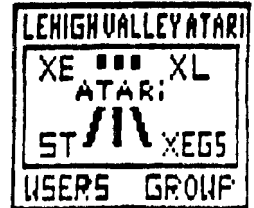




L.V.A.U.G. NEWS

MEMBER OF NEAR US



MAY-JUNE-1994

ISSUE #3

North East Atari Regional User Support Group.

An alliance of Atari User Groups predominately from the North Eastern area of the United States.


NEARUS was organized to provide a network of communications between people who would not ordinarily get together but have common problems and concerns. A BBS network is set up, and a common newsletter issued periodically is planned. This gives us a broad base of die hard Atari users sharing their problems, concerns, and knowledge.

User groups in Canada and as far away as Germany have shown an interest in NEARUS.


The following list of BBS's support Nearus, with more joining in the near future.

| | | |
|------------|-------------------|--------------|
| ABUG | Reading area | 215-779-7859 |
| ACUTE | Lehigh Valley Pa. | 215-261-0620 |
| Bit Byters | Germany & LIAUG | 516-221-8462 |
| Help Key | Allentown area | 215-868-4856 |
| JACG | New Jersey | 201-298-0161 |
| LIAUG | Long Island N.Y. | 516-221-8462 |
| NEAT | NorthEast Pa. | 215-335-4805 |
| Ol'Hackers | New York | 516-221-8462 |
| RACE | New York | 516-221-8462 |
| SAGE | Erie Pa. | 814-833-4073 |
| 6JACE | New Jersey | 609-931-3014 |
| STARR | Connecticut | 203-421-4861 |

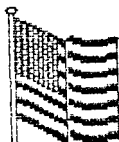
Editors note: We made every effort to include all known supporting BBS's, if any were left out, it was not done intentionally. Any additions or corrections are most welcome and will be so recorded in the following newsletter.



LVAUG ADVERTIZING RATES



| | Members | Non Members |
|-------------------|---------|-------------|
| Full Page | \$20 | \$40 |
| Half Page | \$12 | \$25 |
| Quarter Page | \$7 | \$15 |
| Eighth Page | \$5 | \$10 |
| Classified | | |
| 3 lines | Free | \$3 |
| 5 Lines | Free | \$4 |



ATARI 800XL



**APRIL MEETING
MINUTES**

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

Vice-President Jon Mordosky reported on the state of affairs with Atari corporation, they lost money last year. Jaguar is selling as fast as they can get them on the market. Atari has settled its lawsuit with Nintendo. One in four households in the USA have a computer. Lots of games being produced for the Jaguar, but most of them won't hit the market until later in 1994.

A new version of Sparta Dos 3.2F it is shareware and is on one of the club disks for April. Eventually you will be able to run Atari 8-bit on and through your PC. The STs' have taken off again due to development of CD-Roms being available. You can buy a new Lynx with two free games thrown in for \$104.94 by ordering direct from Atari. The last issue of the magazine "Classic" will be published in March due to editor's personal problems and other conditions beyond his control, some people in California may take the magazine over.

Treasurer Rich Kohn reported that the club had \$1000.00 in the treasury at the end of March.

Old Business: have to hold election of Officers for 1994, since no new nominations were received a motion by John Douglas and seconded by Lou Mertz the old slate of officers was declared elected for the year 1994.

New Business: Atari Navy will sail April 16 or 17th, contact Art or Jon and the Atari Navy now consists of 4 ships, count them 4. Trenton Computer Show is also the same weekend that the Atari Navy wants to

sail.

Motion by Rich Kohn and John Douglas for the club to get its "MIQ" repaired, motion carried.

Motion by Tischbein and Douglas for the club to send shareware money to the proper place for the new Sparta Dos 3.2F. Motion carried.

Art demoed the new Sparta Dos 3.2F which is a club disk for April. Art also demoed the the other club disk for April which is a "Filem" disk which has lots of Atari items and what Magazine and what pages they are on in the magazine and also has a data base program that you can make your own lists on for your own reference.

Little Jon Mordosky demoed on the ST a very good game disk called "Medieval Chess" a good game and a good job by Jon Mordosky to demo it. Thanks a lot fellows for all the demos tonite.

That's all the minutes for tonight folks.

Larry Tischbein
Secretary

**Thought for
the Month**

On a clear disk, you
can seek forever.

that
the POINTER will point to. 'info'
is
the name of the POINTER.
Lastly, you need an equation to
figure out where in memory this
really
is. This equation is the same one
we
will use for all advanced record
and
POINTER manipulations.
 $info = company + (counter * size)$
That's it!

info - The name we gave our
POINTER
company - The ARRAY we used to
reserve
memory.
counter - This is the record number
we wish to look at. Since
we have 6 employees this
will be a number from 0

to
constant
5. This can be a
like 3 or a variable like
in a FOR loop.
size - The number of bytes in a
record in our DEFINE
line.

Ok, so how do you use it? Easy...
If we want to enter employee number
3's information.

```

info = company + ( 3 * size)
info.ssnumber1 = 392
info.ssnumber2 = 80
info.ssnumber3 = 4593
info.department = 3
info.salary = 7

```

And if employee #2 got a raise to
paycode #10

```

info = company + ( 4 * size)
info.salary = 10

```

If you want to print employee #0's
social security number:

```

info = company + ( 0 * size)
PrintC( info.ssnumber1)
Print("-")
PrintB( info.ssnumber2)
Print("-")
PrintCE( info.ssnumber3)

```

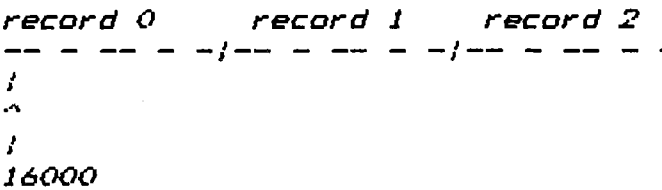
The numbers in the record can be

used
just like any other variable.
 $info.department = 4 * 5$
Or whatever. Here is a little
picture
that I hope will help you to see
what
is going on. In case you didn't
know,
when you declare a ARRAY in
Action!,
the ARRAY name is actually a
POINTER
to where the ARRAY is in memory.
So, let's say our ARRAY starts at
memory location 16000. Also, I'll
use - to represent bytes. So a
CARD
would have 2 bytes, --.

```

TYPE employee=[CARD ssnumber1
                BYTE ssnumber2
                CARD ssnumber3
                BYTE department,
                salary ]

```



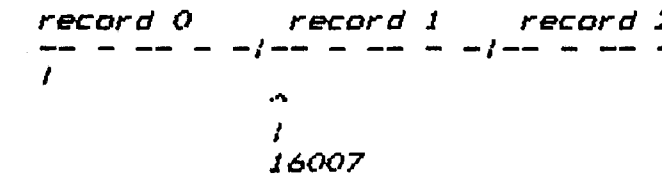
To get record 1 we use this
formula:

```

info = company + ( 1 * size)
Sticking in the numbers:
info = 16000 + ( 1 * 7)
info = 16007

```

So, we move our pointer over 7
bytes
to location 16007.



To get record 2:

```

info = 16000 + ( 2 * 7)
info = 16014

```

So, we move our pointer over 14
bytes
from location 16000 to 16014

Action!
and
BBS Express! PRO
Tutorial
by
Thomas M. Johnson

Available from

Villa Video's Bargain Cellar
(414) 265-5149

ExpressNet Node X11

Action! is copyright of ACS, OSS,
ICD.

BBS Express! PRO is copyright Orion
Micro Systems.

This tutorial is copyright
Thomas M. Johnson.

This tutorial can be distributed
under
the following conditions:

- 1) It is free.
- 2) All of the above
information is intact.

Well, as you probably noticed in
the
last file that POINTERS and records
aren't all that usefull by
themselves.
In fact, I decided not to include
a sample program about records
because
I couldn't think of a good example.
But, when you mix POINTERS and
records you get alot of power. You
may have tried to make a ARRAY of
records. This is illegal in
Action!
But, if you use POINTERS to
accomplish
this it will work.
Also, you cannot have a ARRAY as a
field in a record. Since strings
are
just CHAR ARRAYS, you can't, for
example, associate a name with
other
information about a person. Again,
POINTERS make this possible too.

Even more, you can't have ARRAYS of

strings. You guessed it, POINTERS
to
the rescue again. I will be
covering
all of these in this lesson. You
don't have to fully understand
records
and POINTERS to use the concepts I
am
introducing. You can just copy the
routines, etc. and modify them for
whatever use you have in mind.
But,
a good understanding of POINTERS
will
allow you to even more powerful
things
in Action!

First, how do you make an ARRAY of
records in Action!? First you have
to decide what your record will
look
like.

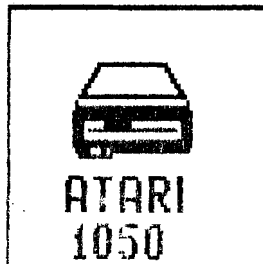
```
TYPE employee=[CARD ssnnumber1  
                BYTE ssnnumber2  
                CARD ssnnumber3  
                BYTE department,  
                salary ]
```

Now we have to count up the total
number of bytes in the record.
CARDS
and INTs take up 2 bytes and BYTES
take up 1. So, here we have 2
CARDS
and 3 BYTES for a total of 7.
DEFINE size = "7"
We have to decide how many records
we
want to hold. Our company is kind
of
small, we only have 6 employees.
So,
6 employees each taking up 7 bytes.
We have to reserve 42 bytes of
memory
to hold our information because
6*7=42.

```
BYTE ARRAY company(42)
```

Now its time to make that POINTER I
have been talking about.
employee POINTER info

'employee' is the type of record



```
record 0   record 1   record 2
-----
|
|
|
```

```
^
|
16014
```

But records can't contain strings.

So POINTERS must be used again to trick

Action!

What if you wrote a game where there are multiple levels. When the first player dies, the second player takes over, right where he left off. Well,

you have to keep track of the players score, level and name. The score and level are easy with records, but the name?

```
We'd use this:
TYPE record = [BYTE level
               CARD score
               BYTE name]
```

Why only 1 BYTE for the name? This is just the first BYTE of the players name. We'll save more space for it in a second. Count up the bytes

without the name BYTE. 1 BYTE and 1 CARD = 3 bytes

```
DEFINE offset = "3"
```

We'll save 20 bytes for the name.

So

add the length of the name and the offset value for the size.

```
DEFINE size = "23"
```

How many players maximum can play our

game? We'll just say 8. So, $8 * 23 = 184$

```
BYTE ARRAY players(184)
```

Now we need 2 POINTERS. One like normal, and 1 to point to the name.

```
record POINTER active_player
```

```
CHAR POINTER his_name
The first POINTER we use just like we have been before.
active_player = players + (count * size)
```

But to get the name we use:

```
his_name = active_player + offset
That's it! We'll do some assignments
```

to record number 4.

```
active_player = players + (4 * size)
```

```
his_name = active_player + offset
active_player.level=1
active_player.score=0
InputS(his_name)
```

Now lets output player 6.

```
active_player = players + (6 * size)
```

```
his_name = active_player + offset
Print("Level: ")
PrintRE(active_player.level)
Print("Score: ")
PrintCE(active_player.score)
Print("Name: ")
PrintE(his_name)
```

Ok, the last situation like these is if you need an ARRAY of different

size strings. Let's say a you need a program to keep track of your customers first name, lastname and the last date the ordered from you. We'll say the date is of the form mm/dd/yy.

How big to we want each field?

| field | size in bytes |
|-----------|---------------|
| firstname | 11 |
| lastname | 14 |
| date | 9 |

Try to declare your sizes 1 bigger because strings go from 0 to 1 less than their size. This is needed because, remember, the 0th byte is the length of the string. There are no records involved this construct. Here we just use POINTERS to get around. The first DEFINE always starts at 0.

```
DEFINE firstname = "0"
```

If you want to the firstname to be

11 bytes, the lastname must start at the 12th byte. $0 + 12 = 12$
 DEFINE lastname = "12"
 If the lastname is 14 bytes long the date must start 15 bytes later than the lastname. This means the 27 byte overall. $12 + 15 = 27$

DEFINE date = "27"
 The total size is $27 + 9 = 36$
 DEFINE size = "36"
 How many customers do you have?
 Let's

just say 100. $100 * 27 = 2700$
 BYTE ARRAY data(2700)
 Since we don't have a record only characters, our POINTER is just:
 CHAR POINTER ptr
 The POINTER is just like normal
 $ptr = data + (counter * size)$
 Once again, that's it! For customer #53:

```
ptr = data + (53 * size)
Print("First name: ")
InputS(ptr + firstname)
Print("Last name: ")
InputS(ptr + lastname)
Print("Last order date: ")
InputS(ptr + date)
```

APROG12.002 is a full featured phone book based on this last subject.



BOARD BYTES

Because many people wrote about getting more information for beginners, I would suggest calling one of the older boards in the Lehigh Valley Area, WESTEX BBS(610-776-7495), which has just started a separate forum for beginners. Most bulletin-board system operators (or sysops in BBS slang) and many regular users will also help with questions if asked.

ATARI ANNOUNCES TOLL-FREE CONSUMER SERVICE NUMBER

Atari corporation has decided with the release of the Jaguar, to offer a toll-free consumer service number. This new number is 1-800-60 ATARI. I am not sure at this time if they will be offering support for their line of computers, or, if this line is set up to handle only the Jaguar. Nevertheless, this is a good sign that Atari is making an effort to support their customers.

Some have said that they called this new number and have never been able to get through to talk to a live person. I can say from experience that I have called twice and had no problem getting through. Both times the person I talked to was very helpful and courteous. Lets hope this is just the beginning of a NEW kinder and gentler Atari.

Also, Atari has opened a 900 line for people looking for game tips and hints. This number is 1-900-737-ATARI. However, this call will cost YOU \$.95 per minute.

**FREE-NET OPENS
COMPUTER BYWAYS
FOR JOURNEYMAN**

CyberTalk is written by Tom Steinert-Threlkeld, he writes for The Dallas Morning News.

CyberTalk discusses people, places and problems populating the emerging world of computer and communications networks known as cyberspace. CyberTalk appears every other Saturday.

As a youngster, John Smith was too poor to travel very far. His South Dallas family had no car. He walked wherever he needed to go, only using public transportation or rare trips to downtown.

At 58, he has accumulated a '63 Chevie pickup, and a '91 Chevie sedan and a motorhome. But his 83-year old mother is sick, and he only travels in his mind. He pulls out an atlas, maps out a trip, checks the mileage and imagines what it would be like.

To him, the information highway is an abstract notion, even he could use his fingertips to tap into the CIA factbook, pull weather maps from NASA and chat by computer with residents or travelers to get informations about any destination he is dreaming about.

Yet he has neither a computer nor the modem he needs to dial into Internet, the network of 12,500 computer networks that provides a motherlode of data on demand for millions of more well-to-do Americans. In a good year, the satellite dish salesman, plumber and sheetrock repairman might earn \$20,000. In another \$10,000. Sometimes there's "not enough to even recognize." Last year was more

that kind of year.

He is one of the "havenots," who could be left behind as government documents, novels, games, movies, periodicals, news and other services become increasingly available to those fortunate enough to plug their own machines into telephone jacks nationwide. Without equal access, Americans like Mr. Smith will be constantly reminded of a direct correlation between being informationally and economically poor.

Unless, in computing, there are such things as free networks. And there are.

The Free-Net movement began eight-years ago in that bastion of blue-collar technical breeding, Cleveland. The idea: provide a basic level of computer services to residents of a given city at no charge.

In the "community computer system," informations comes from familiar locales. There's an administration building, a post office, a court and government center, a schoolhouse, an industrial park, a library and so forth. Need legal advice? Send your question to the local lawyer. Need to chastise your councilman? Send a nice or nasty note. Want to see how your kid's art stacks up to kids elsewhere in town (or even Russia and Denmark)? Check out the goings on in the schoolhouse. Want to read Moby Dick or the details of the national budget? Check out an electronic copy, on your screen.

Volunteers man the "buildings". Foundations, individuals, governments and corporations finance phone lines, computing equipment and other requirements. Today 36,000 people use the Cleveland Free-Net, making 11,000 calls a day. Eleven

800 XL \$ 60
130 XE 100
1050 Drv 75
Contact Dr. Bob E-Mail (ACUTE)

other Free-Nets have popped up in the United States, two in Canada and one in New Zealand. One is scheduled to open in the Dallas area by the end of March.

Networking electronically is just like networking in person. Expertise is exchanged for free, with the expectation that others will do the same for you.

"In and of itself, a Free-Net is nothing," said Dr. Tom Grundner, founder of the original Cleveland version and now president of the National Public Telecomputing Network. "It's just a computer, some software and a bunch of wires."

"The key to it is the ability to organize the community, to bring people from various walks of life (together) and give them an electronic means to operate (in)."

The National Public Telecomputing Network has become a prototype for a kind of a Corporation of Public Cybercasting that Dr. Grundner believes could be set up for computing. From Cleveland, users of Free-Nets in other cities can get access to a common fountain of services, such as grade-school study materials or positions papers of national politicians.

In Dallas, in fact, much of the initial funding could come from the Corporation for Public Broadcasting, from a \$150,000 grant sought by North Texas Public Broadcasting Inc., operators of KDTN-TV and KERA-FM radio and television stations. For a company that already provides instructional television for kids and adults, this is another way to provide "womb-to-tomb education," says the broadcaster's Brandon Barnes.

Yet in cybercasting, the idea of community computing is more akin to

putting a city on the world map, electronically. A central goal of the North-Texas Free-Net is to provide a free Internet account to anyone who wants one. Computers deployed at public places around the region by the Dallas Computer Literacy Program and others will provide the access.

This way even those who have no Postal Service address can have an electronic mail address, according to Free-Net organizer Ken Loss-Cutler. People who don't own a personal computer, like from Mr. Smith, could download documents from Scandinavia or communicate with earthquake victims in the San Fernando Valley, if they so choose.

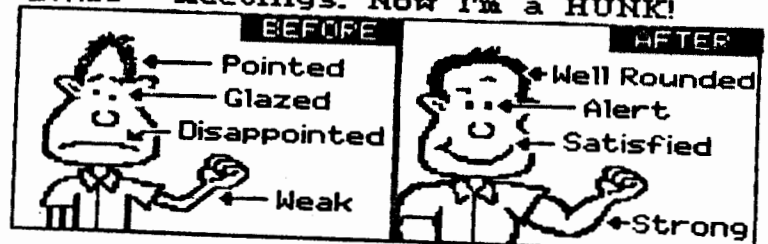
Someone like Mr. Smith may even turn out to be a more capable driver on the information highway than anyone suspects. Even though he has never bought a personal computer, he has built one.

A Free-Net might just be enough incentive to get him to build one for himself. "The potential is unlimited. I might not want to turn my computer off," he said.

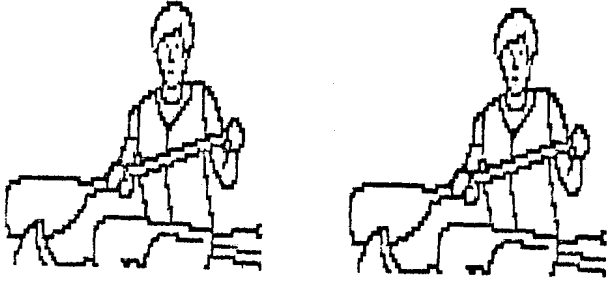
Then he could travel anywhere he wants without ever leaving home.

Your Editor's Note: Just a sample of what is going out there in other places in the world. When is somebody in LVAUG going to give me articles to put in your newsletters so I don't have to get articles from Texas?

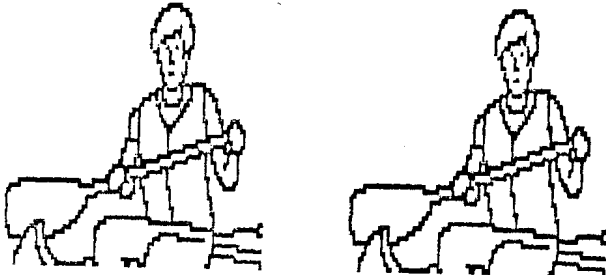
I was a 98 pound weakling before I started joining in at the monthly LVAUG meetings. Now I'm a HUNK!



ON LINE LINGO



LVAUG NAVY



*Watch your thoughts; they become words.
Watch your words; they become actions.
Watch your actions; they become habits.
Watch your habits; they become character.
Watch your character; it becomes your destiny.*

FRANK OUTLAW



*It's a 'sticky' situation but I
need more articles for the newsletter*

Cyberspace: The electronic Community of over twenty million people worldwide who use computers and modems to exchange messages and information.

E-Mail: Most on-line services let you send and receive messages by electronic mail, called E-Mail for short. Instead of writing a letter and putting it in an envelope, you simply type a message on your computer screen and designate its recipient by using her identification number. Each user has an on-line mailbox that can receive messages around the clock--even when you are not logged on.

Forum: A group of on-line-service users who share a special personal or professional interest. There are forums for people whose interests include everything from cooking and pet care to professional concerns such as law or medicine.

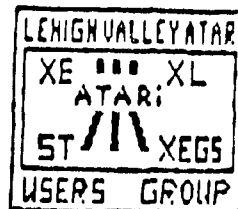
Logging on: Using your computer and modem to dial up and connect to an on-line service. Also called "going on line".

On-line: Information storehouses that let you exchange messages "chat" with other users, get information from electronic databases, shop for products, make travel reservations and more.

Real-time chatting: Instantaneous communication where you simply type what you want to say into your computer and within seconds, the words appear on someone else's computer screen anywhere in the world. Then the other person responds, and her words appear on your screen. It's like having a phone conversation except that you are typing not talking.



LEHIGH VALLEY ATARI USERS GROUP
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8-Bit Librarian..Art Paolini-(610)266-7312
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LVAUG NEWS
PO Box 796
Whitehall, PA 18052-0796

LEHIGH VALLEY ATARI USERS GROUP
Meets the first Thursday of
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Allentown, PA 18105

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Articles for this newsletter may be posted on the BBS's listed as supporting LVAUG or mailed to the club.

FIRST CLASS MAIL

