

NYBBLES & Bytes

Official Newsletter of
The Northwest Phoenix
ATARI Connection
(N.W.P.A.C.)



Atari 8-Bit

JAN/FEB 1994

From
The
Editor



such as Billboard or Superb and lots of patience! More to come later.

Sorry to those that upon reading the inside cover of the last issue of Nybbles & Bytes, found a picture of "Bob" instead of the usual calendar. Look in this issue and you will see that part has been totally re-designed to be more informative and visual. I dare someone to get lost now! ("Bob loves you!").

Well that's all for now. I'll be seeing you at the next meeting on January 8th!

By John H. Collins (NWPAC)

Let me start off by telling you that I will not be giving the minutes of the executive meeting last month. Dale Wooster, our prez for 1994, asked me to not to let too much repetition creep into this issue as much as possible. Since Dale and Merle Barnes (our new V.P.) both covered the discussion at the exec meeting so eloquently, anything reported by me would be pure repetition. See pages 3 & 4 for their full reports.

Okay, okay! Last issue I stated I was "weaned" away from Daisy Dot, but here I am using it once again for this issue. Sometime in the future, I will write an article on "How I Did It". It's not a simple procedure, but it does garner the best results. To prepare for it, tools you will need will be: a word processor (I recommend TextPro!), Daisy Dot 3 (P.D. or registered versions), a good picture print-out program

KITTEN - Converted from Mac to Atari



IN THIS ISSUE

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New NWPAC Officers

Simulating TAB Functions
In Atari BASIC

Using Search & Replace
With Word Processors



nybbles & bytes



This newsletter is published every other month by the Northwest Phoenix Atari Connection (N.W.P.A.C.) a non-profit organization devoted to the exchange of information concerning all Atari 8-bit computers. NWPAC is not affiliated with Atari Corp.

Permission to reprint articles in any non-commercial publication is given, provided proper credit is given to the author and NWPAC. This does not include reprinted copy-righted material.

Procedures for Submitting Articles For Nybbles & Bytes

Articles are always welcomed and may be submitted to the Editor, a NWPAC officer or uploaded to the P.A.U.G.S. BBS. Or they may be mailed to our Post Office box.

All text should be submitted in a true ASCII format. AtariWriter or TextPro is suggested for XL/XE's.

Pictures, illustrations, etc. can also be submitted. Print Shop, Micro-Painter/Illustrator or any other 62 sector format are preferred.

Deadline for all materials to be included in the next newsletter is 2 weeks before the next meeting.

This issue was produced on an Atari 130XE using News Station by Reeve Software, and printed on a Star NX-1000 printer.

Nybbles & Bytes Editorial Staff

John Collins

Advertising Rates

Classified ads of a non-commercial nature are \$1.00 per ad to all current members, 2 weeks before the next meeting.

Camera-ready commercial rates are:

Full page	\$20.00
Half page	15.00
Quarter page	10.00
Business card	5.00

Arrangements can be made to produce original layouts for advertising. Contact the editor for details.

N.W.P.A.C. Officers AREA CODE 602

President.....	Dale Wooster	846-1575
Vice-President....	Merle Barnes	894-9156
Treasurer.....	John Powell	433-2568
Secretary.....	Nancy Gibson	464-8757
Librarian.....	John Collins	---

Technical Assistance

The following people have offered their assistance to members of NWPAC who may be having difficulties with their Atari or just have a question about software, hardware, or programming. If you are having problems, feel free to call anyone on his list for help.

Merle Barnes	Programming
894-9156	General Information
John Collins	Graphics; Programming
277-5324	Turbo-BASIC
Jerry Harris	Hardware repair
846-5812	

Your name could be here!

Charles Lake	Programming / Info
269-1209(BBS)	Software / Hardware
Dale Wooster	General Information
846-1575	Graphics / Textpro

Your Assistance is needed!

We would like to see your name added to the list above. If you wish to offer your help, contact the editor & get your name added.

From Our **PREZ** For '94



Dale Wooster

I am back as the N.W.P.A.C. prez again, but this time several members have said they will pitch in and help run the club. I want to thank everyone that voted and all the phone calls were greatly appreciated. Merle Barnes is the new V.P. and we plan to work as a team to monitor every phase of the club with some new rules and an iron hand. Just to name a few . . .

1. No disk (including D.O.M.s) will go into the library until it is approved and/or tested by two officers.
2. D.O.M.'s will be done one month ahead.
3. All newsletters will be proofread by at least one other officer.
4. All officers must submit a report for each newsletter.
5. The executive meetings now have a fixed date and will alternate each month between my house and Merle's. A real plus for this is having a computer to work out any problems and getting direct and instant responses from the officers. Any member is welcome to attend these meetings but please give us a call so we know how many to expect. Exec meetings will be on the first Thursday of each month at 6:30 p.m.

And much more will be discussed at the January 8th meeting but I think you get the idea. We will improve "For 94"

The longtime tradition of N.W.P.A.C. offering the members a Christmas disk was somehow missed this year but the incoming officers took rapid steps to correct that oversight. In just 3 or 4 days we put together a disk to mail out by the 15th of December. It was truly a TEAM effort and I hope that you all liked what we did.

We took a German game similar to PUSH IT that had all German words on the screens and spent a few days working on it. Merle's wife is from Germany and she translated for us and I used TextPro to edit the program with English words. We also played the game and figured out most of the commands, etc. These are on the disk and we printed them on the sleeve also. There was no way to reset the high-score file so I redid this with TextPro and put a "blank" file on the disk that a user simply renames to the proper name.

I then put a XMAS pic on the front of the sleeve with BILLBOARD and Merle and Kathe made the DAISY DOT III greetings letter. John Collins added the intro greetings screen on the disk and made all the copies. John Powell ran all over town getting all this together for mailing to the members. We just wanted to show the members that they now have a "Working Team" running the club "For 94". Quite a team effort and I thank each and every one of them for putting this together on such a short notice.

Dale F. Wooster
N.W.P.A.C. President
"For 94"

(602) 846-1575



Happy New Year

from all of us at NWPAC !

From Our VEEP For '94

Merle Barnes



The first executive meeting of the new officers for 1994 has come and gone. It was a long but productive meeting and looks like 1994 will bring many changes. I know John Collins said he would cover the minutes of the meeting here in the newsletter, but I'm going to hit upon the highlights.

- A. Executive meetings will be held in either Dale's house or my house on alternating months. So if you live in the West Valley or in the East Valley you can attend one or all of these meetings and they are open to all club members. The dates of the regular meeting as well as the executive meeting are posted below and will also be posted on the BBS.

Upcoming Meeting Dates

Thurs 1/6/94 - Exec Meeting - 1721 S Hardy - Tempe

Sat 1/8/94 - Reg Meeting - DeVry School - Phoenix

Thurs 2/3/94 - Exec Meeting - 7113 W Pasadena - Glendale

Sat 2/12/94 - Reg Meeting - DeVry School - Phoenix

Thurs 3/3/94 - Exec Meeting - 1721 S Hardy - Tempe

Sat 3/12/94 - Reg Meeting - DeVry School - Phoenix

- B. All disks going into the Library will be beta tested by either the President or the Vice-President prior to being made available to club members to insure we maintain the high quality of disks. Also programs on club disks will be approved by at least 2 officers which will include the Librarian. We hope this will reduce some of the problems encountered by members who buy a disk and get home only to have problems with it.
- C. Discussion on the Swap Meet to bring up to the membership is to continue the bi-annual swap meets or one large one in October. What ever the membership wants is the way we will go. So again, if you want your input on this, be there the 8th of January. We also need your input on subscribing to Atari Classics

Magazine and disk. This was voted down last year, but many have changed their minds and would like to see it happen this year.

- D. We need a full inventory of all club equipment to update the files and we are in need of an 130XE; Both of ours are kaput. I'll be talking to Bob Puff (of Computer Software Services) this week to see if he would repair one but if you have one around gathering dust, let us know! We have received offers on 3 different 256K-800XL's. This will also be brought up to club membership.

Well I guess this is the end of my first article for 1994. I would have made it larger if Dale hadn't given me so many projects to do and I have to get started on them so I can have them finished yesterday. I also hope each of you got your Xmas disk that the officers made and distributed at no expense to the club. Again, Happy Holidays and hope to see you at the meeting on January 8th, 1994.



TREASURY REPORT

Due to
the treasury
changing hands,
there is no
report available
at this time.

Simulation of TAB Function in Atari 8-Bit Basic

by Pete Fazio

(Reprinted with permission, from the Sept 1989 issue of Dateline: Atari, newsletter of the M.A.G.I.C. (Brooklyn) user group.)

While Atari's 8-bit BASIC has some wonderful features packed into its 8K of ROM, it is sadly lacking in business-oriented functions. A few years ago I wrote an invoice-printer program for a business I was involved with at the time. Because of the lack of business functions in Atari BASIC I wrote it in OSS Basic A+ in order to take advantage of the PRINT USING and TAB functions. There has been much written concerning proper formatting of dollars and cents from Atari BASIC, one of the main functions of PRINT USING, but there has been little or nothing published on simulating the TAB function with a printer from Atari BASIC. Simulating a TAB on the screen is relatively easy, simply POKE 85 with the desired text column and PRINT. This is fine, except for one problem: it doesn't work on a printer. So, in order to convert the invoice-printing program to Atari BASIC, I had to come up with something else. That something is the following sub-routine:

```
10 DIM DD$(80),EE$(80),FF$(80)
15 LINE=32000
20 DD$(1,1)=" " : DD$(80,80)=" "
30 DD$(2)=DD$ : EE$=DD$
40 O.*1,8,0,"P : "
```

* Your program goes here. *

```
32000 IF LEN(FF$)=0 THEN FF$=""
32010 EE$(TB,TB+(LEN(FF$)-1))=FF$
```

Now suppose we want to print the following line (Basic A+ Version):

```
500 ? *1;TAB(5);"Name : ";TAB(25);"Date : ";TAB(40);"Phone : "
```

This would translate into Atari BASIC as follows:

```
500 EE$=DD$ : TB=5 : FF$="Name : " :
GOSUB LINE : TB=25 : FF$="Phone : " :
TB=40 : GOSUB LINE : FF$="Phone : " :
GOSUB LINE
```

```
501 ? *1;EE$
```

What we did was set up a dummy line string (EE\$) to hold the contents of one printer line (80 columns) and then set that equal to 80 blanks (EE\$ = DD\$). We then set our TAB variable (TB) equal to the TAB value, and the holding string (FF\$) equal to the word or phrase to be printed. We then GOSUB to our TAB subroutine (LINE), which uses these values to insert the word into EE\$ in the correct position. This process is repeated for the other words in the line and then the entire line is printed (? *1;EE\$). The result on the printer is identical to the TABs in the Basic A+ version.

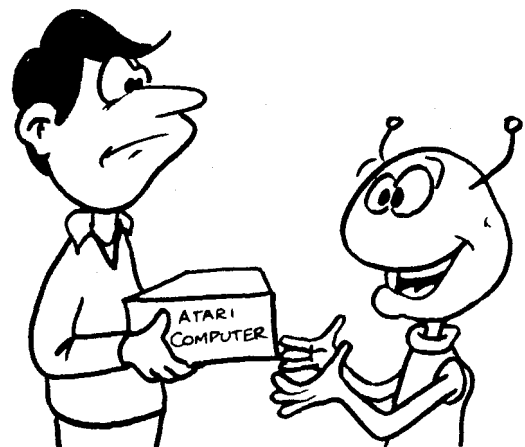
The process can be summed up as follows:

1. Set EE\$=DD\$ (blanks)
2. Set TB=Tab value
3. Set FF\$=word or phrase
4. GOSUB LINE
5. Repeat steps 2-4 for each new word or phrase
6. Print the line (? *1;EE\$)

That's all there is to it. Happy business programming.

That's all there is to it. Happy business programming.

DRAWN & QUARTERED
BY JOHN COLLINS



Advanced technology? Heck no!
We just want it to play some games!

WORD PROCESSING TIPS FOR SEARCH & REPLACE

By Michael Bennett

(Reprinted from Atari Interface Magazine March/April 1993 with permission.)

Word processing programs have been identified as the only category of software that almost every computer user owns and makes use of on a regular basis. Whether they are published and marketed commercially or public domain/shareware programs, word processing programs are among the most useful to the typical computer user.

One of the nice things about a word processing program is its ability to search for and replace specified words or phrases. Though each WP program has its own set of commands, there are some general principles that can apply to any program. Keeping these points in mind may help you as you compose those reports, papers, essays or novels.

Search and replace (sometimes also called cut and paste) can be done selectively or globally. A selective search and replace allows you to specify a word or phrase to find in your document and then replace it on an individual basis. A global search and replace replaces every occurrence of a specified word or phrase automatically throughout the entire document.

If you have to search for the occurrences of a particular word, but do not wish to change it, try using just the search function. You have to specify what word(s) to look for, but using this method can be much faster and more accurate than scrolling through a long file. If you have to search for the occurrences of a particular word, but do not wish to change it, try using just the search function. You have to specify what word(s) to look for, but using this method can be much faster and more accurate than scrolling through a long file.

WP programs can serve as simple databases utilizing the search function. Just enter the name of the person you are looking for as the search phase and let the computer find it for you. But if you can't remember the name, you can enter any piece of information and the search function will find that person's record. It may find others, too, but just keep going until you find the one you want.

You can also use the search function to find sections of a file which you previously marked. Use a character that you don't normally use (such as ") and type it before the section you wish to mark. Then, when you're ready to find it again, search for that character. The cursor will be moved to each section you marked.

Another use for search and replace is when you wish to underline (or imbed any printer-specific codes into your text). If you use more than one printer and they require different codes for underlining, search and replace can quickly modify all your embedded underlining commands.

As an example, I can use the normal underline command in my word processing program with my Star NX-1000, but when I use those same commands with the Atari XMM-801 printers at school, the underlining has gaps in it. So, if I have to print out a document on the XMM-801 all I do is look up the starting and ending underlining codes in the manual, search for the standard underline commands in the document, and replace them as needed.

But suppose your word processor's underline commands are the same for starting as for halting underlining (such as TextPro and SpeedScript--they both use SELECT-u before and after text to be underlined)?

No problem if you want to replace those commands with specific codes for double underlining or italics or whatever. To replace the starting command, specify the search word as a blank space followed by the command. The search specification for the ending command would be that command followed by a blank space or punctuation (you may have to do it multiple times to find

(Continued on page 9.)

NEW DISKS

IN THE DISK LIBRARY!

Disk #139 (From NWPAC DOM 7/93)

- A) MOUSETRAP - Not to be confused with the Milton-Bradley board game, this is a commercial quality run & jump game similar to Donkey Kong or Miner 2049'er.
- B) MONOPOLY - A colorful machine language version of the classic board game. This one features a scrolling background representing the board and animated players inter-acting on the screen. 1 to 4 players.

Disk #140

THINK & WORK - A high quality arcade/strategy game imported from Germany. Similar to "Soko-Ban" or "Push-It", but with much more. The original German version as well as a version translated into English by members of NWPAC.

Disk #414

- A) AMS PLAYER & FILES - Includes: BATMAN - LITEFIRE - MOONLITE - VOLARE - MARGARIT - SMOKEWTR - RRGIRL - FURELISE - GIOVANNI - ROOTBEER - BOOGIE
- B) ATKISEND CLUB MUSIC DEMOS - From Germany. Songs include: EIN FALL FUER ZWEI - COMMANDO PT.1 - MONTY ON THE RUN PT.1 - MONTY ON THE RUN PT.2

Disk #529

THE BIG ATARI DEMO (XL/XE/1050 ONLY) - From the HI-TECH TEAM in Holland, this is their ultimate achievement. Two full sides of scrolling text, graphics, music, and digitized sound. NOTE: You MUST have a 1050 disk drive to boot. Other drives will not work with this disk.

Disk #531

- A) THE POP DEMO - Boot with BASIC. - A collection of graphics and music from Germany showing off the capabilities of the Atari 8-bit computers.
- B) THE IMPOSSIBLE DEMO - 130XE ONLY! - From Holland, this is an amazing demo that requires 128K.

Disk #532

- A) A trio of demos on this side:
MAX HEADROOM - Our favorite cola pitchman in a simple, yet well done

animation. Ulp! You almost said the "P" word!

T-1000 DEMO - By Bill Kendrick and modified by Clay Halliwell - Digitized animation demo of a "morphing" sequence from the movie "Terminator 2".

RUBBERBALL - A playable demo of a commercially available game imported from England.

- B) GHOSTLY GOBLINS DEMO - XL/XE ONLY! - A playable demo of an unfinished game based on the commercial game "Ghosts and Goblins".

Disk #533

- A) CYBERSPACE XE - An 8-bit version of the popular ST demo created by members of the Toronto Atari Federation. A smooth Movie Maker file that loads the pictures into your XE's ramdisk.
- B) CYBERSPACE XL - Same as above but designed for stock Ataries. Some lags between drive access slow things down, but it's here so all can see it.

Disk #534

- A) CARDSTAX - A sort of a "Hyper-Card" type program for the 8-bit. With demo and docs.
- B) FRENCH PICTURE SHOW - A series of graphics 8 pictures with a autorun "slideshow" program, created by members of the Club Cenacle in France. Rated PG

Disk #535

TURBO CARTOON EDITOR 4.0 - by Jon Peterson of N.W.P.A.C. A super-charged ATASCII cartoon editor. With several cartoon files included.

Disk #536 & 537

THE HALLE PROJECT DEMO (Not to be confused with program The Halley Project from Activision.) Due to incompatibilities between the European PAL system and our NTSC standard, many of the demos contained on this disk will not work completely or not at all. Some of the ones that do work are spectacular to watch.

Crossword Magic

from Mindscape,
Now Public Domain

By Stephen Moffit of TACE

Reprinted from the February 1990 issue of
Atari Interface Magazine

Crossword Magic 4.0 is an older program (1983) that is an excellent utility for creating crossword puzzles on your 8-bit Atari. It has many options and works on graphic printers such as the Epson FX-80 and many others.

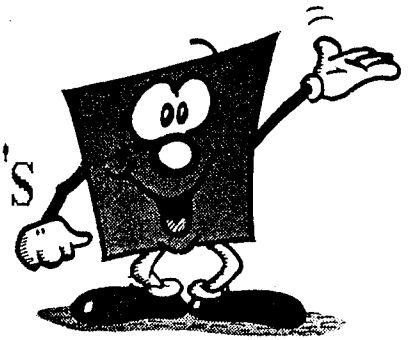
The main menu is as follows: Create a puzzle, print a puzzle, play a puzzle and exit program. If you choose to "create a puzzle", you will be asked if you wish to have adjustable puzzle sizing, allowing the computer to adjust the puzzle size as you go along, or for you to fix size. In any case, the computer will then allow you to enter the answers to the puzzle, allowing you to "backdate" as you go along, and to "relocate" the answers to legal places.

The computer will also keep track of words you were unable to place and then attempt to place these words at the first opportunity (you may erase or add to this list). After you have entered all your answers, it is time to enter the clues, which may consist of three half lines of text (you will be able to keep track of what answer you are on by the highlighted word).

When you wish to print it, you may accept the current printer driver or choose from approximately 20 drivers. The program will automatically number the boxes and black the unused spaces. The print-out include the puzzle, clues, answers, and a word list (all printed separately, if you wish).

(Crossword Magic 4.0 will be available through our disk library. - Ed.)

Librarian's Corner



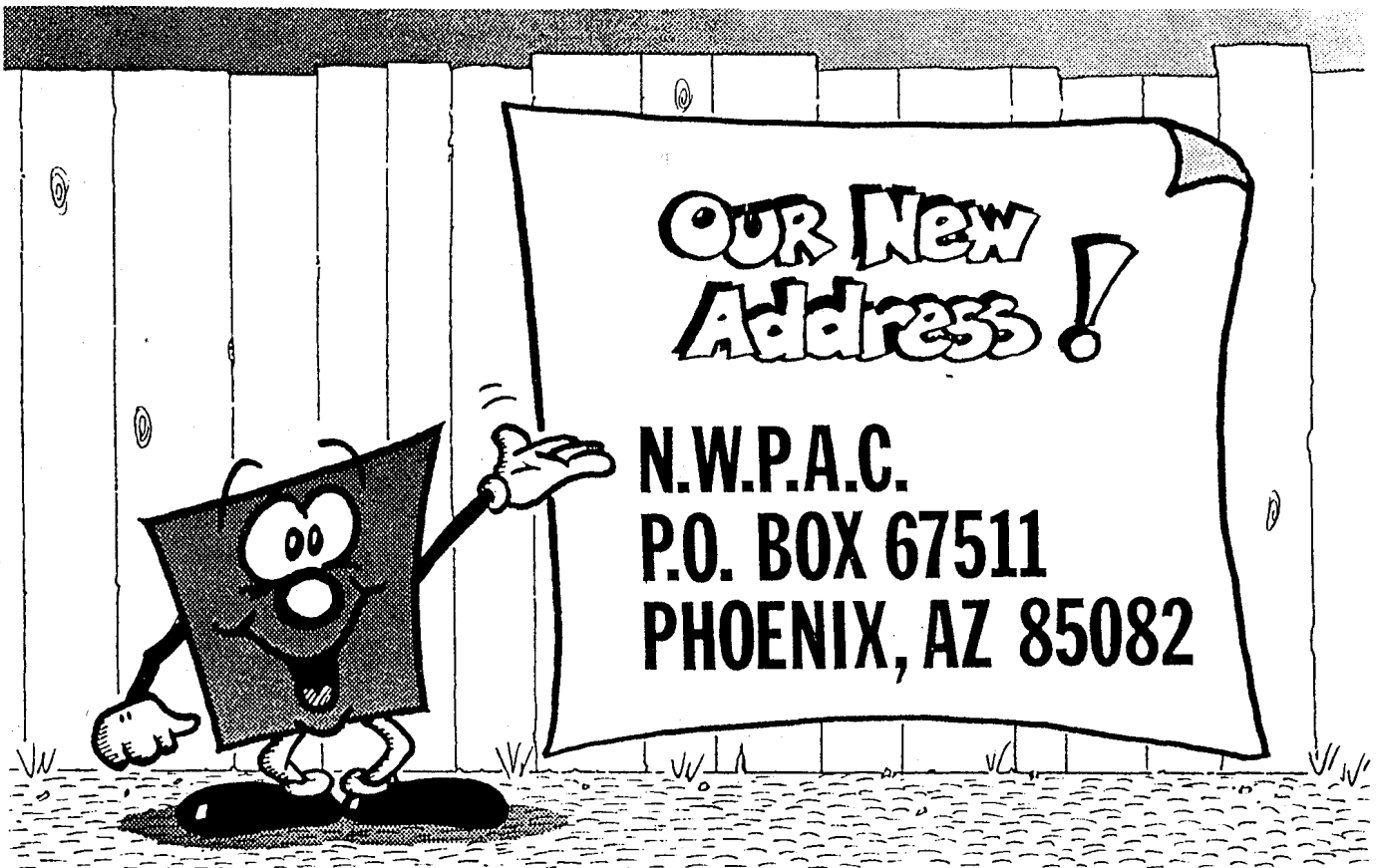
By John H. Collins

Hello there again! First I'll fill you in with the magazine report. Zilch, nada, zip! Well, actually, I received a copy of "Connect" magazine as a replacement for my subscription to Atari Interface Magazine. This new magazine is all about telecommunication. That is, if you own a clone or Macintosh with no mention of any other computer. Oh well; another one bites the dust. The real problem with Connect is how they seem to be concerned with convincing us that they are not a "fluff" piece like the others. Hmmm...

Better to get going with Atari Classics. This is the only support for us Atari 8-bit users! This will be put to the membership to vote on. We can get the magazine alone or with the disk. Please note that the disk (and magazine) are copyrighted and thus we cannot make copies for the membership.

Now the disk library. As of this printing, there isn't any D.O.M. prepared that I know of. Dale Wooster is spending the holidays in Texas and he's the one that was going to put one together. At least, that's what I think I remember... I think. Well, I'll be putting one together just in case. So either way, there will be a D.O.M. ready for the January Meeting. But you'll need to wait until then to find out what it is. Also, see the article on Crossword Magic. This program will also be in the library courtesy of Merle Barnes.

That's all for now. Following is a listing of the latest stuff in the disk library. Keep on Atari-ing!



"Tips"...

Continued from page 6.

all occurrences both in the middle and at the end of sentences).

Search and replace may also be used to delete words or portions of words in a file. Suppose you had typed "Donald" throughout a document, but wish to change it to "Don." Use the global search and replace function and search for "Donald" and replace it with "Don." The "ald" magically disappears.

Another shortcut in writing is to avoid typing long and repetitious words or phrases. Suppose you are writing about blood pressure and have to use the word "sphygmomanometer" a number of times, just type something like "SP." Then, when you are finished use a global search and replace to replace "SP" with "sphygmomanometer".

Note the spaces surrounding the words above. When searching for individual words, be careful to include a blank space before (and possibly after) the word. Here is an example of what could happen if you don't. Suppose you want to replace the word "be" with "become." If you do a global search and replace, you would not only replace all "be's" that are by themselves, but also all the "be's" in words such as "beyond" and "lobe." They would then read "becomeyond" and "lobecome," respectively.

By putting a blank space before (and after) the word(s) to be replaced and the replacement word(s), this pitfall can be avoided.

Many of the Atari 8-bit word processors have only a 40-column display. Though this isn't ideal for typing tables or columns of data, tab maps can be set up to make this task easier.

First figure out exactly where you want the columns and space over to that point on a blank line. Then, type an unusual (and unused in your table or data) character (like * or +). Finish by spacing over to each new column and typing that same character. Then, delete that line with the delete (or block delete) function.

Set the search word/phrase as the unusual character you chose. Restore the deleted line every time you need the columns and press the appropriate keys to find the next search word/phrase. The cursor will glide along to each new tab position and your columns will line up nicely when the document is printed out. It sounds more complicated than it really is. Practice doing it a couple of times and you'll soon become proficient at it.

These are just a few practical ideas on how to use the search and replace function in a word processing program. I hope they have been helpful for you and that using them will make your word processing tasks easier.

JANUARY						
S	M	T	W	T	F	S
						1
2	3	4	5	6 XM	7	8 GM

FEBRUARY						
S	M	T	W	T	F	S
		1	2	3 XD	4	5
6	7	8	9	10	11	12 GM

MARCH						
S	M	T	W	T	F	S
		1	2	3 XM	4	5
6	7	8	9	10	11	12 GM
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		



When We Meet

N.W.P.A.C. now meets on the second Saturday at 9:00 a.m. of each month.

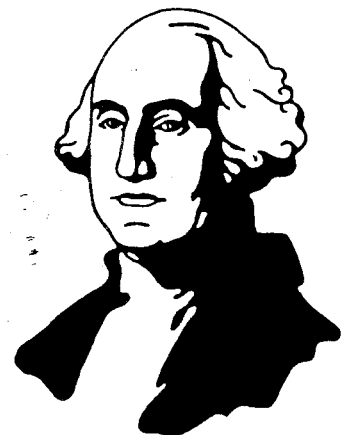
All are welcome to attend. Check the map on the next page for location.

An executive meeting will be held on the first Thursday night at 6:30 p.m. at alternating locations. All members are welcome, but please call ahead of time if you wish to attend.

GM - General Meeting
DeVry Institute of Tech.
2149 W. Dunlap - Room 113
Phoenix, AZ
9:00 am

XM - Executive Meeting
Alternating months
1721 S. Hardy
Tempe, AZ
6:30 pm

XD - Executive Meeting
Alternating months
7113 W. Pasadena
Glendale, AZ
6:30 pm

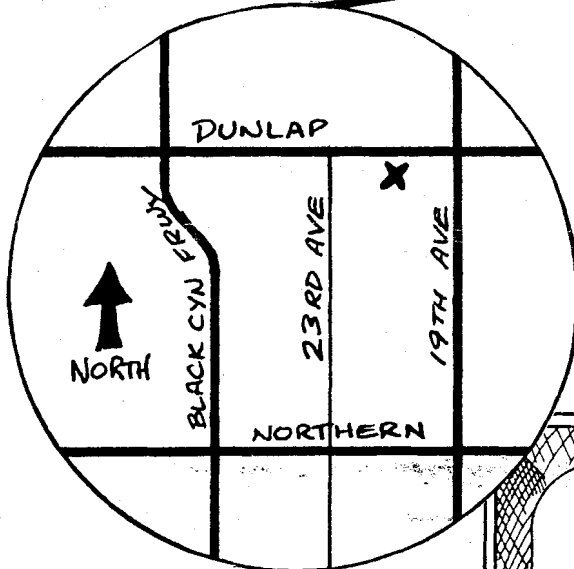
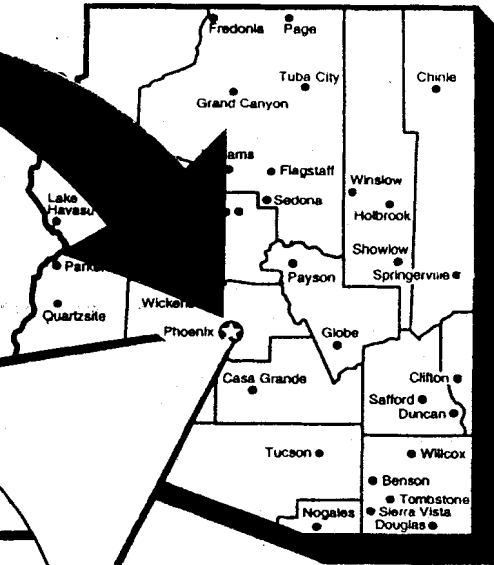


WHERE WE MEET



General Meeting

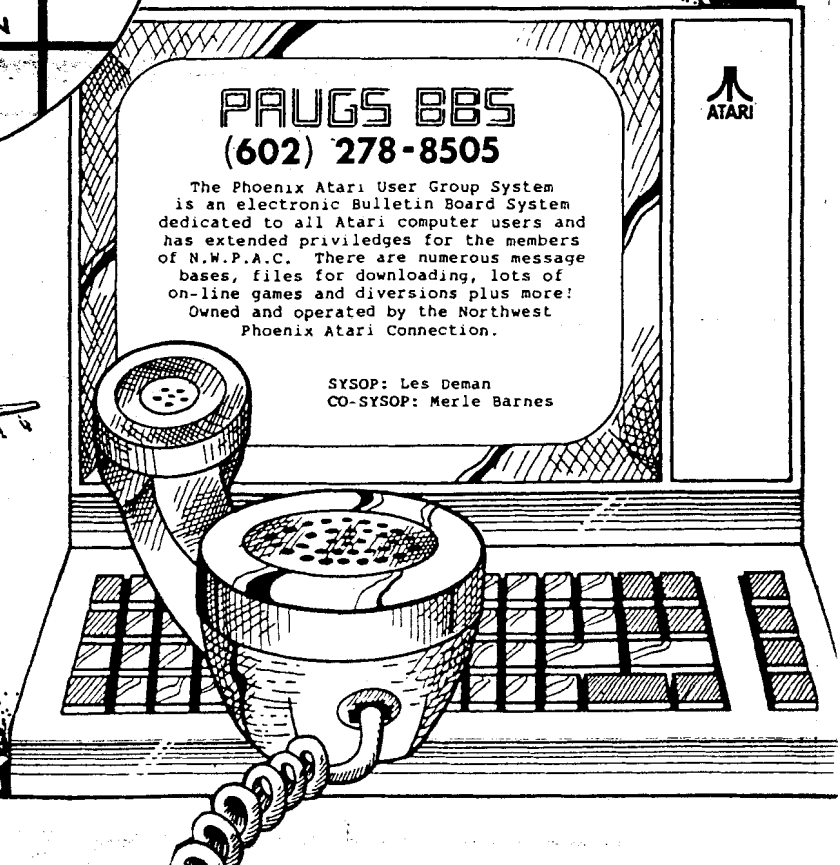
DeVry Institute of Tech.
2149 W. Dunlap - Room 113
Phoenix, AZ
9:00 am




PAUGS BBS (602) 278-8505

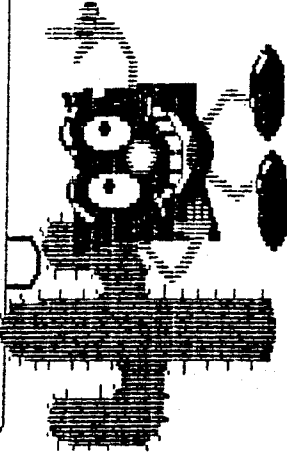
The Phoenix Atari User Group System is an electronic Bulletin Board System dedicated to all Atari computer users and has extended privileges for the members of N.W.P.A.C. There are numerous message bases, files for downloading, lots of on-line games and diversions plus more! Owned and operated by the Northwest Phoenix Atari Connection.

SYSOP: Les Deman
CO-SYSOP: Merle Barnes



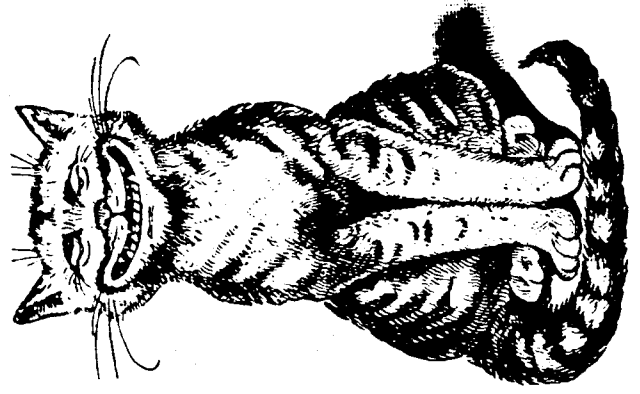
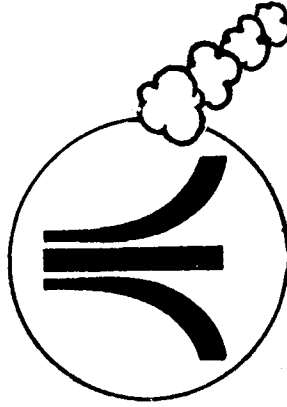


N.W. Phoenix Atari Connection



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NWPAC

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