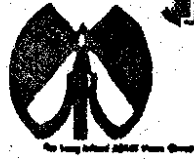
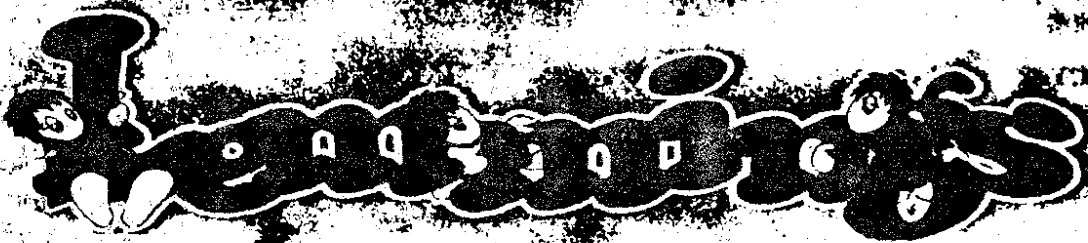


LIAUG Light house



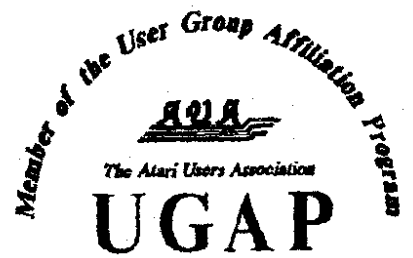
September 1991
Volume 7 No 9



Long Island Atari User Group



P.O. Box 92
Islip, NY 11751
BBS Phone # (516) 234-4943



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
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- 2 EXTENSIVE EDITORS, PACKED WITH UTILITIES, FOR ULTIMATE DESIGN FLEXIBILITY.
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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 State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork.

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

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Club Meetings

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

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 44mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Deskjet Plus.

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

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



TRACKER STII

Tracker/ST is an exciting new productivity package for the Atari ST, which combines mailing list, mail merge, and person-tracking features in a single integrated software solution. Fully GEM based for ease of use, Tracker is the ideal program for anyone who does mailings on a regular basis, or who needs to keep track of people for any reason.

Some of Tracker's powerful features include:

>> Powerful and easy to use mail merge. Merge letters to everyone or set up exact criteria for a merge.

Powerful GEM text editor _built in_ with automatic reformatting (no need to press the F10 key), bold, italic and underline attributes, etc.

>> Computer aided entry saves you thousands of keystrokes when entering names—up to 10,000+ keystrokes saved for every 250 names you enter into Tracker/ST.

>> Sixteen preset label formats for single, 2 or 3 across labels, and laser printed labels (with _no_ label creeping). Edit these and add your own for custom label formats.

>> One-step "subscription aging" command automatically tracks remaining time in a membership or subscription. Great for groups with memberships that need to be adjusted on weekly, monthly, or annual basis.

>> Full GEM interface with drop down menus, click on buttons and keyboard commands for ultimate ease of use.

>> Unique "Quick Letter" option for those occasions when you need to send a single "almost form letter." Great for business reply mail and followup letters.

>> Unlimited notes for each person in your Tracker/ST files. Notes are not limited to a few characters or words.

>> Category, rank, source and I.D. fields to help you identify each entry in your list.

>> Full reports to screen and printer, including easy to use sorting, filtering, grouping, counting, and summarizing. No need to use complicated "dot prompts" or learn a confusing database language.

>> Import and export names in ASCII and Tracker/ST formats.

>> Easy transfer of names from all popular ST data management packages into Tracker/ST.



>> Number of names limited only by disk space.

>> Comprehensive manual with full tutorial and complete index. Manual is spiral bound.

>> Installs easily on your hard drive—not copy protected.

Tracker/ST is perfect for businesses of all types, religious and school organizations, theater and music groups, photographers, freelance writers and artists, clubs, newsletter publishers, salesmen and saleswomen, etc.

Tracker/ST will run on any Atari ST with one megabyte of RAM and a double sided disk drive. The program runs in medium resolution color and high resolution monochrome, and also completely supports the Monitem large screen monitor. A hard drive is recommended.

Tracker/ST is available NOW.

See your local dealer or send a check

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496-A Hudson Street Suite 39F

New York City, NY 10014

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The ST Book-Pad

By Steve Yelvington

How about a tiny, hand-held Atari ST that understands handwriting? How about a notebook-size ST that runs on battery power and has an internal hard disk drive?

Atari Corp. displayed two new computers at the CeBIT '91 show in Hannover, Germany, that take ST technology to the leading edge of portability and technology.

The smaller of the two is tentatively being called the STPad. It's a revolutionary pen-based hand-held computer that understands handwritten input, still in early prototype stage. The larger, a notebook-size STE tentatively labeled STBook, is likely to be available sooner, perhaps this fall.

Tom Harker of ICD Inc., who saw both machines, was enthusiastic in a report distributed on GENie. Harker said the STPad resembles an Etch-A-Sketch without the knobs. A touch-sensitive display replaces both the mouse and the keyboard. But the STPad is still an ST; it runs an enhanced version of GEM that has been endowed with the ability to recognize handwritten input using a pen or stylus to draw on the screen.

The STPad, which was code-named "Wren" during its early development, has no disk drives. Instead, a "card drive" similar to that used by the Portfolio is planned. High-speed data transfer between the STPad and a desktop ST will be possible, allowing software and data files to be loaded conveniently.

Designer T.R. Hall of Atari Corp. explains that the STPad's enhanced GEM interface allows the user to write text with a pen and use standard GEM applications.

"You may feel skeptical, but as the designer of the two machines announced, I can tell you that 'TOS... with handwriting recognition' is FACT, not conjecture," Hall wrote in a message on Usenet.

"The HCR code will be in the ROMs (and was, in the Demo at CeBIT), and tied into the operating system and desktop such that a gesture in the Menu Bar area will bring up a window (as invisibly to existing applications as possible) into which handwritten characters are drawn.

"As you write, the characters are converted to ASCII; when you are satisfied, the characters are sent (via the keyboard input stream) to the application. This way, existing applications will have HCR capabilities."

(HCR is Handwritten Character Recognition, which analyzes pen strokes to determine characters. It differs from OCR,

optical character recognition, which analyzes a bitmap image.)

"The 'hooks' to call the HCR system will be available to software developers, so they may call it directly, to recognize ASCII characters, special character sets, or even gestures. This will be part of the standard documentation. In case you're curious, the software is a neural-net simulation," Hall wrote.

The advantage of this design is that existing Atari ST GEM applications are immediately available; users won't have to wait for software developers to become familiar with the new machine. Indeed, the STPad should be able to run sophisticated applications such as spreadsheets and database managers right out of the box.

Other companies are working on similar systems. Microsoft has announced that it is developing a similar interface, called "Pen Windows," and a startup company called Go Corp. is showing a completely new pen-based operating system called PenPoint that has been endorsed by IBM. Both Pen Windows and PenPoint are for Intel-based computer chips; the Atari design runs on the Motorola 68000 series.

The larger of the two computers that Atari showed in Germany, the STBook, essentially is a smaller, battery-powered replacement for the STacey. Designer Hall says the "announced list price" of the basic STBook with 1 megabyte of RAM, a 20-megabyte hard drive and no internal floppy, is \$2000. Production is slated for the end of this summer.

The STBook's specifications are in many ways similar to those of the STE: Motorola 68000 at 8MHz, 1MB and 4MB versions, 512K of ROM, real-time clock. Internal hard disks range up to 60MB. An internal FAX modem is an option, as is an external floppy disk drive.

Note that the RAM size is either 1MB or 4MB, and with nothing in between. "For a lot of power-saving reasons, the physical addressing of the RAM is VERY tied into the SIZE of the RAM. Control circuitry needs to change when RAM size changes," explains designer Hall.

Power consumption is important because the system runs on batteries: eight nicads or seven AA alkalines. There are two lithium backup cells. The whole package is only the size of a European A4-standard sheet of office typing paper, and 34mm thick.

The display is a liquid-crystal panel with 640 x 400 resolution (ST/STE high-resolution standard) with no backlighting (again, to save power).

Connectors include MIDI, RS232, parallel, DMA, keyboard/mouse and a 120-pin expansion bus identical to one on the STPad. There is no cartridge port, which is bad news for Spectre/Macintosh fans. However, designer Hall points out that the expansion bus provides all the

connections necessary to make an inexpensive cartridge adaptor.

The STBook's mouse is replaced by a pressure-sensitive pad. The keyboard is condensed from the standard Atari setup by "piggybacking" the numeric pad onto the typewriter keys, using a Fuji key for access.

The STBook runs an enhanced version of TOS with some built-in applications. Hall said there are several reasons for not including an external monitor port on the ST Notebook: — Power: "The graphics shifter/video drive circuitry uses almost as much power as the rest of the system put together. Since the machine is specifically designed for PORTABLE usage, I made the (fairly reasonable) assumption that you aren't going to carry a color/mono monitor around with you."

— Space: "Hey, I tossed out ANYTHING I didn't feel was required in a PORTABLE machine, to make the machine as small as possible.

The lack of a built-in floppy disk drive prompted grumblings on Usenet, to which Hall responded:

"If you look at the so-called competition (Intel-based machines) I think you will find that the 'notebook' sized units include EITHER a floppy or a hard disk, but not both. Since this machine was mostly intended to allow desktop-ATARI users to take specific data/applications with them on the road, I felt that loading data/programs into the internal Hard drive would not be a hardship. Would you rather carry a hard-drive machine, or a floppy machine with a bunch of floppies that you have to swap in-and-out?

"As far as data transfer, both the Notebook and Pad versions of the machines will include file-transfer software in the ROMS, transferring over parallel-ports to other ST's, and serial ports to non-ATARI machines (hopefully with an existing protocol, so Atari won't have to write [shudder!] MS-DOS software).

"Look for high-density floppies, both in desktop machines and in an external (probably battery-operated) floppy drive for the ST notebook (or whatever its final name is) . . .

"Both the STPad and STBook have an 'expansion' port that includes all address and data lines, bus control lines, R/W and a number of ROM select lines. ALL of the signals needed for the 'cartridge port' are present on 'expansion port,' so a conversion device need only consist of two connectors, a PC-board, and a housing. I'm sure some enterprising developer will make such available at a reasonable price. Even better, maybe 'cartridges' will be upgraded to take advantage of new features."

This article appeared in the April issue of the MAST Newsletter, published by the Minnesota Atari ST user group. It may be redistributed freely.)

Lemmings by Psygnosis

Lemmings is a game published by Psygnosis that has been keeping us busy for the last few weeks. Very few computer games have kept our attention as this one has. Other games that have kept us glued to the computer have been Lode Runner, Boulder Dash, and Populous.

In **Lemmings** the object of the game is to guide the **Lemmings** to the exit and keep them from getting killed. There are four levels of play with thirty screens to each level. The first level is the easiest and is named *FUN*. After that there is *Tricky* and *Taxing*. The hardest level is *Mayhem*.

Each level has an entrance where the **Lemmings** are released. They then start walking across the screen. There are many different obstacles that keep the **Lemmings** from reaching the exit.

Each of the different levels have different numbers of **Lemmings** that are released. Some levels have 100 **Lemmings**, others only have 50, some only have one **Lemming**. As **Lemmings** are released, they are walkers. You then give the lemmings different skills to get them through the screen to the exit. One option will allow you to dig horizontally through objects. Another option will allow you to dig vertically. Each level has a time in which you must save the **Lemmings**. In addition there is a percentage of **Lemmings** that you must save. At the lower levels, you only have to save a few of the **Lemmings**. As the levels increase, you have to save higher amounts.

The 120 screens will keep you busy for a long time. And if that was not enough, there is even a two player game. In the two player game, you fight another player for the maximum number of **Lemmings** that go to your exit. The only drawback I can find with the two player game is that one person uses the mouse and the second player uses a joystick or keyboard. I found that this puts the person using the mouse at an advantage.

I played the Atari ST version. There is also an Amiga version and a PC version.

Jim Nalewick



Lemmings Code Sheet

FUN		TRICKY	
Level	Code	Level	Code
1	START HERE!	1	NCAOLMFPDN
2	IJLDNCCCN	2	CMOLMFNQDK
3	NJLDNCADCK	3	CAJLDDBEX
4	HNLJCIOECY	4	IKJLDKCCEN
5	LDNCAJNFCM	5	OJNLKCEDEY
6	DNCIJNLGCV	6	HNLKCMNEEO
7	NCANLLDHCO	7	LLKCAJLFR
8	CINNLDNICL	8	LKCMJLNQEQ
9	CEKHMNDJCO	9	OCENLLDHEX
10	MJJOLJCKCO	10	CINLLDOEM
11	OJOLJCELCO	11	CAKJOLKJEX
12	HMDNCINMCK	12	IJHMDOCKEX
13	MDNCAKLNCU	13	NJOLKCALEM
14	DNCIJNMOCO	14	HMDOCINMEN
15	NCANNMDPCL	15	OLKCEKNNET
16	CINNOLJQCK	16	LOBIJNOOEK
17	CEJHLFNBDJ	17	KCANLMLPEQ
18	IJHLFJCCDK	18	CINLMDOQEV
19	NHLNJCADDP	19	CAKHNNKBFP
20	JLNJCIOEDL	20	IJLFOCCFT
21	NNJCAJNFDV	21	OHLFOCADFP
22	NJCMJLNGDQ	22	JLNKCINEFN
23	NCANLLFHDT	23	LFOCEJLFFU
24	BINLNFNIDN	24	NOBIKNNGFV
25	CAKJMFJJDN	25	OCENLLFHFK
26	IKJMNNBKDR	26	BIOLNFKIFN
27	NJMFNCALDW	27	CAJMFJFJFT
28	HMNJCIOMDS	28	MKHONKCKFV
29	MNJCAJNNDM	29	OHMFOCELFM
30	FNCMILMODT	30	JMFOCINMFSI

Lemmings Code Sheet

TAXING		MAYHEM	
Level	Code	Level	Code
1	MFOCEJLNFN	1	NJMFNGALHO
2	FOCMKLMOFX	2	JONJGIOMHO
3	KCANLMNPFT	3	ONJGAKLNHV
4	CINNMFOQFK	4	FNGIJNMOHJ
5	GEKJNLJBGX	5	NGANNMFPHW
6	IJHLDNGCGT	6	GINLONJOHT
7	OHLDJGADGN	7	GAJJLDOBIP
8	HLDNGMOEGO	8	IKHNLKGCIN
9	LDNGAJNFGU	9	OHLDOGADIU
10	DNGIJNLGGN	10	HLDOGMOEIR
11	NGANNLDHGK	11	LLKGAIJFIJ
12	GINNLDNIGT	12	DOGIJNLGIQ
13	GAJHMLJJGX	13	OGANNLDHIN
14	MKHMDNGKGR	14	GINNLDOIHW
15	NHMDNGELGN	15	GAJHMDOJIW
16	HMDNGIOMGT	16	IJHMDOGKIP
17	MDNGAKLNGM	17	NJMDOGALIO
18	DNGMJLMOGY	18	HMDOGIOMIW
19	NGANLMDPGR	19	OLKGEKNNIL
20	GINNOLIQGS	20	LKGIJNOOIP
21	GAKHNNJBHU	21	OGANNMDPIW
22	IJLFLNGCHY	22	GINNMDOQIP
23	NJLFLNGADHV	23	GAJHNNKBJW
24	JNNJGMOEHJ	24	IKHLFOGCJK
25	LFNGAJNFHX	25	NJLFOGADJY
26	FNGIJNLGHQ	26	HLFOGMOEJU
27	NGEOLLFHHQ	27	NKGEKLFJFT
28	GMOLNNJIHP	28	FOGIJNLGJT
29	GEKHMFIJHI	29	OGANNLFHJQ
30	MKHONJGKHM	30	GINLNKIJN

EDHAK: THE RIGHT EDITOR ACCESSORY

by Paul Varn

Review of EdHak Accessory for the ST

There may be a few of you familiar with an accessory available on most BBS systems with the name of Diary. This, (being the stripped-down version of EdHak) provides us with the PD release of this fine editor and a useful introduction to Craig Harvey's approach to appropriate and convenient programming style. Under the name of "Clear Thinking", he has given what is to me the most used accessory besides my clock.

I feel restrained from calling this a "text" editor, or "word processor". Really, "editor accessory" is the only term that describes its use without being limited by the stereotyped functions the other names imply. This accessory will edit anything, not just text. Although I find it most useful for editing text, it's power further extends to editing disk sectors and even memory directly. Not only that, it provides the same tools available in powerful word processors to edit disks and memory.

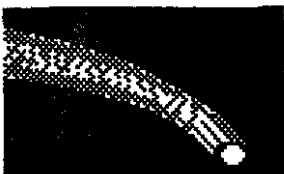
"SOME" FEATURES:

Well, I had to qualify the title for this section as a warning that to detail all of EdHak's features would make this article intolerably long. Here's a list of some of the most notable for those who like lists.

✓ Re-size window (includes mouse scroll bars or cursor key location)

- ✓ Word Wrap (toggle on-off)
- ✓ Reformatting (configurable in several ways)
- ✓ Adjustable Column Length
- ✓ Search and/or Replace (case or non-case, paragraph, query, or all)
- ✓ File Encryption
- ✓ Blocked Text (mouse created, move, copy, delete, save to disk)
- ✓ Mouse Window Scrolling (window position will follow mouse clicks and drag anywhere within the file; even outside the current buffer)
- ✓ Unlimited File Size (currently, up to 64k in buffer with access to any part of file in selectable increments)
- ✓ Buffer Size Configurable
- ✓ File Merge
- ✓ End Carriage Returns Displayed (toggle on-off)
- ✓ Buffer Used Display
- ✓ File Size Display
- ✓ Buffer Remain Display
- ✓ Line/Column Display (configurable location display in "hak" mode)
- ✓ GEM Menus Stay Enabled
- ✓ Extensive Help Key Menu
- ✓ Mouse Drop-Down Command Menu (including duplicate key commands)
- ✓ Save Configuration (boot-up features and auto-load file)
- ✓ Function Key Macros (10 user defined)
- ✓ Run External Programs!
- ✓ Many features for programmer "hacking" (I don't understand all of these)
- ✓ RS232 Access (send and receive to/from modem)
- ✓ On and on and on... Don't hit me Craig, for what I've left out.

Online 24 hours



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SCAN
BBS**

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Dedicated to

astronomy and related subjects.



Is this starting to look like a \$200 WP+ program? Can it really be a \$12 shareware program? Hard to believe.

The unique "hak" features will display consecutive disk sectors or memory in whatever size you have configured for the buffer and permits you to enter the bytes directly like you would in any text editor. Changes are only made after saving of course, or your changes can be saved to a separate disk file.

Two areas where EdHak has become most useful to me is within other GEM applications where a text editor is useful. One is while using DCOPY where I like to compose "readme" files while creating archives for uploading to BBSes or storage disks. Another is within UNITERM to edit macros, or browse/edit captured text and files.

At the time of this writing version 2.0 is current with a beta in my hand for 2.06 which I haven't looked at yet. This accessory can also be renamed and run as a free standing desktop opened program. Solid and reliable, it aptly fills the accessory editor void that was never properly filled by the two poor programs: WORD400 (or NEWWORD) and the well known disappointment: NOTEPAD.

With full blown 64k buffer configured, it uses around 77k memory. Further memory reduction can be had with the DIARY version of the accessory that is stripped down to the bare essentials and may use a little as 25k. Another way to save is to use it within a program like Flash, Uniterm, or other terminal program and calling it as a run application.

The author actively supports the product and has plans for several more additions including paint file display. He also provides thorough documentation with his original uploads and disks. I've not stopped finding uses for this program and am constantly impressed. I would encourage anyone to try it out and support a quality programmer in his efforts.

Reprint of this article without permission is granted.
11/29/90

**Remember to renew your
membership in LIAUG**

ATARI (R) UNVEILS THE NEW MEGA STE (TM) BUSINESS COMPUTER FAMILY

LAS VEGAS, NV (November 12, 1990) — The MEGA STE, a high-performance computer with expandable memory that's specifically designed to meet the needs of the business community, has been introduced by Atari Computer. The MEGA STE, is equipped to handle information processing, data management tasks, professional desktop publishing and other applications vital to the success of today's economy-minded business professional.



The all new MEGA STE computer continues Atari's tradition of providing outstanding price/performance. Based on the powerful Motorola 68000 microprocessor running at 16MHz, the MEGA STE provides the performance and capabilities today's businesses need. The system comes with 2 MB of RAM, which is expandable to 4 MB, and includes a 16K memory cache. The 256K ROM supports the operating system and graphical user interface for automatic set-up.

"We designed the MEGA STE for the serious business professional," said Sam Tramiel, Atari Corporation CEO. "You'll see the difference the minute you see the system's new case design, and you'll feel the difference from the moment you turn the system on."

The MEGA STE is equipped with the latest version of TOS, providing users with an exceptionally easy operating system. The graphics interface implements easy-to-use icons and window displays for point-and-click selections. ☞

Featuring a built-in 3.5-inch 720K floppy disk drive, users have the option of adding another floppy drive as well as a 20-MB, 40-MB or larger-capacity 3.5-inch hard drive.

"The MEGA ST fills the gap left by the Big Three small-system producers who have all but abandoned the small business professional," said Tramiel. The performance of the MEGA STE makes it the ideal solution for desktop publishing and graphics. A VME slot is provided for expansion cards, such as Ethernet (TM); and two high-speed ports make it compatible with LAN environments. And, of course, the price makes it the system of choice for any business concerned with bottomline costs."

Special attention was given to the graphics and sound capabilities of the MEGA STE system. The expanded palette of 4,096 colors plus the choice of a high-resolution color or monochrome monitor provides users with higher-quality graphics displays than ever before. The unit also incorporates a BLITTER (TM) chip for faster graphics.

Serious music professionals have always looked to Atari for state-of-the-art MIDI features. The MEGA STE also comes standard with three programmable sound channels; programmable volume; dynamic envelope shaping; wave shaping; programmable attack, decay, sustain, release; a range of 30 to more than 20,000 Hz; and digital stereo sound.

The Atari MEGA STE System with 2 MB of RAM and a 640 x 400 high-resolution monochrome monitor retails for \$1,799.95 and is available through authorized Atari dealers.

For more information, contact Greg Pratt, General Manager, Atari Computer, 1196 Borregas Avenue, Sunnyvale, CA 94088; (408) 745-2000, FAX (408) 745-2088.

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FALCON MISSION DISK II: "OPERATION FIREFIGHT"

A REVIEW

The sun was setting behind the hangar of "Home base" as Major "Wildman" Gregory staggered toward the Ops building. It had been one hell of a fight, and the term exhaustion just barely covered the way he felt at this moment. As he considered his recent victories, he recalled how different this moment was from what he had anticipated. There were no cheers from the other members of the base, no hoist up to the shoulders of his fellow pilots, no closing theme music. But there was a sense of peace, of great responsibilities that had at last been met, of ACCOMPLISHMENT.

Mission Disk 2 of Falcon accomplishes more than providing a different geographical location to fly around in, or a different range of enemies to shoot at. Suddenly, one of the greatest flight simulators ever developed becomes a "strategy game".



Added to the original scenario is a sense of immediacy, urgency, and long-term tactical decision-making. In simpler terms, this is a whole new ball game! The veteran Falcon pilot will no longer be satisfied to complete a couple of missions and then power down and call it a day. Not with enemy tanks closing in on his H.Q., Migs and Hind helicopters attacking his supply lines and friendly forces, and continuous assessment from his radio controller regarding the current tactical picture.

There are 12 missions outlined in the Mission handbook, and failure to complete one of the missions doesn't result in failure. As in real life, your earlier or later achievement may compensate for that one mistake ("should've gone after those Hinds on full afterburners and nailed them BEFORE they

destroyed my tanks!"). And, unfortunately, as in real life, there's no walking away from this contest. In a game of this calibre, one would expect a SAVE function that would allow you to return to combat after you did something in the "real world", such as going to that job that got you the money to purchase this software! But this Mission only saves the pilots specifics regarding medals and completed missions, as well as previously destroyed targets.

The main object of the game, which is to allow your forces' supply lines to build up your friendly tanks until they exceed the enemy by 30, is lost at power down. The software is unable to save the constantly fluctuating number of enemy and friendly tanks, so it just RESETS the number to the starting point. AAAARRRRGGGHHHH! Never start this game unless you have no appointments or other responsibilities for several hours -if you do you'll have the best game of your life, right up to the time you have to lose it all and leave!

Aside from the advancement which makes Falcon push you to achieve an elusive goal, several other improvements are worth noting. There are great graphics of the "new" threat to you, armoured Mi-24 Hind helicopters. These tank-killers, which are very similar to the Apache Gunship, are a real challenge to face, particularly when they've evaded all your on-board missiles.

In a cannon dogfight, you face an opponent who is flying close to your stall speed, and if you think you'll just go straight at him with your guns blazing, meet another improvement: the MID-AIR COLLISION! MIG 21s and 27s are also on hand to try and ruin your day, and just when you thought it was safe to go back in the air, there's the ever present danger of a SAM attack. You can now rearm and refuel at either of your 2 airbases, and you have some additional improvements to your F-16s weapons systems.

Despite the lack of a proper save-game feature, I strongly recommend this addition to all F-16 pilots. The enemy is closing fast, and we could use a few good men. This is also the only western Air Force currently accepting women combat pilots.



ST SPELLING TUTOR

by Phillip W. Hawkins

NST Spelling Tutor is the first computer program designed to instruct and test a student in spelling proficiency. Designed to run on the Atari ST line of computers, it requires the following equipment for operation: Atari 1040ST, Mega ST, or upgraded 520ST, Atari Color monitor and Double-sided 720K drive.

This program is unique in that it uses digitized voice, played through the monitor speaker, to both say and spell the words to the student. This performs a multi-layered task, teaching the student how to say and pronounce the word along with how to spell it.

At the end of a lesson, which consists of 10 words, the student can be tested on his/her comprehension of the material. Test results are displayed on the monitor and can be printed on an Epson-compatible printer if desired.

The main program disk contains all graphics, sounds, and support resources necessary for operation. Included with the program disk is a sample lesson disk containing seven lessons, each consisting of ten words. Sets of lesson disks are currently available for 2nd and 3rd grades. The 2nd grade lesson set consists of 4 double-sided disks containing 280 words. The 3rd grade set consists of 9 double-sided disks containing 630 words. These disk sets comprise 1 years worth of spelling lessons and words for the corresponding grade level. Future lesson sets are planned for 4th and 5th grades. Also planned are French and Spanish versions.

As an additional feature, ST Spelling Tutor contains a press-and-say mode that allows students to press a letter, thus instructing the computer to both say and display the letter. Excellent for pre-schoolers just learning their alphabet!!!

!! ATTENTION !!

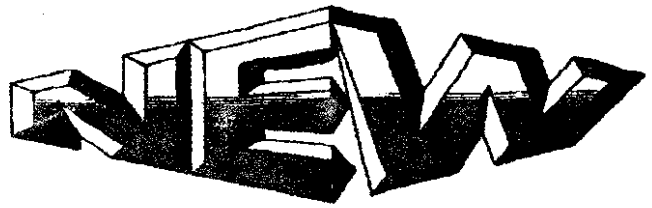
EDUCATORS, SCHOOL SYSTEMS and PARENTS

Custom sets of spelling lesson disks can be created to mirror your spelling text currently in use. Each disk can contain up to 7 lessons of 10 words each. The current price per disk is \$200.00, with an approximate processing period of 2 weeks. I am currently looking for a software house/marketing firm to market ST Spelling Tutor in both the US and Europe. I can be contacted at the address and phone numbers listed below.

Phillip W. Hawkins 71 Englewood Ave. Pawtucket, RI 02860 Days:
8:00AM-4:00PM(401)781-9300X427Evening:5:00PM-11:00PM(401)723-3835
Z*NetAtariOnlineMagazine MAY4,1990 Issue#518

LIAUG 1991 Meeting Dates

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



☆ **16 bit Public Domain and Shareware software** ☆

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

ANNOUNCING

☆ **8bit Public Domain Disks** ☆

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

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



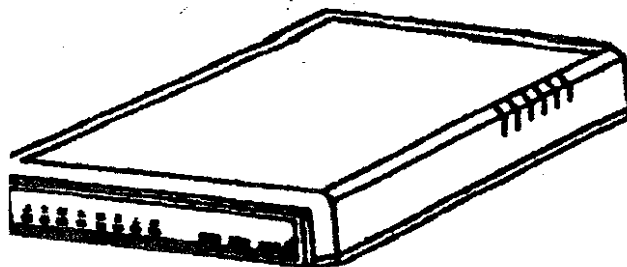
BobTerm Phone List Utility by Dan Elek

A Review by Alan Sharkis

This is a little file I came across on USS Starlink BBS. Apparently it has been around for a while, and I was somewhat lost without it. You see, as far as telecommunications is concerned, I was "raised" on 850 Express, switched briefly to DeTerm when it came out, and am now convinced that BobTerm is the best thing we have. However, after version 1.0 caused its initial mixed reviews (you loved what it was supposed to do but hated the bugs), BobTerm has been revised many times, and each revision is better than the one before. However, in all of these revisions, something is bound to be sacrificed for the sake of improvements. In the case of BobTerm, that something was a utility, routine, or module that would print a phone list.

Now, why would someone want a hard copy of a phone list? Several reasons come to mind. You might want to scribble your password next to each entry if you use different passwords on different systems and your memory is starting to look bad next to the computer's, as mine is. BobTerm does give you the option of sending passwords with macros, but it's just not convenient when you do use several. You might accidentally (HORRORS!) trash the phone list file and need the hard copy to restore it. You might use a hard copy of the phone list to write notes of what was accomplished on each BBS in a given session. I guess someone clever might think of even more reasons.

Until now, I got by in a crazy, roundabout way. I have a phone list on my MS-DOS telecommunications program, and it does print out. However, this means that I have to have identical boards in the listings for both machines. Now, don't get me wrong. I use the MS-DOS for telecommunications much more than the Atari, but there is a simple charm to



BobTerm and to ATASCII cartoons that beats anything I can do with the IBM clone. Also, there are boards that I'd just never call with the Atari because downloading those enormous MS-DOS files really requires the MS-DOS machine.

To the rescue! It's a program you run from DOS. Any Atari DOS, including SDX, disk-based Sparta, AtariDos 2.5, MyDos, all work. The printer can be any printer that handles ASCII files, but the program has a special "graphics" output to Epson, Epson-compatibles, and ProWriters. Essentially, this graphics mode puts the printer in condensed mode, and prints the item headings in inverse type. It's easy to spot an item that way.

An additional bonus of the program will make most BobTerm users very happy. Have you noticed that when you delete an entry from the phone list within BobTerm you get a blank space that you're just dying to fill in? But that means you have to type it in. Or, do you want to sort your list, so that the most frequently called numbers are at the beginning, or types of boards are grouped together? Until now, the only way to do that was to retype each item. Imagine doing that, especially if you can't work from hard copy? BobTerm Phone List Utility allows you to swap the entries on screen from a menu. Each board name is given a letter. You type the letter of the entry you want to move, then you type the letter of the space you want it to occupy. Easy as that!

But, you say, I have more than one phone list. Congratulations! You must be a very avid caller. BobTerm Phone List Utility handles that with no problem. It prompts you for the name of your phone list file (the default is BOBTTERM.PH1) when you want to load a file. It will save a phone list file under any legal Atari filename.ext as well. It will exit to DOS, although I have a problem with it exiting cleanly when I use the X-Cart. That may be the fault of my setup, not the program.

Dan can be reached at:

10451 Dunn Road

Osceola, IN 46561



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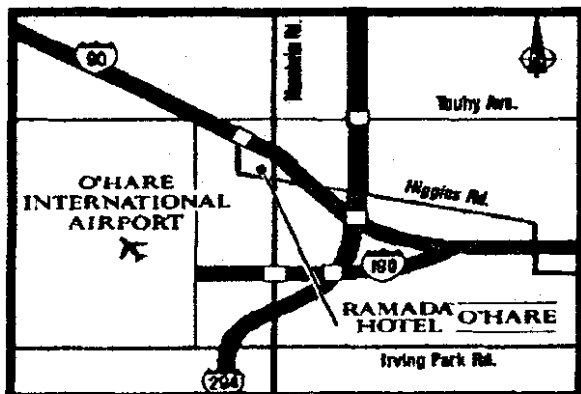
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 President: John Aalto (516) 589-6754 BBS: (516) 234-4943

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LIAUG Minutes of 6/06/91

The meeting commenced at 12:40 p.m. when John Aalto showed the new Atari Interface Magazine, which includes an area within for the use of clubs. Harvey Schoen agreed to send our logo and other information to them. The cost of a subscription through the user group is \$6.00, a check given to LIAUG who will then group order.

It was announced that AIM would be adding a set of 8-bit disks to the Ol' Hackers library. George Leek had donated \$7.00 for a Turbo-Basic Programming set. He also informed us that Consumers Distributing was selling disks at \$1.99 for 10.

John Aalto was sending greetings through Horst Dewitz to Atarians in the United German Republic.

ST Connection will be sending a disk with shareware for 16-biters.

Steve Stubbs announced that the Eric Fair was cancelled. The one at Windsor was good humored, but there were no big crowds. The Virginia show will be on the Columbus Day weekend, Oct 12 and 13, 1991 and both Steve and Mark will be attending.

Harvey Schoen announced that Electronic Arts had mailed him a large catalog of sale items. They were available at great prices at a mailing cost of \$3.50 for the first item and \$1.00 for each extra one. John Aalto announced that B & C Computer Visions of 3257 Kifer Road, Santa Clara, CA 95051 had lots of 8-bit material. John also handed out programs courtesy of Island Computers, Pat Mulvey and Joy Sanderson being the lucky recipients.

The ST Librarian announced that he had just received the disks onto which he would copy the programs from the cartridge, and they would be ready in August. George Leek announced that he had found a new distributor for games programs whose most expensive one was \$15.00.

There followed a discussion of Atari's "Phantom" products. Harvey announced that IBM world software makers were sending offers for large discounts on their products. There followed a general discussion of various types of promotions.

Harvey also noted that he had added an AdSpeed accelerator to his MegaST and it greatly improves running PC Ditto. That's the original, not the hardware one.

In the afternoon, Harvey demonstrated a new game called Lemmings which was hilarious. John Aalto took subscriptions for AIM and the meeting continued with demos.

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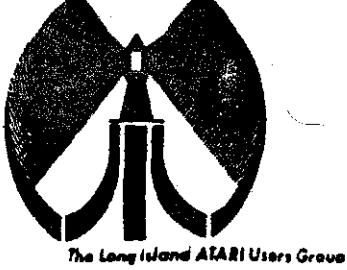
Mon - Sat 10 - 6



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Long Island Atari User Group

To apply for (1986) 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 _____

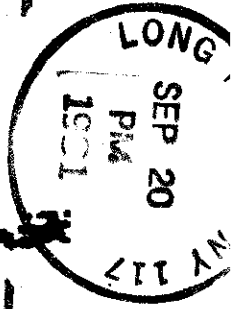
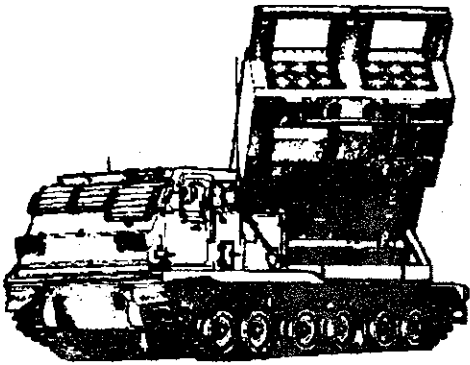
Modem: _____ Interface: _____ Printer: _____

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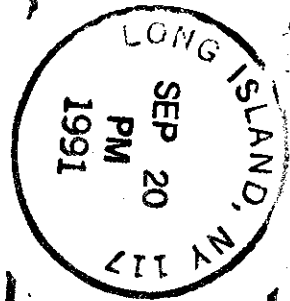
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