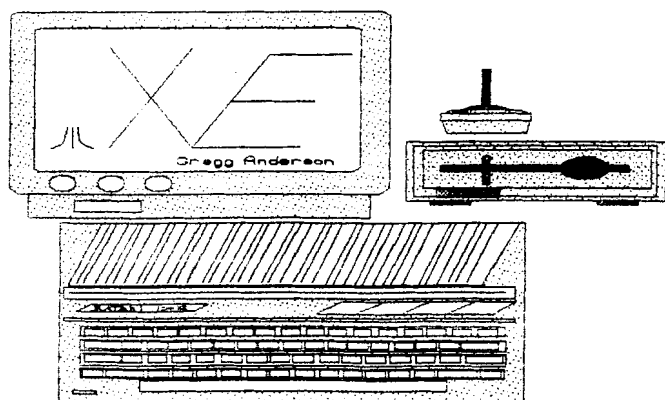
How many of you have taken your trusty double sided floppy disk, punched a write protect hole in the jacket, and flipped it over to write on the reverse side? If you're like me, you've done it several times. So I thought nothing about it when I got my XF551 disk drive. I just put the disk in and loaded those basic programs like nothing was different.

I was wrong. The first time I went to format a disk, (using Atari DOS 2.5) the drive protested and gave an error #173. I also had problems trying to write to the back side of disk in the XF551. I then got a gift from a friend, a modification for the XF551 that allows it to operate like my trusty 1050.

Now formatting or writing to the back side of disks is no problem. This handy mod is called The XF551 Enhancement, from Computer Software Services.

If you look at a floppy disk, you will see a smaller hole near the edge of the large hole in the center. This is the index hole and some drives use it to tell when it is at the beginning of a track. The 1050 does not, so when you flip the disk, it doesn't matter if there is no hole on the reverse side. The 1050 uses a signal from the RAM I/O TIMER chip to provide the index pulse to the Floppy Disk Controller chip.

The XF551 uses an index hole sensor to provide the index pulse, and that's where this kit is needed! After you install this kit, a switch on the back of the drive allows you to choose XF551 or 1050 mode. In one position, the drive acts like a standard XF551. In the other position, you can format and write to the back side of disk like the 1050. Also you don't have to punch write protect holes in the jacket anymore.



## Liaug 1989 Meeting Dates

Jan 7	July 1
Feb 4	Aug 5
Mar 4	Sept 9
Apr 1	Oct 7
May 6	Nov 4
June 3	Dec 2

The kit consists of an epoxy shell with the circuitry inside and a switch. About seven wires need to be attached to the circuit board and write protect sensor inside the XF551. Instructions included with the kit are very easy to follow. I would however remove the circuit board from the drive (only three more screws) when soldering to the IP jumper location. I located the switch

above the Drive Select Switches and the epoxy shell next to it inside the rear cover. There's plenty of room and everything goes together easily.

I wish to thank Computer Software Services for a good product. Current cost is 529.95 and they will provide installation to those without soldering skills. They may be contacted at:

Computer Software Services 465 Kilbourn Rd. Rochester, NY. 14618 Phone: (716) 467-9326

or P.O. Box 17660 Rochester, NY. 14617

David Bryant is a devoted ATARI user, treasurer of G.K.A.U.G., and may be contacted at the clubs BBS (Phone: 616-657-2665).

NOTICE: This article originally appeared in the February, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Phone: (313) 973-8825 before using this article.

**Bit Byter "Sondermagazine # 5"**

Translation by Horst A. Dewitz,

International Correspondent for LIAUG and the Ol' Hackers

As usual "Sondermagazine # 5" contains almost all text. Club news and items of local interest are the major part of this special disk.

As in the past I will try to give you a brief run down of items of common interest to all Atarians, as well as passing on some information about the Bit Byter activities.

**In brief:**

1) Office management( at the Bit Byter headquarters ) has been streamlined, address labels show date up to which dues are paid.

2) Those behind in dues will be asked to pay up. reminder fee increased to DM 10.00 ( about \$6.00 )

3) Membership is up. 620 members, highest to date in our history. The electronics fair at Dortmund and actions in various computer publications are partially responsible for the increase. It seems Atari in the up swing again.

4) Our Analog 4189 article generated responses from 10 clubs so far, they are:

Lake County Atari Computer Enthusiast's, Waukegan, Illinois

The Atari Coalition, Clark, Philippines

StarBase Atari Computer Users Group, Edmonds, Washington

United Friendly Fanatic & Dedicated Atarians of, Fargo-Moorehead, Minnesota

Lehigh Valley Atari Users Group, Allentown, Pennsylvania

Southern Nevada Atari Computer Club, Las Vegas, Nevada

Eastside Atari User Group, Collinsville, Illinois

Cin'tari, Cincinnati, Ohio

The Educators Atari Club, Laytonville, California

NAPCOISI, State College, Pennsylvania

Further we are still maintaining relations with these "old" clubs:

Allgemeiner Computerclub, Recklinghausen, West Germany

Atari Beziter Club, Almere, Netherlands

Atari Club Polen, Krakau, Poland

Atari Club CSSR, Klimkovice, CSSR

Chicago Land Atari User Group, Chicago, Illinois

Fort Leavenworth Atari Group, Kansas

Jersey Atari Computer Group,

Newark, New Jersey

Long Island Atari User Group(LIAUG), Bohemia, LI, New York

Manitoba Atari Club, Winnipeg, Canada

The Ol' Hackers Atari User Group, Oceanside, LI, New York

P\*3 Ace, Colorado Springs, Colorado

REACH, Edmonton, Canada

Stichting Atari Gebruikers, Herzogenbusch, Netherlands

Pleasant side effect of the Analog action: about 50 American Atarians requested information about ABBUC.

5) Two executive members of ABBUC met with a Mr. Kuschke ( Atari West Germany) at the CEBIT Hannover - No new developments for the 8-Bit line in the near future. New cartridges for the XE game machines ( they will work on the XL/XE's as well ). Lightpistol for some of the



*Germany*

games will be available soon.

Note: Sorry to tell you that not one 8-bit computer was displayed at the Atari stand.

6) XEP-80 finally available - at the COMPY-SHOP for DM 189.00 ( about \$ 100.00 ). Bit Byter members of course receive a club discount ( DM 169.00 ). The XEP-80 comes with BIBO-DOS (Tm COMPY-SHOP ), which is adapted for use with the XEP-80.

7) Hobbytronic/Computershow 1989 Dortmund.- Show took place from 4/12 to 4/16/89. ABBUC again had a large booth ( 30 qm ). We demonstrated the XEP-80 among other things. 175 Bit Byters visited us. we also gained 25 new members at the fair. Most prominent new member is Kemal Ezcan, known for his outstanding sound and game programs. Big hits were our demo disks, they are available from our library.

From the Netherlands, Guus Assmann and Eli Maas visited us. They are members of S.A.G.( Stichting Atari Cebruikers ). They provided us with good news shortly ABBUC will have the schematics for installing the 651002c chip. Schematics and circuit board layout courtesy of S.A.C.. Also S.A.G. developed an interface which reads video text from the TV into the computer. Hardware and software for the ST is ready. Hardware for the XL/XE is also ready. Missing is the software yet. It was agreed to make it an international project, S.A.C. provides the XL/XE hardware and ABBUC the software ( thanks to Peter Sabath and the guys from Benjisoft ).

Sorry to say that only the COMPY-SHOP gave us 8-bit Atarians something to look at and buy. Except for some overpriced junk ( old 400's, cassette recorder's, etc. ), nothing was to be seen of the Atari 8-bit line. We didn't profit as much as last year, but we didn't lose either, our gain lies in the 25 new members.

Before I close, I'd like to point out that side two of this "Sondermagazine # 5" contains a disassembler simulation program. I have not had a chance to work with it, but I did notice that a blank formatted disk might be necessary.

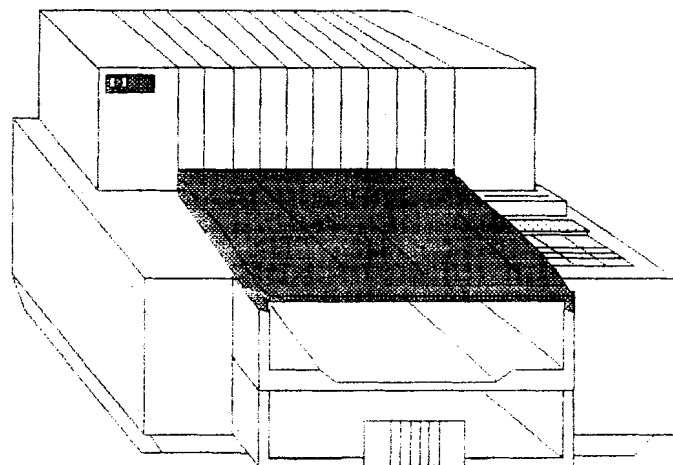


by LeRoy Valley (TAG)

NOTICE: This article originally appeared in the March, 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article. All other publications must obtain written permission from Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, Phone (313) 973-8825 before using this article.

instant success. Revolutionary. I gotta have one! Once in a great while a new product arrives that impacts the entire computer community in this fashion. Not just the Atari community, but the ENTIRE computer community. The Hewlett Packard DeskJet printer is such a product. Offering printing resolution comparable to a Laser printer (300 dpi) at about 1/13 the cost, it puts professional desktop publishing within reach of the home computer owner.

The DeskJet is an ink jet printer capable of printing graphics at a maximum resolution of 360 dpi (most programs only support 300 dpi). Instead of using pins that strike a ribbon to print on paper (hence the term "impact" printing), ink jet printers actually spray ink through nozzles, and the print head never touches the paper.



Due to its method of printing, the DeskJet is virtually silent when in operation. All you ever hear is a slight whisper as the print head moves back and forth across the paper. Printing speed is high -- 240 cps in draft mode and 120 cps in letter quality mode -- and print quality is excellent. Draft mode printing puts the NLQ mode on dot matrix printers to shame, and letter quality printing is

indistinguishable from a high quality daisy wheel printer!

Paper handling is accomplished with the built-in sheet feeder (sorry, no tractor feed) which accommodates both letter (8.5" x 11") and legal (8.5" x 14) sizes. The sheet feeder holds about 100 sheets of paper. HP was even thoughtful enough to provide you with the ability to feed in envelopes! (But only 1 at a time...sigh). In operation, the DeskJet loads sheets from the lower portion of the feeder, and deposits finished sheets in the upper portion.

Ink jet printers have been notorious for clogging up (due to improper cleaning, bad ink, or worn out nozzles), but HP has solved this problem by using a disposable ink cartridge that includes the nozzles! Each time you replace the ink cartridge, you get a new set of nozzles. No muss, no fuss, and best of all NO cleaning! Replacing a cartridge is as simple as snapping it in place.

The right hand side of the DeskJet sports two cartridge slots and a key pad for changing settings. The cartridge slots can hold a variety of goodies like font cartridges, a 128K buffer cartridge, and an Epson FX-80 emulation cartridge.

The emulation cartridge is a MUST. With this plugged into one of the slots your DeskJet looks and acts just like an Epson FX-80 printer. The stock DeskJet is compatible with the HP LaserJet line, and many programs do not supply you with drivers for HP LaserJet printers. (Like Print Master and Certificate Maker). Also, the only internal font supplied with the DeskJet is

Courier, and it's only available in pitch settings of 10, 16.67, and 20. You get standard text options like bold, underline, and super/subscripts, but you don't get italics. The Epson FX-80 cartridge gives you Pica, Elite, and compressed, and also gives you italics! Looking at all the font cards available, the emulation card is the best buy.

BUT... (you knew there had to be a but, didn't you?) when the emulation cartridge is plugged in you've got an Epson printer. You can't switch off emulation mode with a hardware switch or an escape code. The only way to make your DeskJet act like a DeskJet is to remove the cartridge! It's a simple task, but it annoys me! I'd love to be able to software select it...heck, I'd settle for a simple switch located on the cartridge.

NOTE: The other font cards that are available simply add a new font to the DeskJet. They don't affect the operation of the printer and they can be left plugged in all the time.

HP sells a 128K buffer that takes up one slot -- you can even plug two of them in and get a whopping 256K! I

opted for an external 256K buffer. It was considerably cheaper and I've still got two cartridge slots left to plug in goodies!

The key pad has 8 keys on it. The lower four keys let you do a form feed, select the font, select the mode (Draft or Letter), and set the printer On line or Off line. The upper four keys let you move the paper in fine increments in and out, feed envelopes, prime the ink cartridge (this is only done when a new cartridge is installed), and reset the printer.

Now that you've got an idea of some of the features that this printer has to offer, the next question is "How does it perform?" Since it's compatible with the HP LaserJet printers, any program which supports that printer also supports the DeskJet. I've tested it extensively with Timeworks Publisher ST, Publishing Partner, Page Stream, Word Lip, Easy Draw, and Athena II. The output in all cases is superb. In fact, when compared with the Atari Laser Printer, the output is actually sharper and shaded images look much better! The only drawback to the DeskJet (when compared to a laser printer) is speed. With laser printers we're talking upwards of eight pages a minute! With the DeskJet, you're looking at about 8 - 10 minutes per page (in a desktop publishing environment).

To perform an actual speed comparison with the Atari SLM804 Laser printer, I used the same Timeworks DTP file for both printers. The file included both text and graphics. The time to print the test document on the SLM804 was 52 seconds, while the DeskJet took 3 minutes and 26 seconds. The next speed comparison was a simple screen dump using the ALT-HELP sequence. The SLM804 took 18 seconds to print the screen while the DeskJet took 2 minutes and 5 seconds.

Using a print buffer speeded up the final output by about 20% and cut the cpu time by 50%! Printing a full page from Publisher ST took 17:25 without a buffer and 12:00 with a buffer. (These figures were obtained using the standard HP LaserJet driver supplied by Timeworks.



Using a driver specifically designed for the DeskJet can reduce these limes considerably. See the driver review below.)

What else do you need to know about a printer? It's quiet..it's extremely fast (compared to a dot matrix), and output is superb.

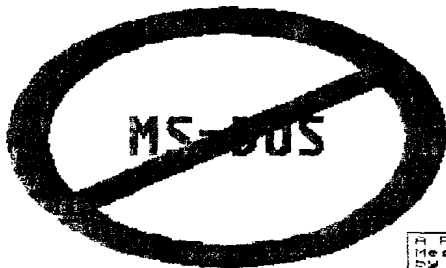
Should you buy a DeskJet instead of a 24 pin printer? The answer is YES. It's not that much more money, and the output is considerably better (the resolution of most 24 pin printers is 180 dpi, the DeskJet's is 300 dpi). The biggest argument I hear against the DeskJet is that it can't do labels. WRONG! Avery Laser labels (#5260) work great!

Should you buy a DeskJet instead of a laser printer? You have to make that decision yourself. A laser printer is considerably faster, but it also costs a LOT more. Yeah, yeah, tell me about the laser printer you saw in Computer Shopper for \$799. Then add another \$300 for the HP laser emulation board (that is, if you're planning on using the printer for anything useful), and add another \$500 to upgrade it to 1MB. You don't need 1MB? If you're printing lull page graphics you do. Laser printers (due to their design) have to print a full page at a time, and 512K just doesn't cut it. Now you've got \$1600 tied up in your laser printer -- Just to print faster than me. Oh, and by the way, you've got to keep that sucker clean. You don't want any streaks or blurs on your printouts, do you?

The only maintenance on the DeskJet is to replace the ink cartridge about once every 1000 pages (this figure can vary anywhere from 500 - 1500 pages depending on the type of printing you do) and put paper in the feeder. For the average home computer user. I think ~ha! the DeskJet is a tremendous buy!

I purchased my printer from Applied Progressive Electronics (1-800-447-1176)

for 3675 + \$12 shipping. The Epson cartridge was \$55, and the ink cartridges were \$14. The folks at APE were very helpful and they are authorized HP dealers.



**JUST  
SAY  
NO!**

A Public Service  
Message Paid for  
by Citizens  
against MS-DOS

© 1989

**The President's Column Sept. 1989**

by John I. Aalto, Jr

Over the river and through the woods...to the JACG Regional Meeting we go! As you probably know by now, LIAUG has been invited to attend the above mentioned meeting. It's not a computer fair! It won't be one booth of antiquated Atari products! This is grand gathering of Atari clubs from New York, New Jersey, and Pennsylvania. You may never again see as many Atarians gathered in the same room again! Or, if the spirit moves us all, this may become the start of an annual event.

If you are an Atariian, you are one of those rare breeds who are equal parts cynic and romantic. The flyers I received from JACG mention that a rep from Atari Corp will be showing. Yawn! The cynic in me thinks about the joke, "how do you know a politician is lying? ...His lips move." But Atari Corp seems able to self-inflict enough wounds that they don't need me holding a salt shaker over them. However, the romantic in me keeps getting bleary-eyed when I find myself saying "but they make fantastic computers"! An in the instant that I was sure that this event was going on... well, cynic overboard!

I love getting together with other computer owners who "understand". Being an Atariian in the age of clone is almost an act of faith except "they make fantastic computers"! AND there are few things that I'd rather do than hash and re-hash the fate of those computers! I know that you most likely do too. Just a few hours after getting JACG's flyers, Alex Pignato of the OL' HACKERS was on the phone with me and we both knew that we're hopeless Atari nuts! They had just received their JACG flyers and both of our adrenal glands were going.

So give the Atari cynic in you the day off. Having made the daring choice of buying an Atari...sign up for the car pool...get your shades and sun tan lotion out...and enjoy your Atari's day in the sun! See you there!

**Closing by the editor**

Once again Atari has been left at the starting gate. Last month, we spotlighted the new Atari Color Game Machine. At the same time that the Game Machine had been unveiled at CES, rival Nintendo had shown a version that only displayed monochrome. Did Atari take advantage of their technical superiority to overwhelm Nintendo? What do you think? The Nintendo is being sold by Toys R Us and Newmark & Lewis. Atari?????

# SUPER 3D PLOTTER II

By: R. Constan © 1985

## ★ ★ BEYOND BELIEF! ★ ★

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

- UNSURPASSED 3D PROJECTION SPEED
- TRUE HIDDEN SURFACE ELIMINATION AND SOLID (COLORFILL) PROJECTION.
- SUPER HI-RES PRINTOUT TURNS YOUR DOT-MATRIX PRINTER INTO A PEN PLOTTER!
- PRICE: ONLY **\$29.95**  
N.Y. RESIDENTS ADD SALES TAX
- 2 EXTENSIVE EDITORS, PACKED WITH UTILITIES, FOR ULTIMATE DESIGN FLEXIBILITY.
- EASY DISK FILE WING. LOADING AND MERGING OF IMAGES.
- SCREEN "OVERLAY" AND "SAVE" FEATURES FOR INFINITE IMAGE EXTENSION, AND TOTAL COMPATIBILITY WITH MOST DRAWING PROGRAMS.

Don't be fooled by the low price! This package is usable in professional 3D C.A.D. applications, and this ad does not permit space for a fair description! Send S.A.S.E. for more info, or send check or money order to:

## Elfin Magic

23 Brook Place, E. Islip, NY 11730

FOR ALL 8-BIT ATARI COMPUTERS  
WITH 48K AND DISK DRIVE.  
PRINTER OPTIONAL



—SOFTWARE WITH IMAGINATION—

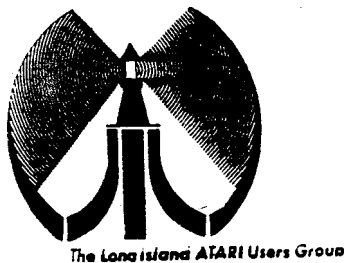
# CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of ANALOG Computing. This program allows easy design and editing of electronic circuits; and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, vertical printouts on any dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

ONLY **\$12.95!**

OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!





# LONG ISLAND ATARI USER GROUP

## MEMBERSHIP APPLICATION

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

**The Long Island ATARI User Group  
P.O. Box 92  
Islip, New York 11751**

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

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

Address \_\_\_\_\_

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

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

Your system (please be specific):

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

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

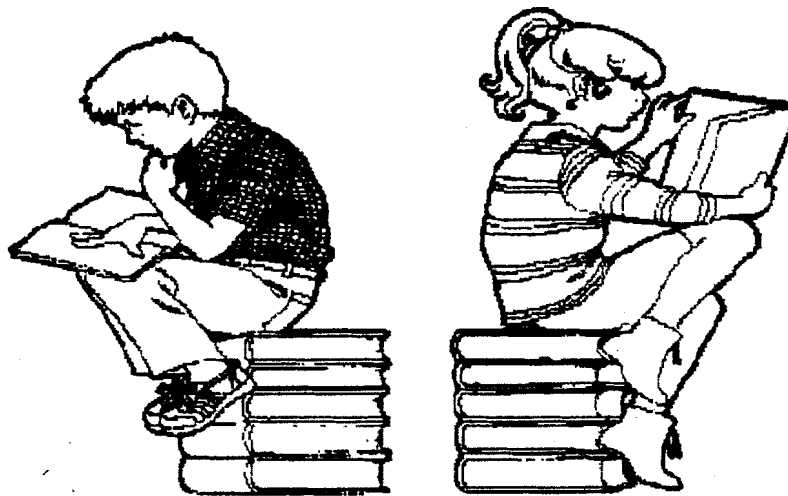
Modem: \_\_\_\_\_ Interface: \_\_\_\_\_ Printer: \_\_\_\_\_

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

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

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

For club use only: Rec'd \_\_\_\_\_ Amt: \_\_\_\_\_ Pk: \_\_\_\_\_ TTL: \_\_\_\_\_ / \_\_\_\_\_ Card Y/N ML Y/n Mail / BBS / Meet



**Computers can help you to learn  
and they are a fascinating subject  
to study in themselves. Our next  
meeting is October 7, 1989**



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

**First Class Mail**