N.W.P.A.C. is "Cook'n" and "Still Going"
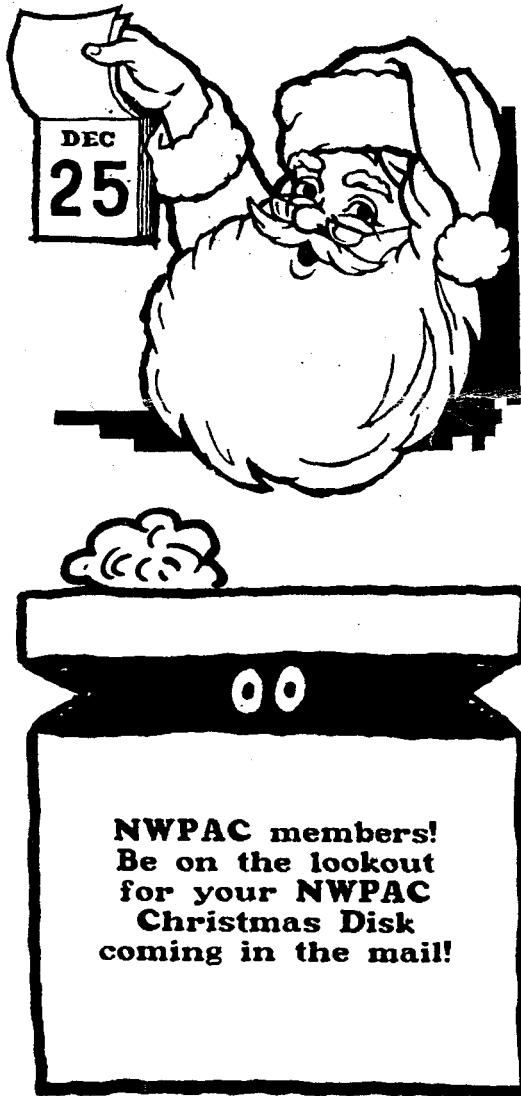
By Dale Wooster
N.W.P.A.C. Prez

Because I have a chili recipe elsewhere in this newsletter I thought I would "STIR" in another recipe here for all the other user groups that are in the N.W.P.A.C. newsletter exchange program "to consume". This recipe should "stir up" some new members for your user group. You might notice also that my article here also "blends" in well with our VP Merle's hot topics in his articles. Are we cook'n or what?

At last month's meeting we were very fortunate to have an unexpected visitor. Paul Bevins, the manager of the Games Plus store in Mesa dropped by to learn more about the N.W.P.A.C. User Group. Most of our older N.W.P.A.C. members have been dealing with the owner of the three Games Plus, Family Video Games and Sofware stores, Renny Mitchell for years and he has always been a square shooter with us.

Paul told us that they are getting requests for Atari 8-bit software a couple of times each week. For some unknown reason people are dusting off their Ol' Classic Atari and using them again. They were quite surprised to learn that N.W.P.A.C. was very active and "Still Going" strong, so look for some NEW faces at future meetings.

During the past two weeks we have worked out a deal with Games Plus that will be a great advantage for both parties. N.W.P.A.C. will supply public domain disks that will be sold at regular P.D. prices ($4.00 ea.) by Games Plus on a 50/50 consignment basis. Our newsletters and flyers will be available to the Games Plus customers along with a catalog of our P.D. library.

I used our P.A.U.G.S. BBS and asked members to submit their favorite top ten programs and games. Your N.W.P.A.C. officers have selected the Games Plus programs from that list. A BIG THANKS for your input on the BBS.

NWPAC members! Be on the lookout for your NWPAC Christmas Disk coming in the mail!

There is ATARI 8-Bit Support!

BECOME A MEMBER OF
NWPAC

The Northwest Phoenix
Atari Connection – 8-Bit

We are now in our 10th year
of supporting the Atari 8-bit
computers and their users.
For just $20.00 per year you
will receive our bi-monthly
newsletter, have extended
access to our club-owned BBS,
discounted prices on our
large public-domain/shareware
disk library, and much more!

Be an active part of the
classic Atari 8-bit world!

Join us today!!!

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NYBBLES & BYTES
Nov/Dec 1994
"Let's Atari"

Editor
John Collins

Contributing Editors
Dale Wooster, Merle Barnes,
Nancy Gibson, John Powell

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Help Key

These folks
have offered
their help to
those who have a problem or just
a question about their Atari. Call.

Merle Barnes 894-9156	Programming Gen Info
John Collins 222-9457	Programming Graphics/DD3
Jerry Harris 846-5812	Repairs
Dale Wooster 846-1575	Gen Info TextPro

Dateline: Nov. 3, 1994
Report By: Dale Wooster

Here it is only THREE days before the N.W.P.A.C. newsletter is supposed to go into the mail and I am still typing at the keyboard. J.C. is waiting patiently for this last article so he can get his final layout finished and get the copies run off. Sorry, J.C.!

Yesterday, my whole evening was spent on the telephone and it was all long distance, geeez, wait till I see this bill! But the news is all good news for our Ol' Classic 8-bit.

I called Rick Detlefsen in Austin (my former stomping grounds) to get some more info about his M.T.G. ad that was in The NEW Atari Classics magazine. I was always impressed with Rick when I was in Austin and I think he is one of the most knowledgeable 8-bitters that I have ever met. And he is "Still Going". His ad has the Super Sketch Graphics Tablet for $12.00 each and that includes the cartridge. He is sending me one and I will DEMO it at next weeks meeting and will be taking orders for it. Look for a complete review in our next newsletter.

Rick also has some NEW programs coming to us very soon so keep an eye out for his Rix DeskMate (Tandy style) and his Rix SpeedIO that will put an end to the one line at a time printing for you folks still using the older printers without buffers.

Now if I could just talk him and a few other programmers into working on some of the 9 pin printer programs so they will perform well with the 24 pin printers. Especially my Star NX-2450R Rainbow Color printer with the ZOOM mode that REDUCES graphics or text DOWN 50 OR 67%. What a neat printer!

I also called Brad out at Best Electronics in San Jose Calif and he says he is still working on his new revision 10 catalog. Because of all the new equipment that he bought, he is estimating a catalog of 250 to 350 pages with over 250 pictures in it. The revision 9 catalog had 48 pages! He also expects the cost to be two or three times more but will hold the price as low as possible. Expect to hear more about this real soon.

In between my outgoing calls, one came in from John Picken in Canada about TextPro. I had sent him some printouts that detailed some problems that I have had with the TP footer command and asked for his opinion. He had just finished a FIVE page letter to me about the problems when he decided to call to cover the details. He will mail a copy to Ronnie Riche also. Thanks for the input John! Hopefully the final

Still Cook'n

From front page

Following is the final list of programs and we are about 99% firm on these but it will take another week or more to get them all ready to go. J.C. will make up some neat zip-lock packaging similar to the way the DOM's were done for the swapmeet. Samples will be available at the November meeting.

N.W.P.A.C.'s P.D. Disk List For Sale
at Games Plus starting in November 1994.

Word Processing
a) TextPro v5.20x Word Processor w/ Help screens
b) TextPro DOC files and macros Two disk set includes my "How To" files

Database/Filing
a) DataX Database
b) EasyFind v2.0

Drawing/Art
a) Pixel Artist Deluxe v1.3
b) Pantheon View by Clay Halliwell

Telecommunications
• a) Bobterm 1.22 modem program
b) Documentation

The Christmas Disk
a) NWPAC Christmas Disk
b) Christmas AMS Music

Game Pac 1
a) 3 Tetris games, XL/XE
b) Megablast, XL/XE

Kids/Education
a) The Noisy Giant
b) Caveman Joe

Word Games
a) Words are Fun! (Wheel)
b) Spellblaster & others

Utilities
a) MyCopyR!
b) Atari DOS 2.5 Tutorial

Moving Graphic Demos
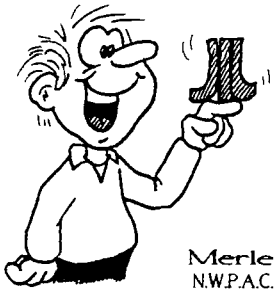a) The Xanth Demos (U.S.A.)
b) Muaddib & Others (imported)

Game Pac 2
a) Miscellaneous Games
b) Miscellaneous Games

release of TextPro will be bug-free and easier to use. Two other N.W.P.A.C. members are also running some tests and when I hear from them, those results will be sent to Mr. Riche also.

'Nuff for now. I'll jump onto P.A.U.G.S. and f-mail this to J.C., our editor, so he can get to bed at a reasonable hour tonight. Thanks J.C. for a continued job well done!

Hey everybody, do your part to help keep the Ol' Classic Atari 8-bit "Still Going"!

From the Veep

Merle Barnes
N.W.P.A.C. Vice-President

John keeps yelling that it's that time again for me to send in my newsletter article. Well, what to write about. This time of year the first thing that one thinks of is ELECTIONS. Next month we will be taking nominations for next year's officers for N.W.P.A.C. and in December we will elect those that volunteered to serve. We do not have any party affiliations (donkeys or elephants), in fact, all officers must be listed as independents, because during the past year everyone acted independently of each other. The new year will have to bring greater cooperation and communications. By the way, November is the time for the BIG ELECTION when we elect State and Federal officials. This is one of the few times in your life when you can actually take part in selecting who will #t@#! (family newsletter) you for the next couple of years.

Well, I got my copy of the new Atari Classics in the mail this week. Not too bad of an edition for the first one. They left room for improvement over the coming editions. Had quite a few commercial advertisements, but even some of those were interesting reading. If you haven't put your subscription in yet, it is time. So far, I know that Dale and I have subscribed. If anyone else has, let us know.

The last couple of newsletters I have been sending in articles (MyCopier and The Last Guardian). My name was not listed as submitting them because I didn't write them. I subscribe to a monthly disk called Study Guides. These guides have articles on program information, shortcuts, hints, cheat information, and reviews. I purchased a years' worth. Unfortunately, the gentleman that puts it together doesn't list the authors' names either. So if anyone out there who reads our newsletter sees an article they have written please send us a note in the mail and we will definitely give credit where credit is due (that includes bad articles as well as good).

Our letter writing campaign may be starting to pay off even at this late date. We sent our list of exchange clubs into Atari Classics and they printed it along with some they added. Then we just got a letter in from MVACE who sent us a list of those that they exchange with since we had provided them a copy of ours in the newsletter. Again they have some we didn't have. I guess it is time to fire up the old letter campaign and send them out to all the newbies we are getting addresses on. Garden City in Canada sent us some disks. JC will be putting them in the club library for everyone. Also got a letter from a group called CACUG, used to be NOAH8, explaining about their club and name change. I will insure that we change their name on our exchange list that we send out this month.

We have a lot of work to be done over the next month. Closing out the year's activities, getting ready for the new officers to take over, putting out an end of year disk for all members to top last year's, which wasn't too shabby. And getting an end of year Library Catalog out to all our friends and neighbors. Going to be a busy 2 months for some of us. Join in and help out all we are asking is 60 days of hard work out of each of you.

TREASURY REPORT

As of October 31, 1994
by John Powell

Beginning Balance	$ 549.14
Income Items	
Renewals	40.00
Disk Sales	3.00
Expense Items	
Atari Classics	34.00
Ending Balance	$558.14

CLASSIFIEDS

Grampa's
" 'PUTE-TER"

By Merle Barnes
(N.W.P.A.C.)

I have often wondered at what age you should begin to use the computer. Now I was already in my 40's when the computer was invented so I didn't have any choice. After 5 years with my 400 and tape cassette I found it did other things beside playing games. Of course I only got to play 5 or 6 games since it took a year to load one program back then. Over the years, my system improved to what it is today, a very respectful out of date dinosaur of a computer, but it's mine. My sons each have their own sets (not as good as mine) but they were in their teens and early twenties when we started computing. But now that brings us to the current time, the time of GRAND CHILDREN. Now I hope I won't upset all my Atari comrades when I say that when my Grandson "Tyler" was born he became my greatest pride and joy and the computer got demoted to second. When he turned about a year old, I was able to enjoy both at the same time as he would crawl up on my lap and just sit there for hours watching me use the computer for games, work, etc... He then created a new word around our house "PUTE". I would come home from work and he would be waiting. Grampa can we Pute? And that was all the excuse I needed to turn it on.

Now he is three years old and he knows how to turn the total system on. He knows how to load the disk in the drive and which side goes up, and he knows how to turn the 130XE on either in BASIC or without. His favorite programs are "The Noisy Giant", Caveman Joe and the Talking Disk for Preschoolers". If anyone knows of programs for pre-schoolers or the very young please drop my a line. I am interested in all programs for the young. Anyway, since he is not too hot with a joystick due to his age I have modified a lot of programs for him to either make the lives unlimited or go up to 99. That way he can play, die, play, die, play and so on for hours without needing help. He also has learned most of the letters on the keyboard but "X" is still his favorite. Something about liking X-Men. Who can figure that logic?

Now during all this time of teaching Tyler about computers, we had privacy and lots of time together to do it. But guess what? My first Grand Daughter "Megan" was born. Since she is now a year old and has full mobility she decided that 'Puting was not just for the male species. When we go on the computer she will run over a grab that empty leg of Grampa's and crawl up. It is a good thing that Tyler knows what to do because I use two legs to balance the both of them and two arms to hold them up and that doesn't leave much for the computer except my mouth "do this or don't do that".

I hope that by the time he starts Kindergarden he will be submitting all his reports on TextPro with Daisy Dot III. Well I can dream, can't I? So back to the original question. What age should you start computing? There isn't any age. If you are 1 or 91 and you can sit down and enjoy yourself on your computer, then that is the age no matter what it is. Well folks, I have to end this article because the doorbell just rang and it's time for me to 'PUTE.

N.W.P.A.C.
Officers
Nominations
in November!

N.W.P.A.C.
Officer
Elections
in December!

Atari 8-Bit Affairs

by Rowland Grant

*F*ine Tooned engineering got a lot of publicity on the cover of the June/July issue of Current Notes. This had the statue of liberty holding a red, white and blue stack of super cartridges instead of a torch. The stack was made up of FTE's R-Time8, Sparta DOS Elite (?) and Xpress. Mike Hohman, owner and possibly sole worker, says that he has been getting MIO boards sent to him for repair. This has prompted him to consider redesigning the MIO and to include 80 column hardware in it. When ICD originally produced the MIO board it went on to develop 80 column hardware. This was never released because Atari announced that it was going to manufacture the XEP80. A catalogue of all FTE's real and projected products has been promised.

*M*ike Hohman is spending most of his time developing hardware items such as the Mars-8 system. As a result he is having trouble keeping up with the normal routine of his business. This has caused him to catch some flack on internet. In a previous article I mentioned that the Mars-8 board might be connected to the parallel bus of the 800XL. Apparently not. Rather, it will plug into internal sockets. The board may not be very large. All of the software could fit into one moderate capacity Eprom. Much of the other circuitry could be handled by a few modern chips. The release of Mars-8 has been delayed again. Apparently Mike is redesigning Mars-8 further so that it can handle the 80 column hardware projected for the MIO boards. Also Mike is trying to incorporate a 65816 microprocessor. One day Mike is going to have to stop developing

and get his stuff into production.

*M*ike Hohman has admitted that Sparta DOS 3.2G is a beta version. He certainly doesn't have time to test it himself or do any more fixes on it. One or two users have reported some trouble with 3.2G, others have reported no problems at all. At any rate the open file bug is present in earlier versions of Sparta DOS. I understand that there is a fix for this in the form of a program, SHELL.COM, that adds search path capability to Sparta DOS and checks for open files.

*A*tari Classics will resume publication late August or early September. Apparently about 200 subscribers have signed up so far. Unicorn has now sent out all 351 refunds to the old subscribers, and it is hoped that they will use the money to continue with the new publishers. Now that the refunds have been made, Ben Poehland has formally resigned his positions in Atari Classics and has sent on all the back issues to the new publishers in California. The name and the logo of the original AC have been transferred also. However they must still negotiate the transfer of the second class mailing permit, perhaps the most valuable asset.

*T*he new editor of Atari Classics is Jim Hood. Jim is also president of the San Leandro Computer Club. Jim Hood is a professional graphics artist. He already publishes a hobby magazine with around 6000 subscribers. Jim feels that he can give AC sufficient attention. Jim has already secured printing and publishing facilities that will permit low cost production of Atari Classics. This means that it could survive with a small user base. Jim uses an ST system to do his publishing. The Jim, Bob Woolley and others involved in

restarting AC have been criticised as being slow in assembling staff, soliciting articles and promoting circulation. However they did acknowledge our Club's subscription with a personalized postcard, so they are organised.

*W*hile we are witnessing the saving of one 8-bit Atari magazine, we may be seeing the demise of another. The June/July issue of New Atari User (No. 68) has not appeared. There were some rumours that it would be out late in July, but there is nothing so far. Persons telephoning Page 6 publishing have been getting an answering machine. Circulation of New Atari User has been dropping rapidly over the last year. The staff is down to the editor, Les Ellingham, and his family. There are rumours that Les Ellingham had fallen ill from overwork and stress. That caused the initial publication delay. Later some announcements were made that subscribers should buy software from the Page 6 mail order service so that there will be enough funds to continue publishing. I presume that the printers want some money up front, and the money has just about run out. Page 6 publishing's mail order service saved it once before. But the 8-bit user base was much larger then. I hope that Les can keep New Atari User going, but the situation looks grim.

*T*he dwindling user base of classic Atari computers has caused others to take a cautious second look. There are rumours that Bob Puff has put the production of his R:P high speed serial/parallel interface on hold. Not only is the market small, but there are difficulties in getting small orders of certain electronic components at a profitable price. Another rumour says that Bob Puff will do a limited production run to keep his promise to his customers.

*A*t the same time, significant software is still coming out for the 8-bit Atari. Textpro 5.20 has been released. It is shareware but the fee is nominal except for the source code. By releasing the source code Ron Riche is allowing others to continue the development of this excellent text editor and word processor. Another interesting development is BW DOS. This is a command line DOS similar to Sparta DOS, however unlike Sparta DOS it is compatible with Turbo BASIC. This DOS has been released as shareware (or freeware) by Bewesoft of Prague. Clay Halliwell has released FlickerTerm. This terminal program may not be the final version as it has no dial menu or protocols. Flicker term handles 80 columns in ANSI mode and VT100 emulation. It handles modems up to 14.4K baud. These features make it easy for an Atari 8-bit to handle MS-DOS bulletin boards. The 80 column emulation is accomplished by screen switching. This does cause the screen to flicker (hence the name), but it is tolerable on a good monitor with a bit of screen persistence.

*W*e have received a copy of "The Complete and Essential Map for the XL/XE". Written by Andrew Thompson and published by TWAUG Publishing, this is the successor to Ian Chadwick's "Mapping The Atari" which has been long out of print. The Complete and Essential Map is in two volumes. The first volume is the Map itself. All the essential addresses are listed and explained. Many are accompanied by code examples. The second volume contains the appendices. They treat just about everything: graphics, sound, BASIC (including Turbo BASIC), Assembly language, the operating system source listing, hardware and peripherals, a glossary and program listings and much more. The books are well turned out with spiral bindings. I understand that the final copy was done using TextPro and Daisy Dot. This two-volume set represents an enormous amount of work by the author and the publishers. It should be on the bookshelves of all Atari 8-bit programmers. Others think so too. David Ewens of TWAUG reports that the book is selling well, and that they are receiving compliments from purchasers. I hope that we can do a thorough review of the book soon. The Complete and Essential Map can be obtained directly from the publishers: TWAUG, P.O. Box No.8, Wallsend, Tyne and Wear, England NE28 6DQ. The price is 16 pounds sterling plus 2.50 pounds for surface mail.

*N*ew additions to the library include Cardstax 2.0. This is a form of hypercard on the 8-bit Atari by David Paterson of the Montreal Atari Club. This program comes to us via Ed Hall in Yellowknife. From NWPAC we have received Pantheon 2.0, a universal picture viewer and printer by Clay Halliwell. The DACE disk of the month for August includes Daisy Dot Pal. This prints Daisy Dot 3 files to the screen so you can check the appearance before printing on paper. Also on the disk are Flicker Term and a tetris type game called Wall. From DACE we have received a disk of the month issued by the San Leandro Computer Club. Among other things it contains Bunny Busters, a shooting gallery game, except that the targets shoot back (diagonal shots too). The disk accompanying Twaug issue 10 contains a number of interesting games and utilities including a fast version of Text Tidier. The Twaug disk and the latest Ol' Hackers newsletter (always a good read) have been posted on Pothole BBS, check them out.

CHILI TIME!

Several times a year I build me a BIG batch of chili in a large slo-cooker. I'm talking a gallon and a half here folks that cooks for several glorious fragrant hours. During this all day cooking I will sometimes call and invite friends or relatives to drop by for a warm "chili" visit. Whatever is left at the end of the day I put into my freezer in single server sizes. There have been a few times that this cooker was EMPTY by nightfall and I would have to make another batch a day or so later, BUT without calling anyone!

John Collins, our newsletter editor can easily consume a good portion of this and has been after me for a long time to write my recipe down, so here it is JC, thanks for the prodding. Give it a try and I hope you like it! Please feel free to modify to suit your own tastes.

Hunts sauce's, Ground Chuck and Jimmy Dean sausage blended into a GREASE-FREE AND WATERLESS MILD CHILI from Dale Wooster in Phoenix Arizona. This is a BIG recipe but you can cut it in half or whatever. This makes a gallon and a half of Chili that is slo-cooked for 6 to 8 hours. Set slo-cooker on HIGH for the first hour while you are adding meats, etc and then turn down to Med-Low for the remaining time. After all ingredients are in put the lid on and set a timer for ONE hour. Every hour, slowly stir from the bottom up using a LARGE ladle/spoon. Of course, I always taste-test at least ONE of those BIG SPOONFULS each hour in a small dish. Can't be too careful you know. <g> Avoid peeking every few minutes!

I use the following:	approx. costs
2- lbs of LEAN Ground Chuck, No Cheap stuff	$4.00
1- lb (or 2) of Jimmy Dean sausage, regular	2.50/5.00
3- 29 oz cans of Hunts tomato sauce, Special Use regular BUT ONLY if you can't find the "Special".	3.50
1- 29 oz can of Hunts Chili beans	1.25
1- 4 oz can of Green Chilies	.40
1- Medium size White onion	.40
1- medium size green pepper	.40
1- 14 1/2 oz can of Hunts Stewed tomatoes	.80

Cut tomatoes into smaller pieces

The ingredients above cost about $13.00 in Sept 94. Add another buck or so for the spices used. The same quantity of store-bought Chili in 15 oz cans would cost about $16.00 at $1.35 each.

FIRST - Combine all the cans into the slo-cooker (set on High) EXCEPT ONE can of sauce. Add this only AFTER all other ingredients are in the pot as you may run out of room.
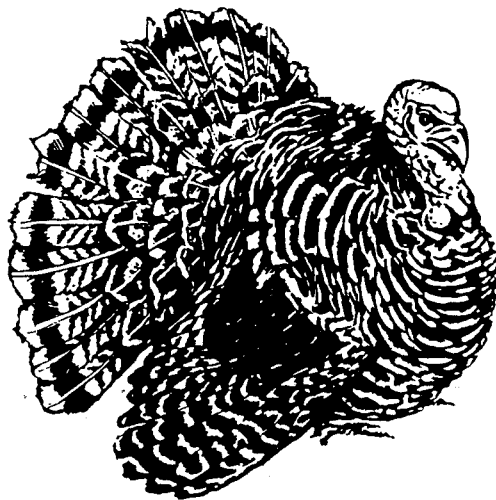
SECOND - Add all spices:
    2 tablespoons Chili powder
    1 tablespoon Lawrys Seasoning Salt
    1 teaspoon Garlic powder
    1 teaspoon Celery Salt
    1 teaspoon Cumin
    1 teaspoon salt

THIRD - Cut and dice the onion. Saute in fry pan with just a little vegetable oil or Pam. Drain on paper towels or rinse in colander. Repeat the same for the pepper and add to the pot and stir in.

FOURTH - Brown the Ground Chuck in a fry pan. Do about one pound at a time so you can break it up easier. I make mine about pea to marble size but you can make it bigger if you want CHUNKY Chili. Drain during cooking and then when its all browned, rinse with water in the colander. Add to pot and stir in. Next, do the same with the sausage. Use 2 lbs if you prefer a meatier chili.

After ALL ingredients are stirred in turn the cooker to MED/LOW. Makes about 6 quarts or 24 cups. Serve with oyster crackers or ???. I put a bottle of tabasco sauce on the table for those that like it hotter. Grated cheddar cheese is also good with this.

Invite some friends to "drop by" for a bowl of chili. A "Chili" day is always welcome in Phoenix, The Valley Of The SUN!

Another TextPro Update

From Dale Wooster,
Phoenix, Arizona

Here it is TWO MONTHS LATER and it's time for the N.W.P.A.C. newsletter to go into the mail once again. I have been trying since July to find out which DOC files I was supposed to use in making the TextPro v5.20X manual but as usual I have not had any answers to my last two letters that I sent to Ronnie Riche... So what else is new, RIGHT?! I have written my LAST letter to him and I refuse to spend any more money on long distance calls.

I have almost finished my TextPro v5.20X Documentation Manual by using the files from the distribution disk that was released June 30th, 1994. As a matter of fact I have been working on them for THREE DAYS in order to have a complete disk set ready to be sold in the Phoenix valley's Games Plus stores. See my "From the Prez" article for details.

The Games Plus TextPro disk is designed for a new user, but an ol' pro will also like it, I'm sure. Over the years I have conducted TextPro classes for the club members and this has made me aware of what they had problems learning as far as using a word processor goes and because of these findings I decided to make separate files to focus on those problems. My "How To" files are easy step by step walk-thru's that covers every detail. My disks will have all of the original DOC files with the section numbers, etc., but any paragraphs that are not directly related to learning the v5.20X program has been deleted. So if you want to know the TextPro history and other stuff like that be sure and get the original ARCed DOC files. I keep those here in their original unedited format. The Games Plus TextPro DOCs are for the 5.20X version ONLY and they include my NEW "How To" files that covers several subjects as listed below:

How To: make your own TextPro disk.
How To: use the TextPro Menu/Disk DIRectory.
How To: use and make macros.
How To: preview your document onscreen.
How To: make a manual printout.
How To: catalog your disk library.
How To: segment LARGE 60K Plus files.

This TextPro disk contains a SUPER set of MACROs that really makes several tasks very simple. My Macro COMMANDS on this disk include:
OPTION/CTRL D - load disk DIRectory into the editor.
OPTION/CTRL E - Print PREVIEW Columns 1 to 40
OPTION/CTRL R - Print PREVIEW Columns 40 to 80 Plus
OPTION/CTRL S - SAVE to D8:RAMdisk
THISDISK.DOC macro loads operating instructions directly into the editor after booting. The TPHELP macro is also in this set, PRESS the HELP key for onscreen HELP menus.

I have also finished the older DOCs that covers the 4.5, 4.55, 4.56 and 5.0 versions. This "generic" manual will be ready by the end of November and it will have a binder and a NON-color cover PIC. This manual has all of the original files including the README's and Appendix's A, B

& C BUT it is a real headache to go through to pick out YOUR versions Commands, etc. Each of these versions have command changes and in the next couple of weeks I will have my COMMAND chart files ready FOR EACH VERSION. Either tell me which version you want printed or print out the one you want yourself. All FOUR sets will be on disk. The reason I did all four was that some users have told me that they are sticking with the version that they are currently familiar with because the DOC files were very confusing due to all the versions released.

My TextPro Manuals will be ready to be shipped to all that have been waiting for them by the end of November. Both TextPro manuals are printed with NLQ print on both sides of single sheets with TOC/index, page numbers and they have a professional binder with a clear cover front and rear. Priority mail is used for all shipments in the USA and that $2.90 charge IS INCLUDED in the pricing as follows;

$ 9.00 - TextPro versions 4.5, 4.55, 4.56 and 5.0. With B/W cover PIC. Specify which COMMAND charts you want printed.

$12.00 - TextPro v.5.20X 6/30/94 release with COLOR COVER PIC, NLQ, Expanded, Underlining and other print enhancements to highlight option titles, etc. Add $4.00 if you want the TextPro v5.20x TWO DISK SET that I made for Games Plus.

Add $4.00 if you want TWO MORE disks full of support files such as macros and the ARCed DOC files. Most of the older macros can be modified to work with the newer versions.

Send a check or a money order. Money orders will get you a shipment within 48 hours but checks will be held 8 business days. Please believe me when I say, this is a NON-PROFIT venture on my part. I do this as a service to my fellow Atari 8-bit classic users.

For more information, please write to;
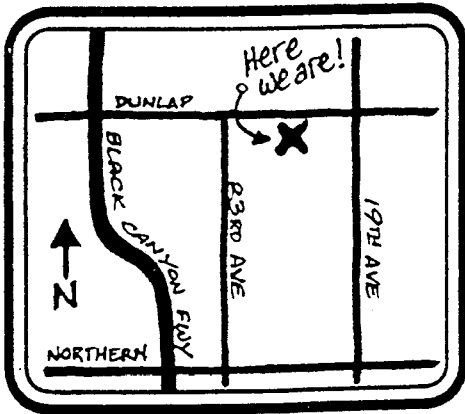Dale Wooster, 7113 W. Pasadena, Glendale AZ 85303. Phoenix area.

9

NOVEMBER
1994

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12 NWPAC MEETING
13	14	15	16	17	18	19
20						
27						

DECEMBER
1994

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6	7	8	9	10 NWPAC MEETING
11	12	13	14	15	16	17
						24
						31 PARTY HEARTY!

When We Meet: N.W.P.A.C. now meets on the second Saturday at 9:00 a.m. of each month. All are welcomed to attend. An executive meeting is also held on the first Thursday of the month at 6:30 p.m. at alternating locations. All members are welcome, but please call ahead of time if you wish to attend.

Here we are!

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General Meetings are held at:
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Phoenix, AZ 85014
***   Room 112   ***