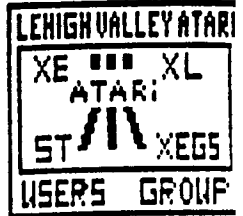


L.V.A.U.G. NEWS

MEMBER OF NEAR US



MAR-APR-1996

ISSUE #2



MARCH WINDS

welcome to



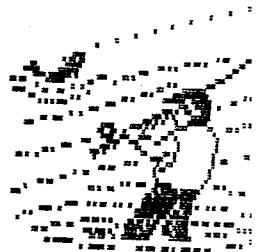
APRIL SHOWERS



"springtime"



ST PATRICK'S DAY



TROUT FISHING

Don't find fault, find a remedy.

**PRIDE IN THE
ATARI CLASSIC**
by James G. Martin

Why stay with the Atari Classic (8-bit computers)? This is a question that has been asked of us by others and ourselves many times. The answer is somehow rooted in how we think about ourselves. The nay-sayers of the world or the technoids of our time would say that we are foolish to stay with a system which is outdated by new generation computers with mega memory and megahertz capabilities.

Why have you and I remained loyal to our 8-bits? The answer is not the same for all of us. Some stay with the classic because it is what they started with and it is natural for us to stay with something that is warm and comfortable. For others it is a matter of economics. After all, the Atari was always a good bargain, even at the height of the computer heyday. For myself, and I suspect many others, it is a matter of Pride.

Webster defines Pride as a "sense of one's dignity or worth, self respect. Delight or satisfaction in one's achievements or possessions."

Yes, I got into Atari computing because of its low price vs. its power potential. And yes, I am comfortable with the system and setup. I've used other computer systems and they all have unique and often outstanding characteristics. So, why have I remained a loyal 8-bit Atari enthusiast even though the very company that brought my machine to fruition does not now support it?

Pride, Pride, Pride. It would not register with Mr. Spock of the

Starship Enterprise. It is not a logical thing. "It does not compute." (I couldn't resist). I simply love it. It is simple, friendly, and easy to use. It meets and exceeds my demands for computing. To begin with I am a very loyal person, almost to a fault. I believe in the old adage, "If it ain't broke, don't fix it." It simply fits my needs.

I think people are so caught up in what is popular NOW, that they forget what was and still is valuable to them. Often we trade up for the latest and greatest, just to find out that what we had is often better than what have.

I'm not afraid of the latest technology. I am in the technology business. I welcome change and innovation. On the other hand, I value what I have. As Webster put it, I get "delight and satisfaction from my achievements" with my Atari. It may not be logical. Love, hate, war, or a host of human phenomena aren't logical.

We have our reasons for remaining loyal to the Classic. I believe PRIDE binds us to our machines, pride in a machine well designed to meet our needs. Retain the pride and support your "illogical" possession. Have Pride in your Atari.

(Ed. Note: James is our Subscribing member from New Mexico.)

LVAUG Ed note: This article was taken from the April 1992 Issue of (FR)ANTIC-AAAUA-8-BIT USER GROUP of San Antonio, TX.

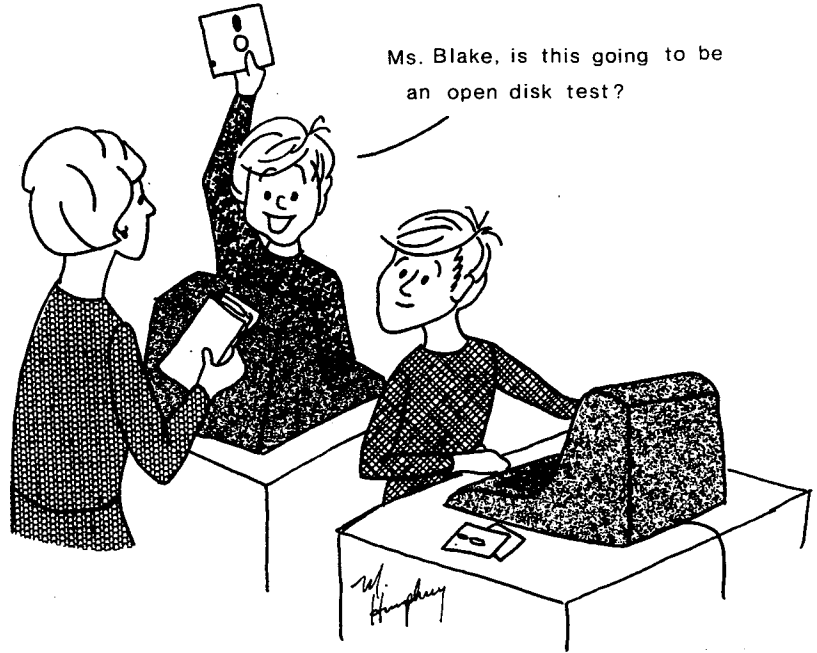


Sandwich every bit of criticism
between two layers of praise.

PROGRAMMERS
CARD

170 File not found
171 Point invalid

- 2 Memory Insufficient
- 3 Value Error
- 4 Too Many Variables
- 5 String Length Error
- 6 Out of Data
- 7 Number greater than 32767
- 8 Input Statement Error
- 9 Array or String DIM Error
- 10 Argument ?stack Overflow
- 11 Floating Point Over/Underflow
- 12 Line Not Found
- 13 No Matching FOR Statement
- 14 Line Too Long
- 15 GOSUB or FOR Line Deleted
- 16 RETURN Error
- 17 Garbarge Error
- 18 Invalid String Character
- 19 LOAD program Too Long
- 20 Device Number Larger
- 21 LOAD File Error
- 128 BREAK Abort
- 129 IOCB
- 130 Nonexistent Device
- 131 IOCB Write Only
- 132 Invalid Command
- 133 Device or File not Open
- 134 BAD IOCB Number
- 135 IOCB Read Only Error
- 136 EOF
- 137 Truncated Record
- 138 Device Timeout
- 139 Device NAK
- 140 Serial Bus
- 141 Crusor Out of Range
- 142 Serial Bus Data Frame Overrun
- 143 Serial Bus data frame checksum
- 144 Device done eror
- 145 Read after write compare error
- 146 Function not implemented
- 147 Insufficient RAM
- 160 Drive number error
- 161 Too many OPEN files
- 162 Disk full
- 163 Unrecoverable system data I/O
- 164 File number mismatch
- 165 File name error
- 166 POINT data length error
- 167 File locked
- 168 Command invalid
- 169 Directory full



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Book Reviews, Columns
Feature Articles and
Newsletters about Antiques
and Collectibles

We may give without loving, but we
can't love without giving.



HARD DRIVE
HOMICIDE
by
Dennis Kessinger
from
Wordperfect
the Magazine
February 1994

It's a dangerous job working in crime analysis. Sure, the glory-boy detectives make the bust, but I'm the one who get carpal tunnel syndrome. They chase robbers down grimy city streets and dust for prints in seedy motels. I'm forced to work under fluroescent lights and find the lost tilde in a botched macro.

But we are a team. Techno-nerd nd Hutch, Adam 12 with a modem, Lethal WordPerfect 5.1. When it comes to crime we work together--as long as they get the credit.

The call came in at 8:01 p.m. "Crime Analysis; we tke a byte out of crime," I barked into the phone.

"Detective Kessinger here," the caller grunted. "We have a problem with a computer. Our case file on the 664/211 that went Code20 is O.O.S. Can you fix it?"

I countered with some jargon of my own. "Did you run a CHKDSK and RAM your BIOS down your motherboard?"

"Uh---I don't think so. Can you come over?"

"On my way."

There are two breeds of cops; the gravel-voiced old-timers who think a VDT is a social problem and the new generation of Nintendo-trained cops who think police computers should be thoroughly examined and fieldstripped--like a gun.

If the computer doesn't respond, the older officers simply whack it with a baton or dump their coffee down the key-board. The younger cops are the dangerous ones. If they get past the keyboard password, the data figuratively surrenders and puts its hands up; homicide on the hard drive can be the result.

I arrived at the detectives division at 8:03 p.m. The detectives stood around the PC as if they expected it to cough up a confession: "OK,OK, I did it! I hid your file, but I will never tell you where! Go ahead, unplug me. I'll never squeal!"

I sat down. "Give me the facts, sergeant."

"Well, I wrote my report on the attempted robbery and saved it. This morning when I went into WordPerfect, it took a real long time to list files, and then the files looked funny. I think it has a cold."

"A virus?"

"Uh, yeah. Anyway, I backed out and called you."

"Hmm. I might have to COMMAND.COM ny Num Lock, but let's see." I accessed WordPerfect and pressed F5. It did take a while to list files, and the left side of the screen was blank. The problem was clear, but I couldn't resist showing off.

I pressed 6 to look at the files. I quickly pressed the N key, and documents flashed across the screen. I stopped and retrieved a file, then viewed it by pressing Shift-F7 and View. I hit F7 with a flourish and then brought up the on-screen calculator with Alt-C.

"That's it," I said. "Someone went into Setup (Shift-F1) and changed the default of List Files from short

SENSE & NONSENSE

display to long display. There's nothing wrong. It just takes a little longer to list files when you use the long display.

Whatzit for?"

"Long display allows you to view a 30-character description of your file along with a shorter document type."

"Is that good?"

"Sure. In fact, I recommend you use it. Since you all share this PC, you can use the description to identify your case in plain text, such as "robbery at Bill's Bar," Next, use the document type to describe your entry, such as suspects, alibis, or whatever. Then name your file the case number, with the extension simply the number of your entry, such as 9344554, one, 9344554, two, and so on.

"Then, when you press F5 to list files, the entries will be sorted in case number order, so you merely page down to the right case number, then read the description and document type and select your file."

I showed them how to save their files and returned to my computer. It was 8.55 p.m. The next call came in eight minutes later. "Crime analysis, we ----"

"Help me! This is field ops. I made a macro for font changing on the F.I./INTEL form and now the keyboard's locked up."

"Hmm. Sounds like you've committed macro murder. I might have to giga your bytes and firm your floppy. I will be right down."

Your Editor's notes: Again this isn't an Atari article, but you the members have not sent me any Atari articles so read it and weep.

One Liners: I won't worry about the energy crisis as long as I have electricity in my hair and gas in my stomach.

Office Manager: I'm calling to complain about that Titanic computer you just installed here today. Computer salesman; I don't know what you mean--I didn't sell you something called a Titanic.
Office Manager: Oh yeah, well it just went down.

What did Tennessee? same thing Arkansas.

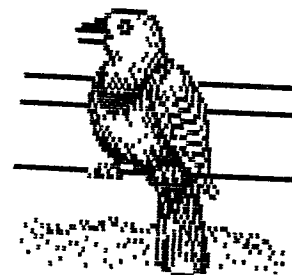
FORGET YOUR PAST MISTAKES; BUT LEARN FROM THEM.

Born Loser: Do you happen to know why you have two ears, and only one mouth? So you can listen more and talk less.

Not found in Webster's
Dieting: the punishment for exceeding the feed limit.

Office Manager: What do you mean by charging me two hundred dollars to fix the copier! You were only here five minutes and all you did was kick it! I hope you can itemize your charges!

Repairman: Here's how I itemize it, lady: fifty bucks for kicking the copier; a hundred and fifty for knowing where to kick!



FIRST ROBIN?



**First
Electronic Computer
to turn 50 amid
Hoopla
by Michael Raphael
Of The Associated Press**

Philadelphia--It had no monitor, could remember a measly 10 numbers and took up an entire room at the University of Pennsylvania.

But it could count.

Fifty years ago this week the Electronic Numerical Integrator and Computer was demonstrated to the world for the first time. ENIAC counted to 5,000 in one fifth of a second, shocking the world out of the mechanical age and into the lightning-quick world of digital processing.

The 50-ton collection of 8-foot high gray cabinets comprised the first large scale, general purpose electronic computer. Until then, "computers" were people using mechanical calculators. It took them 12 hours to do what ENIAC did in half a minute.

"Without it, we wouldn't have the space program, we wouldn't have modern airplanes," said Michael Williams, editor in chief of the *Annals of the History of Computing*. "Pilots would still be trying to fly by looking outside the window occasionally."

TODAY, the silicon equivalent of ENIAC can fit on a chip the size of a fingertip. The massive computer, most of which is on display at the Smithsonian, long ago outgrew its usefulness as a number cruncher-- a \$40 calculator has more computing power. But ENIAC has not lost its relevance.

The folks at the University of Pennsylvania have planned an entire year of events to mark the occasion, including the electrification of part of the original machine. Vice-President Al Gore will throw the switch Wednesday, February 14, 1996, the day of the anniversary, and the machine will count from 46 to 96.

The bundle of wires and tubes and resistors and switches was constructed in about a year and a half in a drab room in the Moore School of Electrical Engineering at Penn. Costing more than \$486,000, ENIAC might never have been attempted were it not for World War II spilling into the hills of North Africa.

"A lot of people said we were dreaming," said Herman Goldstine, who served as a liaison between the Army and ENIAC team. "The electronics people said there were too many vacuum tubes and it would never run. The mathematics people said there were no problems complex enough that computers were needed.

"Luckily the money came from the Army."

JOHN MAUCHLY, one of two masterminds behind the ENIAC, knew the Army was having a terrible time working out the complicated firing tables needed for the new artillery used in Africa.

Calculating a single trajectory could take 40 hours using a desk-top calculator and 30 minutes using a sophisticated machine called a differential analyzer. Moore had only one analyzer and each firing table involved hundreds of trajectories.

Mauchly bluntly told Army officials his machine could do the job in a matter of minutes. The money was soon on its way.

*Remember the kindness of others and
forget your own.*

Know that you are as good as anyone
and better than no one.

Mauchly 32, was a tall wiry guy who talked a lot, Goldstine said. A doctorate at Ursinus College in Collegeville, his first love was meteorology and his original goal was to build a computer that could solve "the problem of the weather."

His partner, J Presper Eckert was just 24. A gifted electrical engineer, he already had developed an electronic device for measuring magnetic fields--a mechanism the U.S. Navy soon adopted to help with its mine-sweeping operations.

CONSTRUCTION SURVIVED a couple of fires, a leaky roof and the heat of Philadelphia summers. Telephone repairmen were hired in their off hours to do the wiring. It was finished just as the war was ending.

When it was fully operational ENIAC filled up a room 30 by 50 feet and weighed 50 tons. Every second it was on, it sucked up enough electricity--174 kilowatts--to power a typical Philadelphia home for one and half weeks.

ENIAC was faster than anything else ever built because it used electrons--tiny particles in the airless space of a vacuum tube--to count. By opening and closing the path of electrons in hundreds of tubes, numbers were formed, a much faster technique than throwing mechanical switches.

The engineers loaded numbers into ENIAC through an IBM card reader and by turning special switches. Calculations began with an electronic "pulse" that was repeated once every 1/5,000th of a second.

Two critical concepts for future computing evolved out of ENIAC's construction. One was the idea of a "stored programming tool" and a the

other a programming tool known as the "if statement."

TODAY'S COMPUTERS can store numerous programs. But in the days of ENIAC, engineers had to drag around 40 pound trays of wires and vacuum tubes to perform simple tasks. The engineers quickly realized the need for increased memory and made plans to include it in future computers..

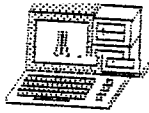
The "if statement" was just as important. It permitted the computer to choose between outcomes based on different inputs.

"Without an if statement you've basically got a calculator," said Dr. Mitch Marcus, chairman of the Computer Science Department at Penn. "With a if statement you can essentially program a computer to do anything. Without it a computer is very, very limited. It's the crucial thing which jumps you from calculators to computers."

The machine was completed too late to be used for its original use--completing artillery firing tables. But its first task was also military in purpose. During test runs in 1945 ENIAC did millions of calculations on thermonuclear chain reactions. It was predicting the destruction that could be caused by the hydrogen bomb.

When ENIAC was retired 11 years later, John Brainard the former dean at Penn announced, possibly with hyperbole, that the machine had done more arithmetic than had been accomplished in the eternity before its creation, according to Williams, the editor of the Annals.

In the early 1970s, a legal dispute broke out over whether ENIAC was in fact the first electronic general purpose computer. The court decided that the Atanasoff-Berry Computer built at Iowa State was first,



Editor's Notes

Want to thank President Art Paolini for coming to my house on January 31, 1996 to pick up the newsletter for January, February 1996, sincerely hope that you the members enjoy it at the February meeting or when you get it in the mail.

nullifying the 100-plus patents Eckert and Mauchly filed.

Exactly who was "first", may never be known. Officials at Penn point out the ABC computer was designed to do one thing-- solve parts of linear equations-- as oposed to the general design of the ENIAC.

Gwen Bell, founding president of the Computer Museum in Boston, said many computer scientist were rushing toward electronic computations.

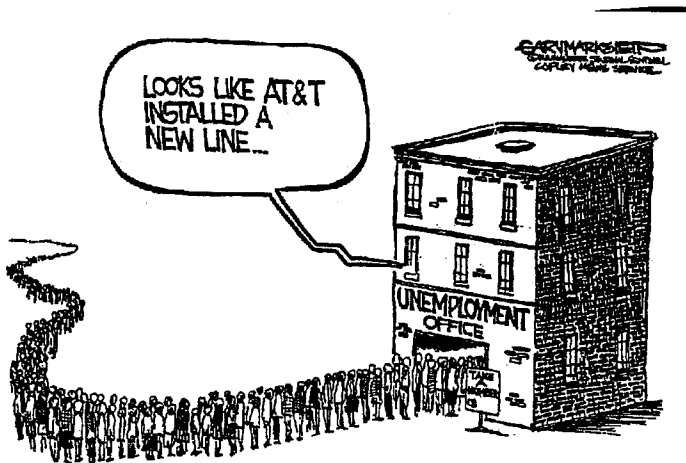
"It's one of those inventions that was going to happen and was happening around the world at the same time," she said.

My new knee is doing fine, but I am not doing to much running around yet, especially at nights, go to see the Surgeon on February 8th and am hoping he will give me permission to get in the pool at the YMCA, which will help me get some stamina back and the excerising in the water will also help a lot.

On page 3 of the March-April you will see and ad for "Rinker Enterprises", this ad is always in the newsletter because he is the one that prints the newsletter out for us, so I figure we can at least advertise for him and if you ever need help on any collectibles or antiques contact him, he will probably turn out to be very helpful for you, or he will refer you to someone that can help you with the item that you are interested in.

Hope to see you guys soon, be kind to each other and don't get stuck in the "SNOW", boy what a bummer of a winter so far.

"Your Editor"



If nothing sticks to TELFON, how do they make TELFON stick to the pan?

If 7-11 is open 24 hours a day, and 365 days a year, why do they have locks on the doors?

When one door of happiness closes another opens, but often we look back so long at the closed door that we do not see the one that has opened for us.

BACK TO BASIC
by Russell Stowe

As promised last month here we go into disk drives. There are as many 8-bit drives on the market as you have fingers. Atari has or had three popular drives, the 810, 1050, and the XF551.

Let's begin with the 810, it is a real workhorse drive. By that I mean it is very strongly constructed. It is a single sided, single density drive. As with all Atari drives there are drive select switches in the back. In the front are two LED's that show Power On and Busy, and an On/Off switch. This drive is sometimes very noisy when running so don't be alarmed at the noises it makes when running.

Next comes the 1050 drive, it is a single sided, single or enhanced density drive. Like the 810 it has the drive select switches in the back and the LED's and power switch in the front. This drive is considerably smaller physically than the 810 and a lot quieter when it is running. A very reliable disk drive.

Finally the XF551 drive. It is a true double sided, double density drive, when using the proper software, namely DOS XE written specifically for the XF551 drive. It is somewhat smaller physically than the 1050 drive and runs real quiet. It also has the drive select switches in back and the LED (only one) in the front. The power switch is in the back on this drive.

Now on to the use of these drives. Basically they all operate the same way. To start open the door or latch and be sure there is no disk or head protector in the drive. Next turn the power switch on and the LED's

should light up and drive run for a few seconds. Wait for the "BUSY" light to go out, then insert your disk all the way in. On the 810 and 1050 you will hear or feel "click". On the XF551 just push the disk in until it stops. Next close the door or latch and turn your computer on as per program instructions. NEVER remove a disk when the busy light is on. You could damage the drive and/or ruin your disk. NEVER turn the drive off when you have a disk in the drive, same problems as above.

When you are through using your drive and computer, remove the disk and turn the power switch off. it is not necessary to close the door or latch when you are through.

NEVER put anything except a good disk in your drive. Keep the area around the drive clear (sides, top, and bottom) so it receives proper air supply. Keep your drive 8 to 12 inches away from your TV or monitor. The RF waves from these could mess up the data being sent to the computer or vice-versa.

You should try to keep your drive as clean as possible. When you are through using it for the day, cover it with a factory cover or a piece of leather or plastic. A cloth cover, while helpful, will not keep out the dust that is in the air. Dust in the drive or computer is its worst nemesis. The dust causes heat build up on the chips and that is one of the major causes of failure.

This is by no means a full tutorial on the disk drives but it should be enough to get you up and running.

Your Editors' notes: This article reprinted from the May, 1994 issue of (FR)ANTIC Almo Area Atari User Association 8-bit User Group.

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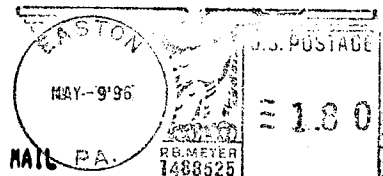
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LEHIGH VALLEY ATARI USERS GROUP

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