

L.V.A.U.G. NEWS

MEMBER OF NEAR US

JULY-AUG-1998

ISSUE #4



MEETING NOTES
6/4/98

Meeting called to order and opened in due form by President Art Paolini Jr.

Editor-Larry Tischbein requested permission to put two page ad in newsletter for his daughter Ellen who has been printing our newsletter for us for a few years at no cost to the club, ad will be self explanatory as to what she does for a living. Motion by Rich Kohn and John Douglas giving editor permission to put ad in our next newsletter. Motion carried.

After discussion, motion was made and seconded to hold annual picnic this year on Sunday July 26th at Lake Nockamixon from 12.00 noon until???. Motion carried. Picnic will be held at same part of park as last year, first entrance after you turn off of Route 412.

Art demoed a very good game called 221 Baker Street all about London and Sherlock Holmes.

VP Jon Mordosky checked out a lot of Atari Equipment that Paul Moatz brought into see if it was still in working order and it turned out that a lot of it was in operating order.

Rich Kohn our treasurer reported that the treasury is still in very good shape.

John Douglas brought in another bunch of Atari magazines for whomever wished to take them along home with them. Thanks John.

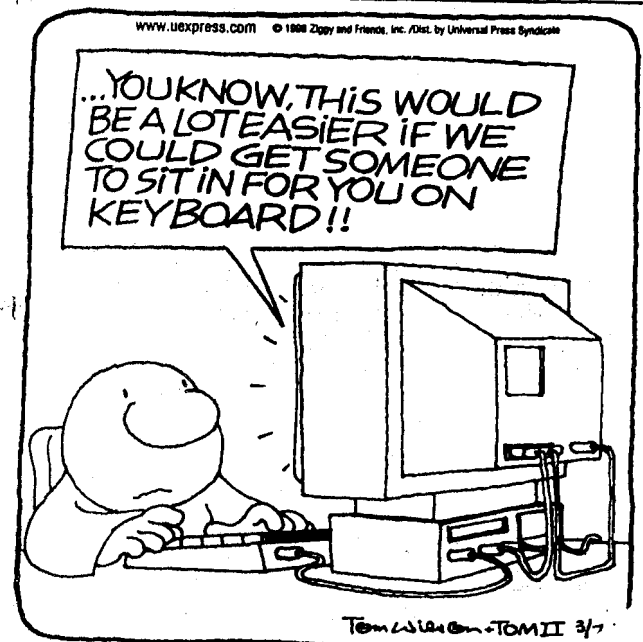
That is all the meeting notes for this time.

Recording Secretary
Larry Tischbein

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Ellen has edited six major works in the collectibles field, most of which have already been printed in numerous editions. She is currently a collectibles columnist for *Warman's Today's Collector*, where she covers a wide variety of topics every month. Before that she held the prestigious position of Director of Research and Publications at Rinker Enterprises.

As a former faculty member of both the Institute for the Study of Antiques and Collectibles and the Antiques and Collectibles Information Service Nuts & Bolts Program, Ellen has extensive lecturing experience, and has served in several appraisal clinics for both private and public organizations.

In addition to her numerous editorial and consulting responsibilities, Ellen also serves as Director of one of the oldest private libraries in the Commonwealth of Pennsylvania, Chair Person of the Board of the Richmond Library Company, founded in 1795.

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Works by Ellen T. Schroy

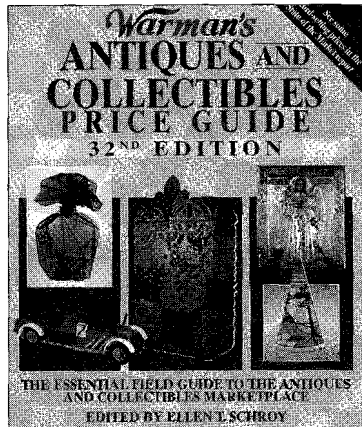
- ❖ **Editor of:** *Warman's Antiques And Their Prices*, *Warman's Antiques And Collectibles Price Guide*, *Warman's American & Collectibles*, *Warman's Glass*, *Warman's Pattern Glass*, *Warman's Depression Glass*
- ❖ **Articles:** *Antique Journal*, *American Country Collectibles*, *Country Accents*, *West Coast Peddler* and *Victorian Country Accents*.
- ❖ **Appearances:** *Home Matters* on the Discovery Channel as well as numerous radio shows across the country.
- ❖ **Affiliations:** *National American Glass Club, Ltd.*, *Early American Pattern Glass Society*, *National Depression Glass Association*, *the Whimsey Collectors Club* and *the Quakertown Historical Society*.



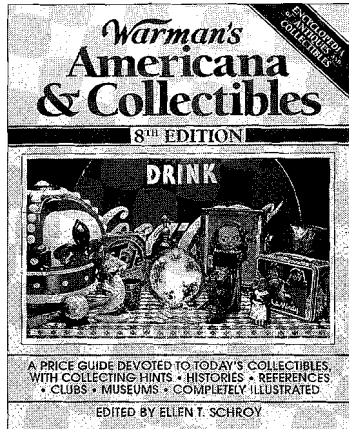
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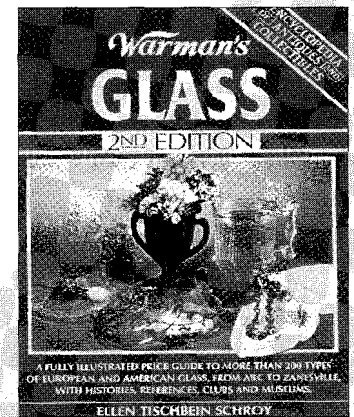
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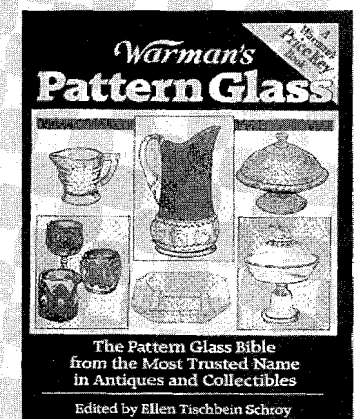
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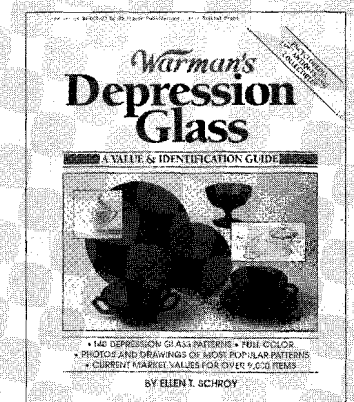
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THE CUTTING EDGE
(GAMEPRO-OCTOBER 1993)
ATARI'S 64 BIT JAGUAR
STALKS THE COMPETITION
By the Desk Jockey

What for the last three years has been Silicon Valley's best kept secret has suddenly become an all-to-cool reality. Atari Corporation is finally unleashing its Jaguar—a 64 bit super system that will staring down the Genesis, SNES, and 3DO late this fall. The impressive looking unit features a 17-button controller, meg processing muscle, and every expansion device you can think of.

64-BIT BANG FOR \$200

Atari, the company that rode the video game craze to its apex only to come crashing down in the early '80s, appears to be rising from the ashes. Atari has announced plans to leapfrog over its 16- and 32-bit competitors with the world's first 64-bit home video game machine that's to be priced in the \$200 range. In layman's terms, "64 bit" refers to the amount of data the Jaguar can process at one time. Atari claims that the Jaguar is more powerful than any other system, since it can process four times as much data as the SNES or the Genesis, and twice as much as the 3DO multi player.

The system is loaded with five processors or three computer chips. The two chips that handle most of the work (code-named "Tom" and "Jerry") were designed specifically for the Jaguar. Tom, a 64-bit graphics chip, incorporates multiple RISC (Reduced Instruction Set Computer) processors. Jerry is a 32-bit RISC chip with a Digital Signal Processor. The Jaguar also has a 16-megahertz 68000 Motorola chip. In addition to all that power,

the Jag comes with 16 megabits of RAM, which means it can store an entire 16-meg game in on-board memory!

The system's chips aren't just big numbers. The unit can do scaling, rotation and object skewing (distorting the image) with its built in hardware. Even texture-mapping (covering polygons with images to give them texture) isn't a problem. Like 3DO, the Jaguar's 24-bit True Color graphics display can show more than 16 million colors during full-speed game play, as compared to the Genesis that can only display 64 colors and the SNES that can only display 256. With its processor horsepower the Jaguar can move more than 850 million pixels per second. 3DO, on the other hand, can move 15 million pixels per second, and the SNES and Genesis move only 1 million. The Jags sound chip is purported to produce "better-than-CD-quality" audio, as it operates at a 200-kilo-hertz standard, while CD is benchmarked at a 41 kilohertz standard.

MEAN MACHINE

The Jaguar's looks are as sharp as its specs. The sleek black system has two controller ports in front, and out-put and expansion ports in the back. The unit can output a regular NTSC RF image, composite video, Super VHS, and even RGB, which is the clean signal you see in the arcades. If you have a high end monitor, you can hook up in RGB and experience virtually no signal degradation!

The controllers are something old and something new. The thumbpad and A, B, and C buttons will be familiar territory for Genesis players and the Pause and Option buttons are like Start and Select on the SNES. However, the extended controller style adds a numerical 12-button keypad that's a throwback to the old

Intellivision controllers from the early '80s. Many of the games will even come with plastic overlays depicting icons that correspond with these 12 buttons.

CARTS AND CDs, TOO.

The Jaguar will initially be a cartridge base system, but plans call for the Jaguar CD (working title) to launch by Spring of next year. The CD-Rom drive slides into the Jag's cart slot, and a cartridge port on the top of the drive itself enables you to play carts of CD's. The double-speed CD player runs games, audio CDs, CD+Gs, and Kodak Photo-CDs. Most cartridge games will also be released in enhanced form on the CD (more graphics, audio, and voices), plus there will be interactive movies on CD with sub-VHS quality full-motion video (but not as grainy as Sega CD video).

VIRTUAL JAGUAR

It's no secret that multimedia and networking is the wave of the future, and Atari's got a bunch of secret weapons to add more bite to the Jag. The Jaguar's internal DSP chip is powerful enough to function as a modem, which means if you buy the telephone interface planned for '94, you can play against friends over the phone lines or connect with national networks. The adapter port is capable of plugging into cable lines, and since Time-Warner (a co-developer of the Sega Channel) owns 24% of Atari, a Jaguar Channel similar to the Sega Channel is a distinct possibility. A Virtual Reality helmet will also debut next year, which promises to allow greater freedom of vision and movement in a more realistic, texture-mapped world than that offered by Sega's VR helmet. In addition, Atari plans to release an MPEG-2 video compression cartridge that would enable you to play full-length motion, Laser-Disc-quality movies on CD. Finally the Jaguar's

designed to be powerful enough to take advantage of the increased pixel resolution of High-Definition Television (HDTVs) when they debut sometime this decade.

HAVE YOU PLAYED ATARI TODAY?

Atari will be test marketing the Jaguar in New York, San Francisco, Paris, and London in late October and early November, with a complete rollout in the US and Europe by Spring of next year. The \$200 system will be packaged with one controller and one game. The key question of the third party software support will be answered over the next several months, but right now Atari has at least two very powerful allies: Time Warner, the entertainment giant who will make its media library available to Jaguar developers; and IBM, who will manufacture the Jaguar system. If enough partners join Atari in the hunt, it may well become king of the game jungle once again.

YOUR EDITOR'S NOTES:

Once again Atari has fallen on its face and in June of 1998 you don't see or hear much about the "Jaguar". According to this article it is a wonderful game machine. Atari has about as much luck with their products as I do trying to get some of the members to give me an article to put in this newsletter, however would like to give credit to Dr. Bob Loux for all his help getting articles from the Internet and also a former member Mike Borowski who in the beginning of my trying to become an editor gave me a whole disk full of articles. Don't you think it is about time some other one of you members gives me an article for the newsletter?

**THE NET AS
COMMON AS TV
AND TELEPHONES**
What the future holds
by Todd Copilevitz

Amid all the concerns that WorldCom is about to own the Internet and jack up rates, I heard a curious prediction the other day. A representative from Digex told the Dallas Internet Society that in the near future, Internet service providers will use the same tactics as cell-phone companies.

With the advent of cheap network computers, the ISP rep predicts providers will soon have to give away computers as an incentive to connect. It makes sense and not just because the scenario is coming from an industry heavyweight. It makes sense because of something Steve Case told me a couple of years ago.

I was talking to the genius/villain (take your pick) behind America Online's rise to fame for a series of stories I was writing about innovators in cyberspace. Already Marc Andreessen had told me how Netscape and the Internet would make huge office buildings a thing of the past. The guys behind Yahoo talked about the democratization of information. And the editor of "Wired" expounded, at great length, about the shifting responsibility of printed publications in a digital age.

So, I was anxious to know what sweeping changes Case saw coming. After all, this was the man who had introduced millions of Americans to the modem. He'd blanketed the country with floppy disks and free offers. His company's stock had defied all odds and made millionaires out of

the early believers. How did this man envision the future of the Internet?

"It means we won't lose touch with our high school friends," he said. No more. No lengthy discourse on shifting paradigms, digital revolutions or anything like that. Looking back I wish I had been smart enough to realize what he was saying. Maybe if I had, I'd be rolling in AOL stock by now.

Case's logic is fundamentally sound that it may sound simplistic. But only now do you see major players starting to see things his way.

The future of the Net is not about high-end uses, video online, telephone calls by computer or breaking down the walls of the office. Obviously, all those things are going to happen. Thousands of brilliant people are spending millions of dollars trying to be the first to accomplish one, or all of those goals and, in the process, become incredibly rich.

But Case sees money in simplicity. He wants to make online usage as ubiquitous as television or the telephone. That would mean many things--aside from his becoming even wealthier than he is now.

For one thing, advertisers will finally have a real incentive to put their money on the Web and sponsor content so that we won't have to pay for it. Innovative companies will have an easier time finding money to bring their ideas online. And service providers will have enough customers to provide varied rate plans and serve a wider variety of clients--kind of like cellular telephone services do now.

And this, obviously, is where Case's vision and the Digex prediction come together. With exception of

compelling personal or business reasons, most people have cellular phones just so they can stay in touch. And that's why most people use the Internet. For all its capabilities, for all the entertainment it can provide, for all that's been written about how it has forever changed the world, most people will use the Net simply for what it was always designed to do: give them a fast, reliable way to communicate. We'll all be just an email away. Friendships need never wither on the vine again. Who knows? People might actually start writing letters again.

Cynics will note that less than 20 percent of the American public is online right now. But 10 years ago how many people had cellular phones? Today they're about as common as answering machines, and that probably wouldn't have happened had service providers not come to a quick realization. If you give customers free phones, they might just want to use them.

So it will be with the Internet service providers. Only it won't start with \$2000 Pentium II machines. The first giveaways will be small, basic network computers with limited features. In time, the machines will be faster, more powerful and cheaper. The rates will drop. We'll sign up nieces and nephews for graduation presents; we'll find a special rate package to get our parents online.

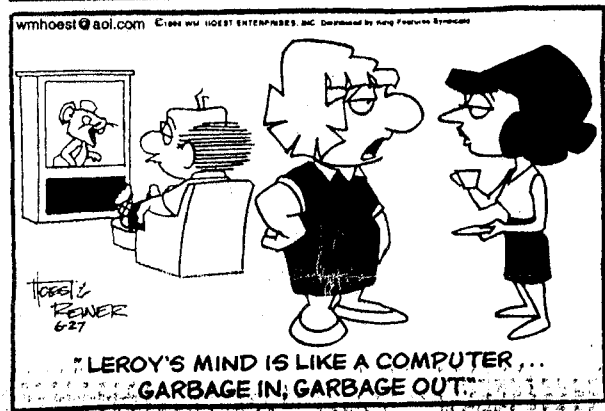
And before you know it, we'll look back in amazement at a time when people actually bought computers.

(Todd Copilevitz is president of WaveBase9, a Dallas-based Internet strategy firm and creative agency. Before starting WaveBase9 he was senior technology writer for The Dallas Morning News. You can email him at toddcop@wavebase9.com, or

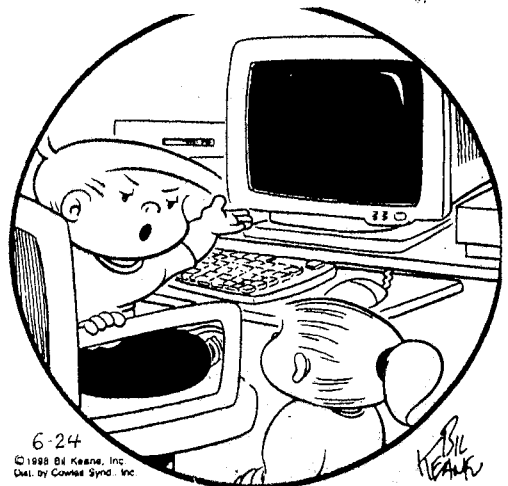
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LOCKHORNS



FAMILY CIRCUS



"When the computer fights back,
it's a DISputer!"



DISKETTE CARE

Never leave diskettes in the disk drive, as data can leak out of the disk and corrode the inner mechanics of the drive. Diskettes should be rolled up and stored in pencil holders.

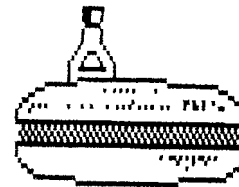
Diskettes should be cleaned and waxed once a week. Microscopic metal particles can be removed by waving a powerful magnet over the surface of the disk. Any stubborn metallic shavings can be removed with scouring powder and soap. When waxing diskettes, make sure application is even. This will allow the diskettes to spin faster.

Do not fold diskettes unless they do not fit in the drive. "Big" diskettes may be folded and used in "little" disk drives.

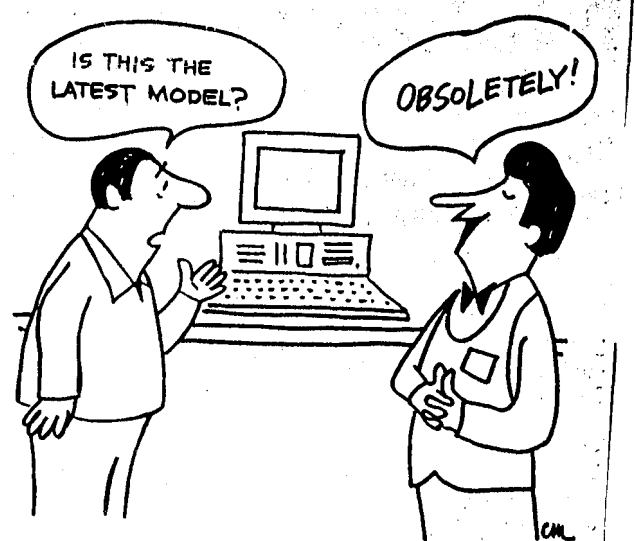
Never insert a disk into the drive upside down. The data can fall off the surface of the disk and jam the intricate mechanics of the drive.

Diskettes cannot be backed up by running them through the Xerox machine. If your data needs to be backed up, simply insert two diskettes together into the drive whenever you update a document; the data will be recorded on both diskettes.

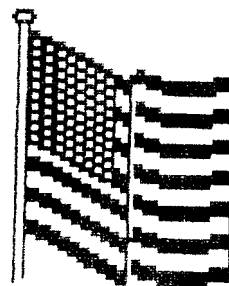
Diskettes should not be inserted into or removed from the drive while the red light is flashing. Doing so could result in smeared or possibly unreadable text. Occasionally the red light continues to flash in what is known as a "hung" or "hooked" state. If your system is "hooking" you, you will need to insert several dollars before being allowed to access the disk drive.



If your diskette is full and you need more storage space, remove the disk from the drive and shake vigorously for two minutes. This will pack the data ("data compression") enough to allow for more storage. Be sure to cover all the openings with scotch tape to prevent loss of data.



One of the worst pun-cartoons of the last year, from the Pun American Newsletter



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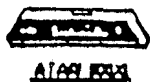
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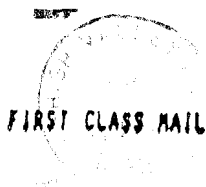
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