

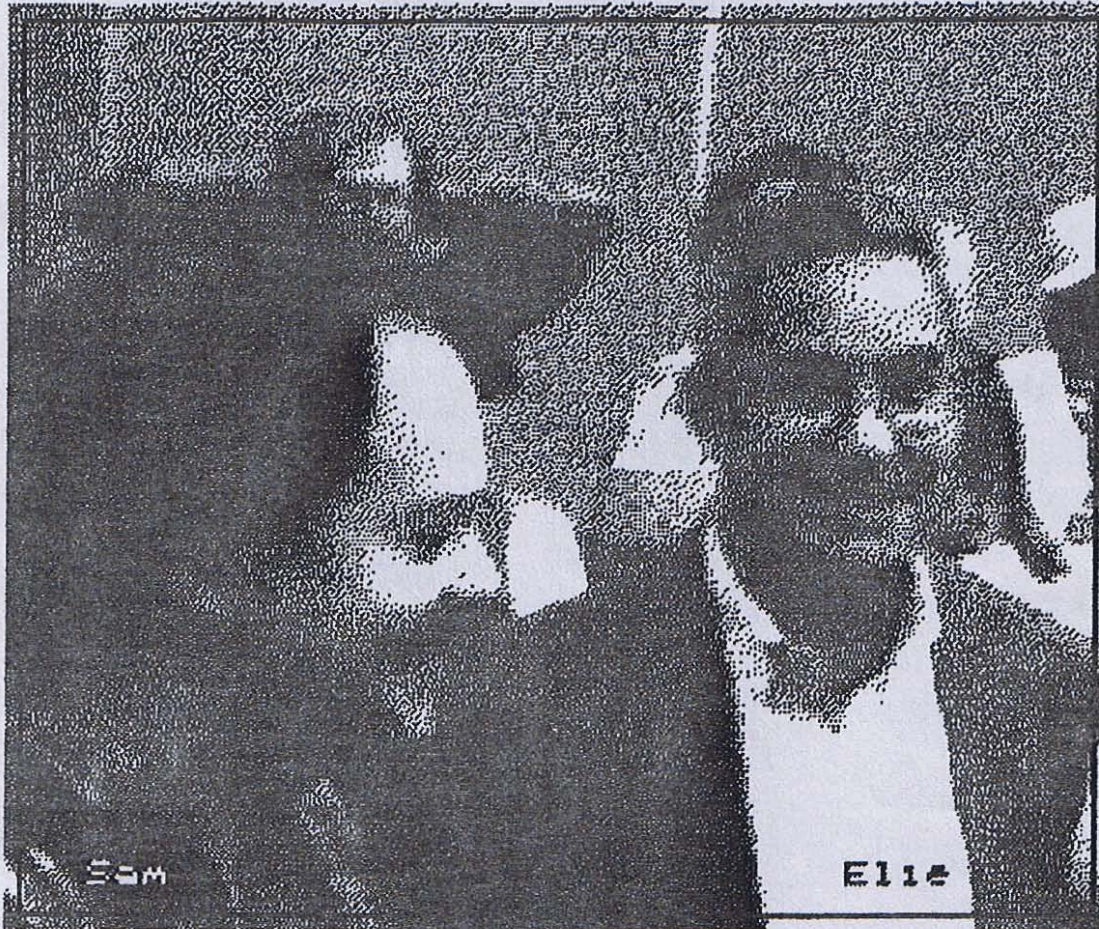
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LIAUG Light house



The Long Island ATARI Users Group

September 1990
Volume 6 No 8



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San Jose
World of
ATARI

August, 1980

Z*Net News

LONG ISLAND ATARI USER GROUP

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

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.

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—SOFTWARE WITH IMAGINATION—

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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 State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library's community room and end at 4:00 p.m.

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Club Meetings

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

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

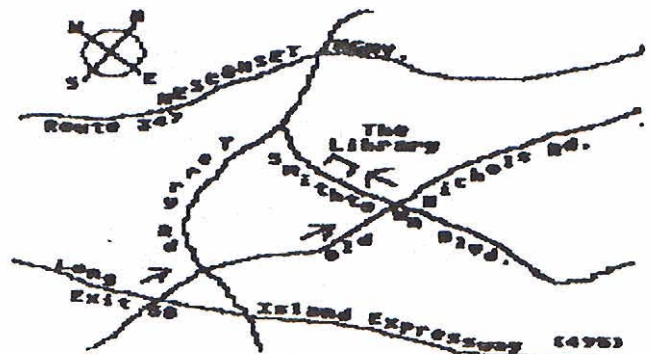
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If no answer call: (516) 221-2964 and leave a message.



MINI MIDI LESSONS

Continued from August issue

by Morris G. Miller

GLOSSARY

After touch pressure - The pressure placed on a key after the key is down. Often used to control tremolo or vibrato in the voice. Not all keyboards send after touch information; not all synthesizers respond to that information; not all sequencers will recognize it.

Attack velocity (key) - The rate, or how quickly, the key is pressed down. Generally used to control the volume, or loudness, of the tone when played. Not all keyboards send attack velocity; not all synthesizers respond to that information.

Audio mixer - A set of low-level amplifiers and gain controls (volumes) to combine a number of stereo inputs into one stereo amplifier and speaker system. Each input level may be adjusted separately and a master output level may be set for the signal to the amplifier. Meters may be provided for monitoring the output levels. Headphone jacks allow listening to the mixed result.

Channel - The "address" of a MIDI message. Each instrument voice can be set to one of sixteen MIDI channels so that only it receives the MIDI codes sent to it. See also, Omni.

Control codes - MIDI codes which duplicate the settings of the control devices of the keyboard such as the modulation wheel, pitch bend, foot switches and pedals, etc.

Daughter - The person who knows how to play a keyboard.



Drum machine - A special kind of sequencer which may be loaded with patterns to play drum sounds and rhythms. Very much like the rhythm sounds built into many of the low-end keyboards, except that you define the drum patterns before loading them into the machine. Performance of patterns and rhythms may be changed during play. In some machines you define the sound (type) of the drum.

Editor - The program, or function module of a sequencer, which allows viewing and changing of notes, attack velocity, duration, and other parameters of a song. The editor will generally be a part of the sequencer, and allow the entry of notes (writing the song) for performance, and possibly printing the song score.

Entremont, Philippe - a French pianist with his own interpretation of Chopin, no better than my own - or yours.

Envelope - The shape of a note's output, or that of the operators which make up the note. Portions of the envelope may be defined to control the sound response of the tone, and in part the timbre (tone quality) of the sound.

Exclusive codes - Codes not specifically defined by the MIDI standards, used by manufacturers to do things "their way". This is necessary because no two keyboards are exactly the same nor have the same features.

Glissando - A rapid slide up or down the musical scale. See also Portamento.

Instrument (musical) - Any of the instruments which produce musical sounds by MIDI, or generate the MIDI signals for control of other instruments. Some of the instruments which are now equipped to produce MIDI codes are keyboards, reed (wood), guitar, piano, and horn (brass).



To be continued

AtariWriter + Part VI

Continued from August issue

For Those Who Don't Want to Read the Book by Jimmy Boyce (CACE)

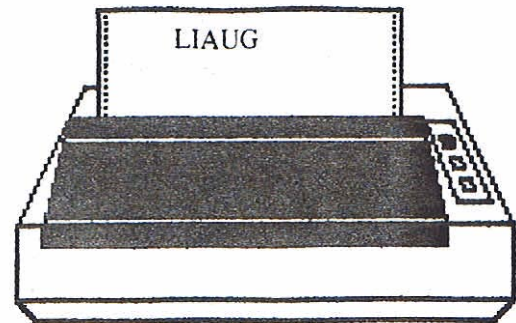
Well folks, I got my AW+ book back and...no notes. So I will start with the following premise: we have completed our discussion on the dictionary and we have written, edited and corrected the spelling of our great literary masterpiece (oh yes, and saved it to disk). This leaves us with printing it for the eyes of the privileged and chosen (but not for the sneaks that boot up AW+ and get into our private file disks and already know what we are about to print) <pg15>.

Once again, this segment is menu driven and is really quite simple. However, there are some fun things we will get into later on, such as printer drivers. I will be devoting an entire segment to this nasty little subject and hopefully will clear up some of the fog in the book.

One of the first steps to successful printing is turning on the printer. Don't laugh, I wish I had a nickel for every time I forgot that little item. I notice in the book that it mentions that some printer-interfaces have to be switched on, so if you have that to do — do it! Smash the [ESC] key (I own stock in Atari) and — voila — there on your CRT (fancy for monitor screen) is the main menu.

Indulge yourself and strike the [P] key for PRINT FILE. Down at the bottom of your screen is the burning question: PRINT TO PRINTER Y/N? Go ahead, be brave and strike [Y]. Now the screen has a whole list of Atari printers listed, from the 825 to the XDM121. If you have any of the Atari printers listed on the screen, push the appropriate letter listed to the left of the equal sign and a program resident printer driver will be loaded for you. This for Atari printer owners only — if your Atari printer is not listed try the letter [A]. If the printer isn't listed under the letter [A], you must reboot AW+ and try the letter [F], usually one or the other will work for you.

Let's assume one of the two letters worked or that you have a listed Atari printer. The next question at the bottom of the screen will be PRINT WHOLE DOCUMENT, Y/N? Type in the letter [Y]. You are asked how many time you want this thing to be printed; it is your option, up to and including 99 copies of a single document. Usually, I ask for one and take it to a copier and get copies made. This saves a fair amount of wear-and-tear on the printer. At this point



your printer will start printing — usually.

I will explain the pitfalls and problems later. Right now, I am going to continue on with a discussion of the letter [H] option on the printer menu. Yes, that all inclusive letter [H] which stands for OTHER. Almost intimidating isn't it? It simply means that you are some sort of a low life who does not own an Atari printer (like me). Gently depress the [H] key and three printers are listed, the first being an Epson — "Oh, happy days," you say! "Mine is an Epson compatible." Try the letter [E] if this is the case, but don't be surprised if you do not get full use of your printer's capability, at least I could not. What about the next one? I don't know, because I know nothing of the printer. The same applies to the last printer listed. And that leaves us with the final choice — that all inclusive other.

Go ahead...be chancy and see what happens, I dare you! All that happens is that another request appears at the bottom of the screen. It asks you to enter your printer driver disk filename.

Well, you do not have a printer driver, so what are you going to do? This is what you are going to do — you are going to wait until next month when we go through, in detail, setting up a custom printer driver for your individual printer. This gives you a month to find that moldy old printer book that came with your printer or a chance to borrow one from someone else, because without it you just simply cannot enter the commands necessary for your printer. Happy hunting. Bye now.

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Turbo-Info #3

What is the Turbo-OS and What does it do?

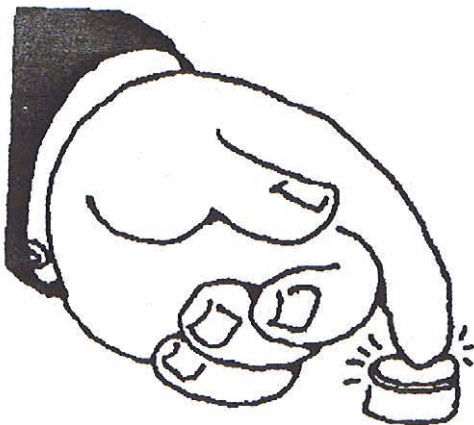
by Chuck Steinman (DataQue)

This is the third part of a multi-part information article on the Turbo-816 from DataQue Software for the Atari XL/XE computers. The previous installments went over the basic system and the memory, and this article will explain some of the unique functions of the Turbo-OS.

Some background on the Turbo-OS for those of you whom have just tuned into the AIM Channel #816.... The Turbo-OS is an operating system for the Atari XL and XE computers which either can fully replace the Atari OS you now have or be used in addition to the Atari OS. The latter application requires the addition of a toggle switch to allow for user selection of whichever Operating System is active. A version for the 800 computer will be offered also. The Turbo-OS will only operate in systems with the Turbo-816 CPU adapter card installed.

My original intent was to have both the Atari OS and the Turbo-OS in one PROM. This would have reduced the amount of hardware needed and simplified installation. Due to my not being able to acquire an acceptable agreement for the Atari OS, the Turbo-OS is a separate PROM, without the Atari OS included.

This results in an additional 28 or so solder connections if the "Dual-Prom" option mentioned above is installed. Another option is to use one of the commercially available OS switchers, which include a PC board with multiple OS sockets and a selection switch.



There are two sections to the Turbo-OS, the normal CIO/SIO system interface and the new user interface. The latter is a menu system which allows the user to perform many new unique features. Also, there are many new CIO vectors, which perform memory management and system control functions.

The Turbo-OS menu features include the following:

- A non-interactive NotePad mode which is similar to the Atari 400/800 memo pad mode. While not too useful, kids get a kick out of it, and it does come in handy for certain applications.
- A full 16 megabyte hexadecimal and atascii dynamic memory dump utility. This will continuously dump the contents of a specified block of memory to the screen. There are several command keys to make moving about the large addressing range a breeze.
- A system configuration key, which will scan the addressing range of the Turbo-816 for applications and memory. If applications are found, they are installed into a menu, where they can be executed by a single key selection. Up to 8 of these applications can exist.
- There is a memory option to clear areas of RAM including: Standard RAM, Banked RAM (extended), Application RAM (explicit), and Expanded RAM. There are several options as to exactly how the RAM is cleared.
- There are many built-in keyboard "hot" keys which can be made active from the Turbo-OS menu. An indicator shows the current status of the hot keys. These keys will allow the cursor to move about the screen quicker and turn the video, key-click, and SIO noise on and off. Also, key repeat and delay rate are adjustable from the keyboard.
- A built-in diagnostics screen will allow for verification of all memory types, including the Turbo-OS PROM. Also, there are provisions for testing the keyboard, joystick controls, paddle controls and other peripherals.
- There are also keys to select either a cold start of the system or an option to return to the user's application program if one is active. The new CIO (Central Input/Output) system calls include the following:
 - CalcOS: Calculate and return the checksum of the OS ROM in register A.
 - TRAMCk: Scan one (or all) of the three types of non-standard RAM.
 - TAlloc: Allocate a specified amount of one of the four types of RAM.

- TDaloc: De-Allocate a specified amount of one of the four types of RAM.
- TExecu: Execute an installed Turbo-Application.
- TIniti: Initialize an installed Turbo-Application.
- DoBank: Select one of the 16 possible Extended RAM banks.
- NatVec: Call an OS function from outside the normal 64K address range.
- CpyBuf: Copy up to a 64K block from/to anywhere in the 16MB range.
- FillPat: Fill a block anywhere in the 16MB addressing range with a pattern.

Another feature of the Turbo-OS is the improved floating point package. These routines are called by many application programs and languages such as the Atari BASIC and Atari Assembler/Editor cartridge. The amount of increase in speed ranges from 10% to over 300% and is being improved further. The improved routines were originally coded by Charles Marslett and were merged with the Turbo-OS under his direct authorization. Some items, which should be noted about the Turbo-OS and compatibility with current applications, are:

- The C: (cassette) handler was removed to make room for the Turbo-OS enhancements and Turbo-menu. If the C: device is used, there is an installation option to allow the original Atari OS to be selected by a toggle switch. Anytime the cassette is needed, a flick of the switch will allow the system to communicate with the cassette.
- The extended character set table was also removed to free up more memory. This should not be a significant problem for domestic units, and like the cassette device, could be selected by switching in the Atari OS.
- Two routines to support the uploadable device linker from the 1090 interface were deleted. Their entry vectors terminate with an appropriate error. It was felt that there was no need to support this device in the Turbo-OS, and again, the switch option could be used if needed. Insufficient documentation would have precluded me from being able to write the routines from scratch anyway.
- A few games, and even fewer applications, scan the OS and compare it against the Atari OS. If any OS other than the Atari OS is resident, either an error message is printed or some other abnormal sequence follows. The switch option will allow these programs to run as normal.
- Some user written programs, and a few commercial programs, have used illegal entry points into the OS. The



only valid entry points in the OS are on page \$E4xx as listed in several reference documents. To simplify coding, or reduce code size, some people feel that using subroutines in the OS, other than the vectored ones, is a way to reach that goal. This is not as common as it was before the XL series was introduced.

- A very rare compatibility problem exists where a program either uses an unpublished 6502 op-code or feature. This has only shown up in two programs out of the several hundred programs tested by the beta testers. There is no easy fix for this, unless the program itself can be patched to remove the conflict. This would be evident if the program would not run with either OS activated.

- Finally, there is a compatibility problem with certain pbi devices which do not buffer the address and data lines properly. At this point, the number of problems of this type are limited, but I am looking at several modifications to the Atarimotherboard to correct the problem in all cases. The problem occurs only when the pbi device is attached to the Atari and is related to noise generated when that device is accessed.

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Bill R

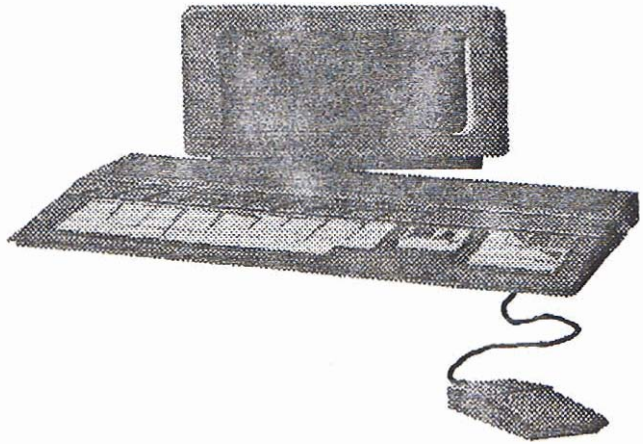
The Power of Advertising

The ads were 8 pages long in a national magazine. Slick, glossy, well made. The ads showed people from all walks of life applying the uses of the computer. There was an underwater "ocean engineer" that uses his computer to drive remote controlled submarines, a musician that composes her work on one, B.B. King, the jazz legend, a kid playing "Falcon", a computer programmer, and a novelist. All sitting in front of the computer, all happy as pigs in mud. And the magazine the ad was in wasn't a poorly distributed monthly, it was Newsweek, with circulation in the millions. The week before, the same ad appeared in Time, with circulation in the millions. Nice ad. Excellent pictures. Too bad it was for the AMIGA. Yep, Commodore is pushing it's computer in America, to Americans. Yep, they beat Atari again.

Every place in that eight page ad that said "Amiga" could just as easily said "Atari ST", or "Atari Mega". Can you control an underwater submersible with the Atari? Yes. Can you compose music on the Atari? Yes. Can you play great games with kick ass graphics on the Atari? Yes. Does the Atari have a legendary musician that can tell the public how wonderful the computer is? Yes, several come to mind, but Mick Fleetwood is the obvious choice. Can you write a novel on the Atari? You bet your LYNX you can. So, since the ST line of computers can do all those things, why is the Amiga the computer in Newsweek? Beats me.

In 1988, Atari said that they didn't advertise because there was a DRAM shortage, and there shouldn't be advertising for computers that were not there. Ok, I'll buy that. 1989 came along, and they said they didn't advertise because the dealer base wasn't in place. 1990 is upon us, I wonder what the excuse will be this year?

I like the Atari excuse that the dealer base is not in place. That is an excuse that they can use ad infinitum. "Well, we still don't have a sound dealer base in Minot, North Dakota, therefore we cannot start a national ad campaign." I wonder if they ever looked at it from the other side of the coin: Perhaps dealers are unwilling to sell the Atari BECAUSE there is no national ad campaign. Who the heck wants to support and service computers that no one has ever heard of? Would YOU open up a business without ever telling anyone you were there? Of course not. If I was a potential dealer, I would not be attracted to a company that places it's emphasis on a foreign market. If I was a dealer looking to start selling a new line of computers, I would swing to the Commodore camp. They advertise.



A while back, the owner of the local Atari store wrote an article that appeared in this magazine. Part of his argument on why a computer company does not advertise, is that a multi-million dollar campaign would increase the price of the computer. A valid point. We all know that there is no such thing as a "business expense", and that all costs to a company are eventually passed on to the consumer. While this is true, he missed a vital other point: Suppose Atari spent 1 million dollars on a national ad campaign like the Amiga's. That million dollars would be passed on to the consumer.

BUT, if the ad campaign resulted in the sales of 33,000 computers (not an unrealistic assumption), the total price to the consumer would be a price increase of \$30.30 per machine. If the machine was a 1040, which is going for about \$1000 these days, the percentage increase would be 3%. Hardly a radical change in price. If a million units were sold (wouldn't that be nice?), the increase in price would be a whopping \$1 per machine! I don't think any serious computer consumer would argue with that kind of inflation. Besides, any consumer who was unfamiliar with the Atari line of home computers would be amazed at their low price. A price hike of 3% would matter little to them. Not only that, but Atari would be selling more computers than it would have done so originally, and with that more peripherals, such as modems and laser printers. The company would be making more money, and so would the dealers just because more was being sold!

Then there are those that say that advertising really doesn't work. Only if the item is "hot" will it sell. Let me offer some counter thoughts on that. A few years back, Sega and Nintendo offered new video game systems to the public. Both machines were virtually equal, with some even saying the Sega system had better graphics. Even though the Sega system was supposed to be the system with the better everything, Nintendo sales still sky-rocketed past Sega into God knows where. Now, how many Sega ads have you seen in the past few years? Compare

that to the number of Nintendo ads. I think you can see the difference.

I have read reports that the Atari Portfolio has sold over 100,000 units in less than 2 months. Why? Not because it is an incredible technological breakthrough (Dos 2.2??) but simply because the little bugger has been seen in every PC magazine and Atari is actively ADVERTISING the Portfolio. Ads have been seen in TIME, Scientific American, The Wall Street Journal and other national publications. Tom and Jim have told me that people have called them asking about the Portfolio after reading about it on an American Airlines in-flight magazine. Called them FROM THE AIRPORT! People wanted to buy it sight unseen. The power of advertising. Surely, Atari can see that advertising works. So, the question arises, why don't they advertise the ST line of computers?

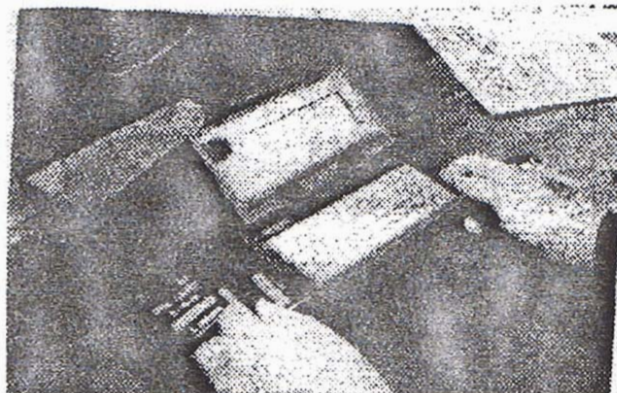
There might be several reasons. Here are some that myself and others have come up with:

1. The executives at Atari simply don't understand the market. Hard to believe that a company that has been around this long doesn't have a sound marketing plan. Hard to believe that Mr. Commodore turned Mr. Atari cannot see that his former company is kicking some hiney. When the sales figures come in for the year, let's see who sold more computers in the US. It won't be Atari.

When they have the end of the year corporate luncheon, no doubt they will blame everyone but themselves. I can see it now: "Well, it's the dealer base coupled with the Federated sale, plus Sig leaving, in addition to the pirates and the burn we took on the DRAM shortage followed by the volatility of the Japanese market, coupled with the first quarter operating loss. I think that covers it all Mr. Tramiel. By the way, we DID save over a million dollars by not advertising this year again." Sam looks up from his matzoh ball soup and says "Thank you Mr. Junior Executive, you are a true Atari expert. I couldn't have said it better myself."

2. User groups will sell the computer for them, because word of mouth is the best form of advertisement. Suppose there are 1000 user groups in the USA. (I don't know the exact figures, but this number will do.) I will be nice and say that each group has 50 go-get-'em active members. (I hear some of you laughing at that.) Ok, suppose that each and every member convinces three people to look at an Atari. That is a TOTAL of 150,000 people. 150,000! That is 4% of the total WEEKLY circulation of Newsweek (assuming a circulation of 4 million).

Even if every member convinces six people to look at Atari, the numbers would still be less than 10% of one magazine's total circulation. If only 10% of all Newsweek readers read



the Atari ad, that is 400,000 people! If Atari thinks the user groups are the best method of spreading the word, they are only fooling themselves. People by nature believe what is written, and a well done, written ad, reaching millions of people out-does a user group any day. User groups simply do not have the numbers that magazines have. Word of mouth is great, but we don't have that many mouths!

3. We don't have the money to invest in advertising.

Wrong-o. If you can do it for the Portfolio, you can do it for the rest of your products.

4. We are really not very smart. We are in this for the quick buck, and really don't care what happens in America. Our money and our hearts are in Europe.

I believe that this one is a bit more accurate. Only when Atari believes what we have been saying for years, that there is a market in America for the ST, will they get serious, and stop using us as a hand me down market for Europe. So, Atari wants people to buy, but they are unwilling to advertise the product, due either to misinformation, poor market analysis, or just plain stupidity. Whatever the reason may be, I sure hope they don't come crying to the few user groups that are left. We do our part every single month. I hope they don't cry when the number of Amiga user groups doubles. We will all know why THAT happens. I hope they don't cry if the sales of the TT and ST-E are poor and they didn't advertise. Now is the time for them to do their part. It is time for Atari to join the Atari revolution.

Tim Holt, President - Atari ST Club of El Paso



Copy your files FAST! FAST! FAST!



A review of CHEETAH 2.0

Also appearing in the March 1990 ST Informer by Bill Pike

When I purchased my ST I had only one disk drive and I was appalled by the number of disk swaps I had to make to copy one file. When I built my second disk drive things were much nicer.

When I built my hard-disk things were nicer still. Even so it was, read the file off disk, write the file to disk, read the next file off disk, copy the file to disk until all the files were copied. "Myself", I said to myself, "with all that memory there has to be a better way." Jay Jones of Kent, Washington must have been thinking the same thing but he was more energetic?, smarter?, anyhow he did something about it.

He has written a shareware program called CHEETAH that solves 99.9% of this problem. You cannot transfer files from within several different folders or from within a folder and the root directory at the same time. This program uses the available memory as a buffer for files then when the buffer is full writes the files to the destination disk. Data thru-put (transfer rate) varies with the drives being used (hard, floppy, ram). Floppy to Floppy runs about 0.3meg/min. Hard to Floppy is usually 0.6-0.7meg/min, and Hard to Hard runs at 6-9meg/min. I didn't test RamDisk to Hard but the top speed should be around 9-10meg/min. I did say FAST didn't I?

CHEETAH is now at version 2.0 and looking good. With the new update, ver. 2.0, this program has more goodies than a ginger bread house and is slicker than a snake in soft butter. The programmer says that this is the last ShareWare issue of the program and that people who have registered will get first crack at the newer versions. The suggested registration donation is \$20 send it to Jay Jones, 9862 S. 262nd PL, Kent, WA 98031.

Come on people!, a program like this will cost you \$35 to \$50 from a software house and if you were to buy it for IBM it would cost \$100 plus.

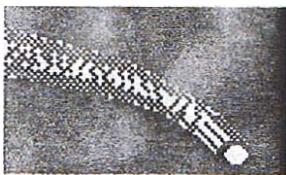
The program starts off with a GEM window containing three information boxes and nine instruction buttons. The windows are Source, Drives, and Destination. The commands available are Select Source, Select Destination, Copy, Create Folder, Delete, Extras, Select All/Deselect All, and Exit. You are also told how much room there is on the destination disk and how many bytes you are trying to transfer (doesn't show files within folders that you are transferring, unless you open the folders and transfer files individually). Hitting the <ESC> key from within the program causes a full re-read of the directories, if you are not actively copying. Hitting <UNDO> during copying will abort the copy and return you to the main menu, you will be asked to confirm the abort.

Using the Extras button you get another menu showing the buffer size that CHEETAH is using and the amount of memory still free. There are a number of other options like Zero Drive (erases the disk, make sure you are erasing the correct disk), Free Space (shows you all the hard-disk drives with how much space is being used and how much was there to begin with along with the total used and total capacity of all active drives), and Auto Select (this goody selects all files from the source disk, from the top down, ignoring those already copied, that will fit on the destination disk).

If you click on Auto Select what do you get? You get another selection window that's what. This box allows you to filter (select similar types or similar names of files) which files Auto Select will select for you. You can filter by folders, a file mask (*.PRG, MYFILE.*, and so on), files older than and/or newer than a selected date/s, if

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the file has been written to (updated) since the last copying session (archive bit). Write Src Dir tells the program to set the archive bit on the file on the source disk, otherwise it does this in memory only and this information is lost when you exit the program.

You are able to display/sort files by name, size, time, extension, and can even invert the sort so it is backwards. Once you have everything set up as you like it you can save the configuration. This file, CHEETAH.CNF, loads automatically when the program is run, if it isn't present the program uses its defaults. You can also load a previously saved configuration file if you don't quite like the current one.

Decisions, decisions, decisions, do you want the program to exit with a warmstart?, do you want it to try to put entire folders into the buffer (if you are short of memory space you might disable this feature)?, do you want to have the program tell you how well it did after each copying run?

Drives are selected by a click and drag to the top of either the source or destination windows. Ram disks seem to work fine. It can be compressed with a self extracting compressor and work fine but you may have to try more than one. DC Squish is OK.

CHEETAH does make non-standard calls to the operating system for its copying and deleting and you can get into problems with GEM not being updated when you exit the program, this happens if you are using a caching utility or program. This version of the program has had extensive modification to correct this problem. If you have this problem just select the drive/s as a active window and hit <ESC> for each drive.

There is one documented bug: if you have a folder open in a directory, then delete that folder from within CHEETAH, this causes a problem- you can't have everything. There is a option for causing a warmstart on exiting CHEETAH that takes care of this problem.

The program has been extensively tested with CACHExxx.PRG, HDACCEL.PRG, and ICD ver. 4.xx booter. My testing was done on a 520ST with Imeg of memory, TOS 1.4 and a ICD Host Adaptor, Omti controller and Seagate ST-255 hard disk. I am currently using ICD Booter Ver. 4.21 which has caching and have had no problems. TOS 1.0 or 1.2 also work fine but the mouse action is slower to update, as is normal.

This is a must have program for anyone with a ST. The cost is right, \$20 and is well worth the price. Pick it up from your local BBS or local user group. If neither of these have it I am sure that the programmer would be more than happy to supply it to you.

Bit Byter News

by Horst A. Dewitz

Magazine # 15 has arrived and here is the latest news from the Bit Byters in West Germany.

Evenings are getting longer and that means more time for our hobby. Why not write some programs for the upcoming magazines (How fitting, this applies to us here too H.A.D.)

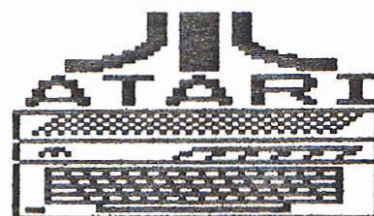
By the time you read this, the annual meeting will have passed. (Read my separate article about the annual meeting which I attended H.A.D.) Those that missed the meeting can read all about it in the upcoming "Sondermagazin #4".

CLUB NEWS:

Membership stands at 587. Thru talks with Atari representatives at the Duesseldorf Atari Fair, we were able to establish a closer relationship with Atari Corp., we hope. That it paid off you will see later. Back to the fair. First our disappointment for not being invited to set up a stand. So we were visitors this time. The 8 bit sector was totally under-represented. If the COMPY-SHOP and the ARMIN STUERMER PUBLISHING CO. had not made such a strong showing, thing would have been worse. A club from Bremen showed Ataris, but mostly ST's.

To our surprise, Atari Corp. announced the marketing of the XE System. Plenty of demo sets were displayed at the fair, as well as software and cartridges. ABBUC's leadership feels that buyers of the XE System should be looked at as potential members because they have a full 8 bit system on their hands, needing only a disk drive and a printer. Because of this potential, ABBUC purchased an XE System thru Atari Corp.. ABBUC also purchased the XF551 disk drive thru the same source. Atari Corp. also will release a large number of 800XL's. Quote Atari: "After a low in home computer sales, a sudden demand for computers prompted the release of the 800XL, targeted mainly for the beginner."

Continued on page 11



Liaug 1990 Meeting Dates	
Jan 6	July 7
Feb 3	Aug 4
Mar 3	Sept 8
Apr 7	Oct 6
May 5	Nov 3
June 2	Dec 1

News

★ 16 bit Public Domain and Shareware software

GFATIPS.ARC - Tips and examples on using GFA BASIC See LIAUG #52

ART-ST.ARC - An easy to use, full featured drawing program that operates in all resolutions. Features include line drawing, square, circles, area fills, text, copy and paste and fine pixel editing. ART-ST uses all the available memory to support multiple picture buffers. Frame animation is also supported. See LIAUG #52

4CYCLE.ARC - Animation of combustion chamber of 4 cylinder engine. See LIAUG #54

ANIMATE4.ARC - Animation display program for the cyber family of products for DLT and SEQ files. See LIAUG #54

QUICKINF.ARC - A DESKTOP.INF file editor that allows you to view only files ending with a certain extender such as *.TXT or *.BAS See LIAUG #47

VKILLER.ARC - Virus detector and killer. See LIAUG #61 (This disk is free to all members.)

ANNOUNCING

★ 8bit Public Domain Disks ★

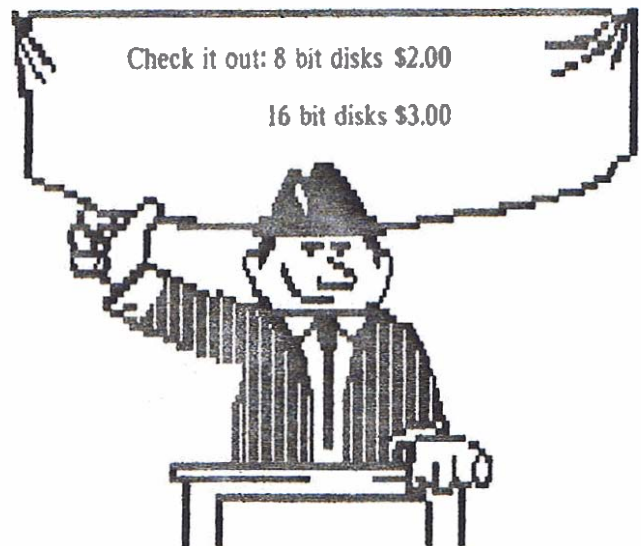
Please see our new 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

• PD039.....Business Atari

This disk includes SCRIPT, a fantastic word processor the Atari with many features. Includes docs on disk. Also, PHONE, a personal phonebook database; SPEEDCALC, a neat spreadsheet similar to syncalc; CALENDAR, a daily planning data base and finally, BIZNEZ, many financial calculating "cookbook" routines with menu.

• 7.....ArtDOS

If you use Microscreen or special character sets in your programs, ARTDOS will load them to your screen directly from DOS. No graphics program is required. New DUP.SYS menu option includes load Micro-painter file, load Micro-Illustrator file, load or display character set, make autorun sys, read text files. Includes 10 picture files plus 20 character sets to use with programs you write.



REDUCED SOFTWARE:

Thru negotiations at the Duesseldorf Atari Fair we were able to buy from Atari Corp. at a reasonable price

- 1) SynFile
- 2) SynCalc

These factory fresh programs are available to club members for DM 30.— plus DM 3.— Postage. We have only a small stock, but we can secure more. Send order requests to the club headquarters.

LIGHTPEN w/SOFTWARE

Klaus Kilb was able to secure LightPens with Micro-Illustrator Software, price DM 30.— plus DM 3.— postage.

Order direct from:

Klaus Kilb
Fischenbeck 52
D-Muelheim Ruhr
West Germany

NEW ACTIONS:

With the help of Joseph Kennedy we sent a letter to all english language Atari magazines, requesting them to publish ABBUC's appeal to all Atari Clubs worldwide to form a close relationship between all clubs, in order to put pressure on all manufacturers and software producers, not to let the 8 bit system die. We hope our appeal will be published and we await results from clubs worldwide. Further development will be reported here.

NEW DOS

Atari Corp. sent us the new XE Vers.1.0 DOS, apparently the long promised A-DOS. We received this DOS with the request to test same. The review is on side a. Note:the COMPY-SHOP and the ATARI MAGAZINE were the only other recipients.

**80 CHARACTER CARD**

The club received two cards (XEP-80) on loan for testing. A complete test report will be on "Sonderdisk # 4". Some previews - runs off a joystick port, has a monitor output port, 80 character resolution is excellent, centronics printer output. Using the 80 character mode is ok, the 40 character mode has some flaws, primarily software related. We are convinced that this can be solved.

MAILBOX(BBS)

So far 4125 calls were received. MINI OFFICE II supports ABBUC'S modem interface and the B-MODEM program.

PRINTER EXPERT FOUND

After one half year without a printer expert we welcome

Ralf Heiermann

Im Teifeld 8

D-4352 Datteln

West Germany

Schematics catalog on disk now for DM 4.—, order from Joost Kuep.

CONTEST'S

Among the correct answers received for the puzzle on disk # 14, Friedrich Brucker was selected in a drawing and received original software as prize. 'Program of the magazine' winners received prizes for 'vidio titler', 'schlagz.obj' and 'hunde.bas'.

Sorry to say, only two 5 line programs were received, what's the problem?

Prizes will be given for puzzle, title and magazine # 15 programs. Send puzzle solution and program choice to the club headquarters. For text submissions use the text editor from side b from now on please.

Happy Holidays and much pleasure with disk # 15

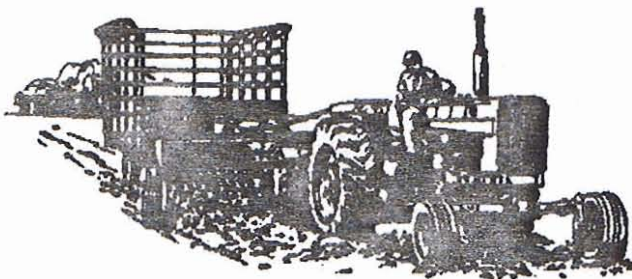
Piracy = Arbitrary Discrimination

by H. Jake Olbrich (RACC)

Let me tell you a tale my friends. It's long and true. A while back, I was a dealer for a company we shall call "J" farm machinery. This was during a time when a lot of agricultural equipment was built so poorly, that whatever you did to it was an improvement. The new machine on the scene was the corn combine. All the major equipment manufacturers had one form or another. As an improvement to the "J" machine, I, along with a step-brother, mechanic and neighboring welding shop, built the first low-profile corn head. Actually, we built four of them.

Competition was tough, and not ever fair. Financing always was, and still is a problem. However, it should be fair, but isn't. The area "H" dealer just happened to be on the Board of Directors for one bank and had a large interest in the other in my area. Many times I would sell a machine to a customer and we would agree on price and terms. The customer would go to the bank and never return. I would call on the customer: "HEY, what happened?" I would see an equivalent "H" machine. Sometimes the customer was too embarrassed to even talk to me. Seems the bank decided that if they were to finance this purchase, then the business ought to be kept in that banking community — plenty of credit for an "H" machine, no credit for a "J" machine.

If, as sometimes happened, the farmer decided to use alternative financing for this purchase, and buy from me, then all of his credit at these banks was immediately withdrawn, forcing him out of farming. A neighboring farmer would farm the land, and need new "H" machinery to do it, all financed in this oligopolistic community.



I coined, and others adopted, the phrase: "NEVER BUY A BINDER!" referring to an "H" machine. It had a small negative impact on their sales, anyway. Then "H" made a bad mistake. A third company, "D," had patented their low-profile corn head. Almost an exact copy of my unpatented, never adopted, head I developed for the "J" machine. I had been forced out of business because of unfair financing practices. But the phrase "NEVER BUY A BINDER!" hung on and eventually had considerable impact.

To improve sales "H" made a too-exact copy of this low-profile corn head. Others made marketing agreements with "D," at great expense, to use this technology. I said nothing. "D" sued, collecting millions of dollars from "H," which eventually forced "H" out of business. I said nothing. If "D," 'THE KETTLE' wanted to call "H," 'THE POT,' black, I could only agree.

Of course I could prove that "D" never had an enforceable right to the patent but still, I said nothing. While "D" was the original pirate, for "H" to make a pirate version of a pirate version was inexcusable. Also please understand, the "D" dealer never used unfair financing methods against me. Ironically "J" purchased "H."

What does this have to do with Computers? Well, change a few names, substitute ATARI and the story is the same. And the story is still happening today. I guess it's evident that I have strong feelings about piracy. I also have strong feelings about arbitrary discrimination. Even stronger. And there is a way to overcome this total withholding of programs from the Atari market. I do not endorse it or practice it. I only state it in case others are so inclined. Also in case IBM or Apple or their financiers might be interested.

This is what could happen. It is illegitimate and probably very illegal. And it's also as bad as what has happened to me. If every Atari owner obtained — not purchased — copies of the highest selling programs for IBM and Apple and made as many copies as they could, it would not be piracy for profit because

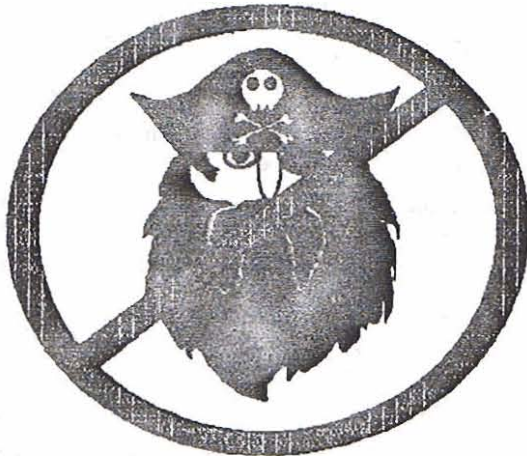
they would not be able to use the programs. Then, simply put these pirated copies on the doorstep of every IBM and APPLE user. Do not use the mailbox as the post office also takes a dim view of civil disobedience.

The IBM and APPLE user will certainly not purchase what he already has in hand. What is not purchased, the IBM and APPLE programmer cannot sell. Ergo, the IBM and APPLE markets no longer warrant the time and money to market programs for those computers. I do not endorse or support the above, but do you see now why we ATARIANS have lost

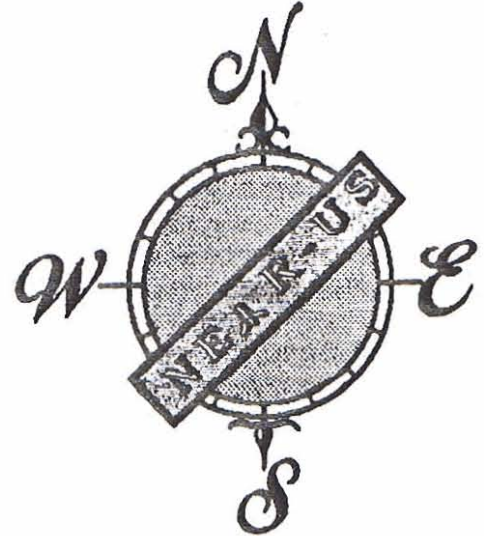
all the third party support from software companies? Is it just piracy, or does an oligopolistic community's arbitrary discrimination also cause good programming effort to go to waste?

Obviously, we'd all need Apple and IBM compatible type machines to make these copies, so then where would we be? I would like to see the terrific "World of Atari [Power without the Price]" survive. **REMEMBER: DON'T BUY A BINDER!**

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The North East Atari Regional Users Support Group is an alliance of Atari User Groups throughout the Mid-Atlantic Region. In addition ties have been made with user groups in Germany and Canada. The intention of the Support Group is to provide a network for communications between people who would not ordinarily get together but who share common problems and concerns. Through a BBS network and a planned newsletter, we will have a broad base of users to discuss and solve problems.



Current BBS numbers

LIAUG.....	516-221-8462
JACG.....	201-298-0161
A-BUG.....	215-779-7859
LVAUG.....	215-261-0620
OL' HACKERS.....	516-221-8462
NEAT.....	215-335-4805
RACE.....	516-221-8462
SPACE.....	TBA
BIT BYTERS.....	516-221-8462
Allentown Bethlehem ACE.....	215-868-4856
SAGE.....	814-833-4073
STARR.....	203-421-4861
SJACE.....	609-931-3014
ACES.....	TBA
ACOR.....	TBA
AUGHA.....	TBA
CCCC.....	TBA
MACAM.....	TBA
MMNJ.....	TBA
NAPCO.....	TBA
PACE.....	TBA
WMASTUG.....	TBA
WACO.....	TBA

LIAUG Minutes of 07/07/90

John Aalto, The president, started the meeting at 12:30 p.m. by reporting on NEARUS. A letter will be going to all groups that have made contact with NEARUS. Next NEARUS meeting is September 16, 1990. So far, 23 groups have expressed interest. We have received the networking software and Harvey Schoen will be placing a column on NEARUS in the newsletter.

There followed a discussion as to whether a phone list of all members should be distributed. Randy Constan offered to call people to obtain their approval for the use of their names and telephone numbers and would make a list. Gus made a motion to have a list of helpers and George Leek seconded the motion which passed with only 2 in opposition.

A suggestion was made that hardware should be demonstrated as well as software. Terry Madden offered to bring modems, null modems and software.

There will be a computer show on October 14th locally and Randy Constan will check into the price of table space.

Harvey Schoen exhibited some new magazines for the ST. Terry Madden said he was looking for astronomy PD software.

Following a break for lunch, the meeting resumed at 2:50 p.m.

Pat Mulvey demonstrated a SpartaDos Construction Set on the 8-bit, showing the sector editor. The program was done in Action! from SpartaDos Toolkit. Harvey Schoen demonstrated public domain Lazerball; then Wheel Of Money - a PD Wheel Of Fortune. Also WordUp 3.0, a \$30 update on 5 disks. Further demos continued until meeting's end.



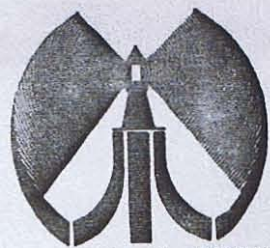
Some BBS's in 516 area	
✓ Ancient Pond BBS	935-2027 1200 bd
✓ B.A.C.K. BBS	937-1455 1200 bd
✓ Bill The Cat	351-1748 1200bd
✓ Bloom County	781-5431 2400 bd
✓ Breaker BBS	536-2089 1200 bd
✓ Bridge BBS	741-7823 1200 bd
✓ Capt. Jack's BBS	581-5520 1200 bd
✓ Chit Chat	759-7091 2400 bd

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Long Island AUG



The Long Island ATARI Users Group

LONG ISLAND ATARI USER GROUP

MEMBERSHIP APPLICATION

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: _____

Other: _____

What languages are you familiar with? _____

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

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



It's the time of the year where many of you will be asked for an essay on *What I did on my summer vacation* . An Atari computer running a word processor makes it easy to write and edit your essay. A desk top publishing program will make it stand out from the crowd. For information on which word processor or DTP program to use, LIAUG is ready to help and demonstrate what is available. Our next meeting is October 6, 1990.



The LIAUG Lighthouse
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