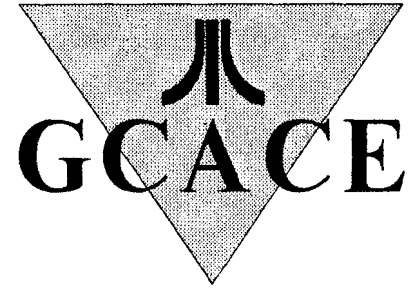


# XIO3



*Garden City Atari Computer Enthusiasts*  
*1003 Amphion St. Victoria, B.C. Canada V8S 4G2*

SEPTEMBER/OCTOBER 1998

## ATARI® NEWS AND RUMOURS

*by Rowland Grant*

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# ATARI®

Almost a decade ago, Richard Tsukiji organized a series of World of Atari shows. These shows were very well attended, and were financially successful. The shows catered mainly to Atari 8-bit and ST computer users. Now Richard and others have organized World of Atari '98. The show was staged in Las Vegas on August 21-23 1998. This time the show's main theme was video games. Not just Atari games either, but all the classic video games. About one hundred visitors, mostly classic video game collectors, turned up. An auction of old games and Atari memorabilia was held. I understand that this was not very successful as the starting bids were too high. While the Atari 2600 game console came out more than twenty years ago, I was surprised to learn that at least two new games were released for it. One of these, called Alfred's Challenge, arrived from France. The show also included video game tournaments. Not just of classic games either.

BattleSphere has been declared complete and ready for publication. The creators of Battlesphere were present at the World of Atari '98, and the game was demonstrated. The Show sponsored a networked BattleSphere elimination contest. The crowd was very impressed, BattleSphere is generally considered to be the best Atari Jaguar game. There will be some difficulty getting it into the hands of Atari gamers however. BattleSphere has to be encrypted to run on the Jaguar. Unfortunately Hasbro can't find the encryption key. There are rumours that Scott Legrand is trying to circumvent the need for encryption, with some encouragement from Hasbro.

See *News and Rumours* on Page 4

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### MEMBERSHIP

Membership dues are \$25 per family per year. Membership includes a subscription to this newsletter, access to over 1000 8-bit public domain disks and over 2 gigabytes of ST public domain software and increased time and upload/download ratio on the club BBS, Pothole. It can be reached by modem at (250) 642-6795.

### MEETINGS

Meetings will be held in the Nellie McClung branch of the Library at 3950 Cedar Hill Road (corner of McKenzie) on the fourth Thursday of each month. All meetings are at 7 pm. There is no meeting in the month of December.

## EDITORIAL

The newsletter was late this issue for a couple of reasons, but most of the blame rests on me. Our endless summer has had me doing things outside that didn't involve using a computer. We had a couple of executive meetings at my house where the weather was nice enough to enable us to conduct them outside on the patio. Most of my summer was spent repairing damage to my car that came from an accident. John Picken and Dan Moen got commandeered to help, for which I thank them.

Now is the time when being outside doesn't have the attractions it did in summer, so finally the newsletter will get out. Sorry it was late.

*Dond*

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Bellcom disks John Picken 598-2386  
DOS & Operating System John Picken 598-2386  
Games Ted Skrecky 598-6173  
Programming John Picken 598-2386  
Bob Nex 642-6358  
Word Processing John Picken 598-2386

### 16/32 Bit Applications:

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Games Ted Skrecky 598-6173  
Telecommunication Ted Skrecky 598-6173  
TOS & Operating System John Towler 382-5083  
Word Processing Gord Hooper 475-0857

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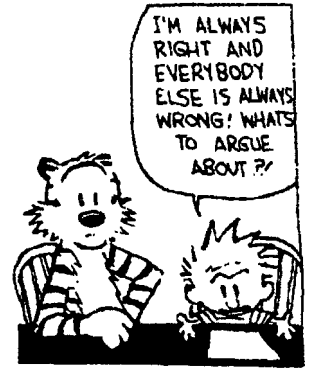
Repairs, Sales, Upgrades Steve Lemmen 595-7811  
Modem & printer setup John Picken 598-2386

### Other Computers:

Apple Macintosh John Towler 382-5083  
Commodore Amiga Ted Skrecky 598-6173  
IBM's and clones Rowland Grant 598-3661  
Bob Nex 642-6358

# PEEKing Around

by Gordon F. Hooper



...JOHN TOWLER got the emulation software so that he can now run ST programs on his Apple PowerPC, as he demonstrated at the September general meeting. Naturally, as soon as he brought the computer to the meeting, it decided it wasn't going to run the emulation software. John managed to get it to work shortly before the end of the meeting, so we saw it working. Having got the software, he was able to sell his TT to BRUCE FUNK, who has had fun playing with it... TED SKRECKY reports that his job is no longer going to be downsized, so games program salesmen will still be able to feed thier families... Brother DOUG also reports that even if his job with BC Tel is eliminated, he has seniority rights, so should stay employed... NOEL BLACK will miss a couple of meetings because he is going to dog obedience school. Actually, it's his dog that will be attending, Noel just has to drive her back and forth. Noel says he still is looking into the idea of setting up a BBS. He has contacted the Apple II club (Apple II's use the 6502 chip, the same as the Atari 8-bit) and they would be interested in the BBS if Noel sets aside some hard drive space for them... ED HALL, who used to live in Yellowknife, now is temporarily residing in Saskatoon... Thanks to Doug Skrecky for the following joke. During a recent publicity outing, Hillary sneaked off to visit a fortune teller of some local repute. In a dark and hazy room, peering into a crystal ball, the mystic delivered grave news.

"There's no easy way to say this, so I'll just be blunt: Prepare yourself to be a widow. Your husband will die a violent and horrible death this year."

Visibly shaken, Hillary stared at the woman's lined face, then at the single flickering candle, then down at her

hands. She took a few deep breaths to compose herself. She simply had to know. She met the fortune teller's gaze, steadied her voice, and asked her question.

"Will I be acquitted?"... Next are a couple I came across recently. Reggie owned an elephant, but the cost of feeding it was getting out of hand. Then he got an idea. He had seen elephants lift one leg, and even two legs. Once in a circus, he'd even seen an elephant lift three legs in the air and stand on just one. So Reggie announced to the world that he'd pay ten thousand dollars to anyone who could make his elephant stand in the air on no legs. However, each person who wanted to try would have to pay a hundred dollars. People came from near and far. They tried everything from coaxing to hypnotism, but no one could make the elephant rise in the air. Then one day a blue convertible drove up and a little man got out and addressed Reggie: "Is it true that you'll pay ten thousand dollars if I make your elephant get off all four legs?" "Yes," Reggie said, "but you'll have to pay one hundred dollars to try." The little man handed Reggie a one hundred dollar bill. Then he went back to the car and took out a metal club. He walked up to the elephant and looked him straight in the eye. Then he walked behind the elephant and swung hard, hitting the elephant smack on the testicles. The elephant let out a roar and flew up in the air. After the little man had collected his ten thousand dollars, Reggie was very depressed. he'd only taken in eight thousand dollars and now he'd not only lost a couple of grand but he still had the problem of feeding and housing his elephant. Suddenly Reggie got another inspiration. He knew that elephants could move their heads up and down, but had never seen one move from side to side. So he announced that he would pay ten thousand dollars to anyone who could make his elephant move his head from side to side. However, each person who wanted to try would have to

pay one hundred dollars. People came from near and far. They paid their hundred and they tried, but, of course, none succeeded. Then just when things were going well, a familiar blue convertible drove up and the little man came out. He addressed Reggie: "Is it true that you'll pay ten thousand dollars if I can make your elephant move his head from side to side?" "Yes," said Reggie, "but you've got to pay me one hundred dollars to try." The little man handed Reggie the one hundred dollars. Then he returned to his car and took out the metal club. He walked up to the elephant. "Do you remember me?" he asked. The elephant nodded by shaking his head up and down. "Do you want me to do it again?" The elephant quickly shook his head no... The late Dr. Kinsey was questioning a group of men about the number of times they had sex relations with a member of the opposite sex. In response to his question, a group of men raised their hands to indicate that they had sex every night. Then some said they had relations ten times a month. A small group said they only did it about four times a mnoth. Finally every man in the room had been accounted for except one man who was sitting in the back of the room. Dr. Kinsey moved closer to him. "All right. How many of you have sex relations only once a year?" "ME! ME!", the man said, waving his hand wildly and wearing an ear-to-ear smile. "Fine," said Dr. Kinsey. "But why are you so happy about it?" "Because tonight's the night!" the man explained with glee...

Some of the creators of famous classic Atari games and equipment were present at the World of Atari '98. They served as keynote speakers and took part in workshops and other events. Speakers included Don Thomas, Rob Fulop (Missile Command 2600), Dan Kramer (5200 trackball), Jerry Jessop (Atari 2600 project), John Harris (Jawbreaker and Frogger for the Atari 8-bit Computers), Dave Staugus (Millipede and Krull 2600). About the early Atari, Dan Kramer said: "I can tell you it was a fabulous place to work. And it wasn't our imagination that we were doing some of the coolest, funnest, neatest stuff we've ever encountered. It was a circus all day long, but we did the work and turned out product."

Namco, creators of the classic games Pac-Man, Pole Position, and Dig Dug, sponsored the Museum Exhibit at the World of Atari '98. Interesting Atari items in the museum included the Graduate Computer Keyboard adapter for the Atari 2600, the Atari Cosmos (a holographic game system), the Atari Mirai game system based on the Atari ST, and the original Virtual Light Machine - the Atari Video Music (1976). The Atari Historical Society also exhibited many rare items. In addition, functioning classic arcade machines were placed throughout the exhibit hall for all to play.

Vendors of Atari computer products were present at the World of Atari show. Dealers such as Best Electronics, B&C Computervisions, Emulators Inc., Wizztronic, Steve's Computer Technology had a wide array of products for sale. There was some talk beforehand that the new Milan TOS computer might turn up at the World of Atari 98 show, and maybe Centec's new computer too. However they didn't

appear. The main computer exhibit was Darek Mihocka's Atari ST and Apple Macintosh emulation software.

Certainly the Milan computer exists. It was introduced at the Frankfurt computer fair. It has been released for sale, and there are reports from users who have bought Milan computers. Godfather Computers in the U.S. requested email from Atari users who would be interested in buying the Milan Computer in the U.S. The response was very encouraging. Apparently an English version of the Milan will be available soon. Godfather Computers intends to import a copy for testing. If the Milan checks out, Godfather will accept orders for the Milan. The Milan computer is housed in a designer styled tower case. It comes with 16MB RAM, 1.2GB hard drive, 1.44MB floppy drive, keyboard, mouse, 2MB video card and will sell for \$899 (US), plus shipping. The mother board of the Milan has many expansion slots: 4 PCI, 3 ISA, 2 IDE, 4 EDO RAM card slots. There is also a battery driven clock, a parallel port for printers, a serial port running at 19200 baud and a second serial port running at 230600 baud. The German release of the Milan computer comes with bundled software. This software was specially modified for the Milan. It comprises Papyrus, Texel, Draconis, HD Driver, Pixart 4.4 and Smurf. It is not known whether English versions of this software will be available.

What makes the Milan special is its new TOS 4.5. And with it is Milan MultiOS, a flexible and stable pre-emptive multi-tasking system. This system is remarkably compatible with existing ST software. A large list of conforming software has been published. At the heart of the Milan is the Motorola 68040 microprocessor. The designers decided to get the Milan computer out with readily available 68040 chips. However they expect to have a supply of 68060 chips later this year. The Milan computers with the 68060 will cost

more of course. However, the makers promise that the cost of the current 68040 Milan plus a 68060 upgrade will be no more than the original cost of a 68060 Milan. Milan's designers have no interest in using a PowerPC chip. A powerPC would require a completely new TOS for one thing. Also existing software would have to run on the PowerPC in emulation mode. That would not provide much improvement over the 68040. The designers of the Milan doubt that there is a market for a PowerPC TOS based computer.

The main attraction of the Milan computer is the relatively low price. A corresponding Hades computer would cost more than twice as much. The only TOS computer that would come close to the Milan in price is the C-Lab Falcon MK X, which I understand is still available. However the C-Lab equipment does not include as much hardware as the Milan. Originally, the Falcon could be upgraded to 14MB of RAM with a special card from Atari. However it was much cheaper to buy a board that would take SIMM cards. At that time it took four 30-pin SIMMs, each with maximum RAM of 4 MB. Now a SIMM adapter is available that has one socket using a 72-pin SIMM RAM card. These SIMMs are available with 16MB of RAM at low cost. The adapter is available from Systems For Tomorrow.

Mario Becroft of Auckland New Zealand has devised a serial mouse interface. It is a small box with a serial mouse plug at one end and a cable that plugs into the mouse port at the other. Mario maintains that this is the best replacement for the Atari mouse. PC serial mice are common and cheap. The interface doesn't tie up the serial port, or require special software drivers. Also one can use track ball, touch pads and other serial pointing devices. The

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interface is available from Mario Be-croft for \$25 (US). Mario also has an IDE interface for the ST. This will be cheaper than the current SCSI inter-faces. It will allow IDE hard drives or CD-ROMs to be used by the ST. However the IDE interface is not ready for sale as yet.

Michael Grove is considering the production of a small card for Fal-con computers. It will have 15 pin VGA, 9 pin VGA, 13 pin Atari moni-tor connector, SVHS, composite out, oscillators for external video clock and external DSP clock. It should mount in a standard Falcon case and will eliminate the additional length that standard adaptors add to the rear of the case. He calls this project the Ferrit.

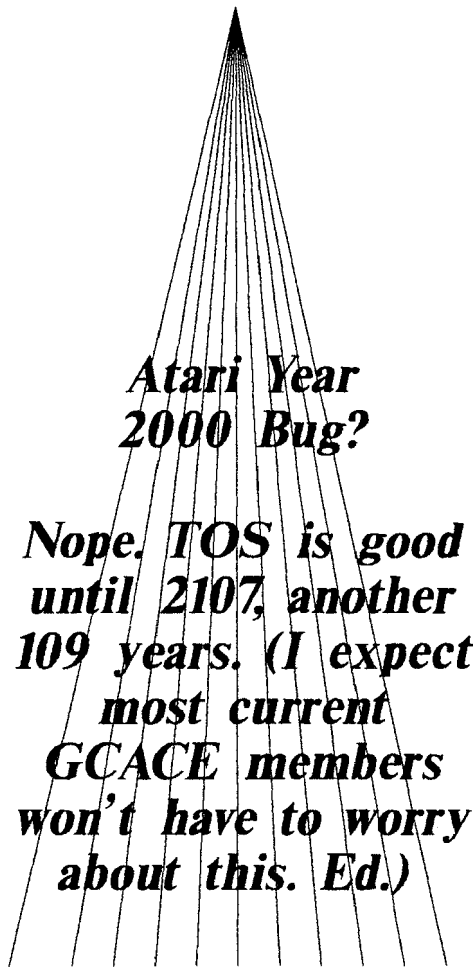
ASH have updated both their In-ternet packages into newer ver-sions. The web browser CAB 2.7, PPP-Connect 1.4, Fiffi 1.10 and Emailer 1.1. However, the English versions may not be ready. There seems to be a delay of a months or two in translating the German. There is software called GEMTrade that will take a German document and produce an English alternative. GEMTrade can even function as a module for the CAB web browser. German web pages can be instantly translated while on-line. Don't know how effective this is, but GEMTrade is available from Systems for Tomorrow (SFT) for \$19.99. SFT also have a new Falcon game, from RebelSoft, called Crown of Creation 3D. This is a space combat simula-tion with some film sequences, all in true colour, price \$39.99.

There is a continuing stream of freeware and shareware for TOS computers. Frank Rothkam has re-leased IFORM, a complete music programming environment based upon the Forth computer language. It does input handling, multipro-cessing, MIDI, random functions, graphic & mouse controls, sliders, Csound score generation, Sys-X for synths, screen-savers & more. Any

ST with 1 MB and NVDI will run it. Then there is GEMjing 1.30, recently re-leased by Gvtz Hoffart. GEMjing is a sound sample player. It can handle most sound sample types, and can be oper-ated by other applications such as CAB. MyMail is a mail reader by Erik Hall. It is now up to version 0.66 with lots of bug fixes. Gary Priest has updated POP-watch to version 2.61 and NEWSwatch to version 2.11. POPwatch works with STiK and STinG and allows you to see your mail at the providers POP-server before downloading. NEWSwatch al-lows you to send and receive Usenet News articles. John Rojewski has fixed bugs and added features to his popular NEWSie software. It handles email, news and FTP and is at version 0.90. There's still lots of life in the TOS world.

problem. I'm told that TOS has a valid date range from 1980 to 2107. So our ST computers are good for another 109 years before TOS has to be redone.

And now for some trivia. How did Atari get its name? Answer, Nolan Bushnell chose it. Er, not exactly. I am indebted to Graham Thornton for the following information. In 1972 Nolan Bushnell, Ted Dabney and Larry Bryan decided to create and market a video game. To become a partner, each man had to put up \$100 for the project. They needed a name. Looking through the dictionary they came across the word Syzygy, which means a straight line configuration between three ce-lestial bodies. An apt name for a part-nership between three astronomy stu-dents. But Larry Bryan decided he couldn't put up his \$100 share and pulled out. Bushnell and Dabney set up shop in Santa Clara and tried to incor-porate the business. The California Secretary of State's office, which regu-lates corporations, informed them that the name Syzygy was already taken. They tried BD Inc and DB Inc with no success. However, Bushnell and Dab-ney were keen players of Go, a Japa-nese strategy game. So they made a list of several Go terms to see if one would be acceptable as a corporation name. The first choice was "Sente", which means I have the upper hand. The second choice was "Atari" which means I have you surrounded. The third was "Hanne", an acknowlege-ment of an overtaking move. Some of-ficial in the California Secretary of State office approved "Atari". Bushnell and Dabney designed a logo, they com-bined the "S" from Syzygy and the "A" from Atari. Later an advertising agency reworked this design into the famous Atari "fuji" logo, which is a stylized "A" with a straightened out "S" in the mid-dle. So it could have been the Sente 800 or the Hanne 1040 ST. But some bureaucrat decided that Atari was pref-erable. It was a good choice.



There is much talk these days about the year 2000 bug and the chaos that will occur if it isn't fixed in time. For users of TOS computers this isn't a

# Catalogue Update

by Ted Skrecky

I finally decided to do something about getting a catalogue update done for the ST library. Work has now been completed on Version 4.4 in which five disks have been added, bringing us up to Disk #210. The material I have filled these disks with has come from three different sources. Cliff Bouvette allowed me to borrow some disks containing PD programs which he got from a computer club back east. I have gone through these disks and put some of the more interesting stuff into our library. The other two main sources I have been pillaging from are the Atari ST FTP sites on the Internet and also from the Suzy B CD collection. The catalogue listings for the Suzy B CDs are huge and I must admit I have only read a small portion of the listings so far. I probably don't even need to bother with downloading files from the Internet because those CDs are packed with all sorts of groovy programs and checking out this stuff should keep me busy for a few years to come. I am hoping to find the time to get another update done to the catalogue in the not too distant future. I am currently working on Disk #211 which is almost filled.

The Atari SIG on the Freenet has now been properly set-up. When you logon the Freenet, just type the letter "g" and then type "Atari". The Freenet has given Gordo and myself some awesome super-powers which allows us to modify and basically screw-up the entire SIG. I have gone into the listing for the Atari WEB sites and deleted most of the links. WEB sites are always coming and going and when I recently checked the links on the Atari SIG, I noticed that most of them lead to nowhere. There are now only six links to Atari Web sites in the Atari SIG. Once I have finished playing my latest fa-

vourite PC game in which I run in and out of buildings, blowing-up everything with sticks of dynamite, I will see what I can do about adding some new, and hopefully interesting, Atari WEB links.

Value Village is a good place to visit if you enjoy looking at old computer equipment. The computer section is located at the back of the store. I have seen Atari computer stuff in this area but prices always vary greatly. In the last few months I have seen at SC1224 priced at \$10, another SC1224 priced at \$30, a SM124 (mono) priced at \$50 and an Atari mouse priced at \$14. One monitor I recently saw was an impressive-looking SC1435 with a grey-coloured case. It was priced at \$44. Although a label on the monitor said it was an RGB, the monitor connector for the computer was not compatible with the 1040ST/MEGA series computers. I think the monitor was for one of those old Atari IBM 286 compatible computers or perhaps it was for one of those Atari TTs. On the bottom of the monitor I saw the original price-tag which was \$455. Anyways, somebody in Victoria bought it because the next time I visited Value Village, it was gone.

The most hideously ugly computer system known to man has arrive at computer stores in Victoria. Yes, I am talking about Apple's new system, the IMac. It looks like some type of Fisher Price toy because the casing contains a lot of transparent plastic. The keyboard also looks rather anemic, in my opinion. Because the system looks so cheap, I thought the price-tag for the unit would be around \$599 but it is actually priced at \$1,900.

One major system defect is that the IMac's motherboard and the monitor are combined into one solid unit. This is very bad news because monitors do have a tendency to die or develop annoying faults such as a jittery screen. If

the monitor on an IMac becomes defective and it can't be repaired, you probably would have to junk the whole system. Everything is much simpler with a system with a separate SVGA monitor because those monitors are easy to find but try and get an IMac fitted with a replacement monitor could easily be mission: impossible due to a number of factors such as Apple no longer supporting the IMac series or perhaps Apple no longer being in business. Another interesting thing about the IMac is that it doesn't have a disk drive. If the hard drive on an IMac goes "kaboom", all data would be lost because you don't have a disk drive for making back-up copies of important data. Of course, I have heard that you can buy a separate disk drive for the IMac but it is a rather expensive addition.

I read in a newspaper article that Apple plans to sell a significant number of IMac's to people who already own Mac systems. Having suspiciously sniffed at the casing of an IMac, it just doesn't smell like the kind of system that anybody who already owns a computer would want to "upgrade" to. My computer geek senses tell me that only people who don't know any better would buy an IMac. Of course, I could be wrong, especially since when I am at work, I always enjoy going into the stockroom and, when nobody is looking, snort-away on a black felt-marker.

Well, I don't have anything else to say so I will end this report by listing all the new disks I have added to the library as follows:

NEOICONS.LZH 443K #205-Twenty-Five .NIC files featuring 2,500 NeoDesk icons. ROADKILL.LZH 263K #205-Road Kill. A car racing game for one player. Drive into people & watch the body parts fly! SUPERPAC.LZH 65K #205-Super Pac Man by Eddies' Cat (October 1997).

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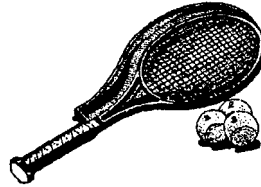


# Talk About Nostalgia!

by Rowland Grant

The July general meeting had no topic, no president or vice-president to chair the meeting and no coffee. However the meeting went on anyway. We sat around for a couple of hours talking about computers, but not always about Atari computers. At one end of the table, a discussion led by Ted Skrecky focused on problems with Intel computers. At the other end we discussed Macintosh computers, since a few of us now possess Macs. An elderly Mac Quadra has come to stay at my house. And John Towler is the proud owner of a new Mac G3. John has sent to Systems For Tomorrow for the MagicMac ST emulator. This will enable John to run his ST software on the

## ⤴ ATARI® 8-Bit Tennis!



Macintosh. Perhaps we can look forward to a demonstration of MagicMac at a future meeting.

Searching through garage sales and thrift shops, Cliff Bouvette has recently acquired various pieces of Atari 8-bit equipment and software. Cliff brought some of his finds to the August meeting. There was an Atari 800, a 810 drive, an Atari 800XL and a 1050 drive and a

variety of accessories. Cliff demonstrated some cartridge games including Atari Tennis.

Cliff proved to be a rather skillful tennis player (at least on screen). He also had a collection of old Infocom text adventure games. Talk about nostalgia!

### ST Library

Continued from Page 6

**MUSIC** 1DSK #206-A collection of .MOD music files (player included): BATDANCE.MOD, BEYONDTH.MOD, CHICAGO.MOD & LETSHEAR.MOD.

CALFONT1.LZH 444K #207-Collection of Calumus Fonts. DEADMI-DLLZH 3K #207-Text file dealing with the replacement of the MIDI out chip. GDOS9PIN.LZH 310K #207-Collection of 14 GDOS fonts for 9 pin printers. ST2VGA.LZH 4K #207-Text file on how to make a cable to connect an ST to a VGA monitor.

CALFONT2.LZH 456K #208-Collection of Calamus Fonts. COLORMIX.LZH 15K #208-The color reg-

ister mix utility is provided to aid programmers in utilizing the full range of colors on the Atari ST (tm) in Medium Resolution. MURDER.LZH 169K #208-Murder on the Dairy Express text adventure. NOTE: Do not place files in a folder. TRANSRSC.LZH 6K #208-This program is used to convert regular .RSC-files into assembler source files. UNLOCK.LZH 1K #208-Unlock is a quick little GEM program mainly for program developers whose programs have crashed with windows open and the screen updating locked. WORKSHOP.LZH 106K #208-The ST Assembly Language Workshop Volume 2 by Clayton Walnum. Info & programs.

AB4.LZH 213K #209-Alien Busters 4. A multi-player game. CALFONT3.LZH 414K #209-Collection of Calumus Fonts. COOLTRIS.LZH 51K #209-1 or 2 player Tetris game. Read the file called TETRIS.TXT for info on how to start the game. DOOM074.LZH 86K #209-Run DOOM WADs on a Falcon

030. Note: This program has not been tested.

AUTOCPLZH 3K #210-AUTO CPU speed setter for Mega STE's. 8mhz/16mhz with cache. BIG\_BOB.LZH 14K #210-Big Bob the Finder Version 0.92. ACC/PRG. Allows you to quickly find files or folders. You can even have it search for text strings in files. CALFONT4.LZH 464K #210-Collection of Calumus Fonts. ROBBOP95.LZH 66K #210-Robo Bop Version 1.95 allows you to create rhythm patterns by pasting notes into grids. Rhythms are played as MIDI notes so a MIDI drum machine or synth is required. TWELVE.LZH 135K #210-TWELVE is the entry-level version of PRO 24, allowing 12 tracks of MIDI data to be recorded and edited with synchronisation via MIDI clocks. 1 Meg of RAM & Mono Monitor required. ZMDM.LZH 98K #210-Zmodem file transfer protocol. You can use this with Interlink (Pull down on "FILE" and select "Execute Program").

## 8-BIT AFFAIRS

All Atari 8-bit computers output a colour TV signal. The screen resolution and 40 column text format was designed to make use of a TV. However most Atari 8-bit computers also have a monitor port as well. Monitors usually give a better image than TV sets. The monitor output on some Atari 8-bit computers provides the option of using composite video or using video split as chroma (colour) and lumina (intensity). Sound is also on a separate channel, and can be run into an audio amplifier. A number of monitors were sold that made use of the separate chroma and lumina. This gave a much clearer image, especially for text. Popular monitors of this type are the Commodore 170X and 180X series. As VCRs became popular, many TV's were equipped with a composite monitor input. Nowadays, some TV's are supplied with a S-video input. S-video handles separate chroma and lumina video. Still, TV's seldom give as crisp an image as a monitor. As far as I know, nobody is selling new composite monitors. In fact the only common monitor available at present is the VGA

# IDE Interface for the 8-Bit!

by Rowland Grant

monitor used by PC's and Macs. Now there is a device that allows you to connect a video source to a standard VGA monitor. It is called "JAM" and is made by AIMS Labs. The JAM device is often available at video game dealers since game consoles with S-video output can use it. Bob Woolley used a JAM to connect his Atari 8-bit to a VGA monitor and reports that the image is significantly better than anything that he has seen before. Others have reported similar results. Text files are especially clear. The only Atari 8-bit computers that can make full use of JAM are the Atari 800 and the XE series. The Atari 600XL and 800XL lack the chroma output and the 400 lacks monitor output altogether.

Bo Schreurs reports that the POOLDISK TOO CDROM will be released on October 24th. He mentions that Ian Chadwick gave permission to include the book Mapping the Atari in the POOLDISK. Bo has now rendered Mapping the Atari into electronic format after several months of work. Since Ian Chadwick has a copy of the electronic version of Mapping, he could post it on the Internet. And talking about Internet, I mentioned in a previous issue of XIO3 that

UMich Atari archives are not being updated. Howard Chu has posted a recent listing of new entries into the Atari archives at UMich showing that the base is indeed active.

A new and improved version of Atari800Win (ver 2.4) has been announced. Atari800Win is an Atari 8-bit emulator for the Windows 9X/NT environment. It emulates the Atari 800, 800XL and the XE series. It also emulates the 5200 game console. It still needs work, but some users have claimed that Atari800Win is the best of its kind.

Bob Woolley reports that he has used an EZ135 SyQuest removable media drive using an IDE interface in his Atari 8-bit systems. Accounts of Bob's hardware adventures have dominated the last issues of Atari Classics. Sixteen issues of Atari Classics have been published since December 1992. They range from Volume 1 to Volume 7, with no Volume 6. Bob Woolley says that the next issue will be Volume 8, if and when it comes out. The last issue was published in the summer of 1997. There has been some talk of others taking up responsibility for Atari Classics or some other 8-bit magazine. But so far it has been talk.

## GCACE FINANCES

# August Financial Report

by John Towler

<b>Income</b>	
Dues	25.00
PD disk sales	8.00
Coffee	3.75
<b>Total Income</b>	<b>36.75</b>
<b>Expenses</b>	
Newsletter printing	10.58
Newsletter postage	18.78
Other postage	1.73
Room rental	21.40
Office supplies	0.59
Service charge	0.60
<b>Total Expenses</b>	<b>53.68</b>

<b>Monthly cash flow</b>	<b>-16.93</b>
Bank Balance	927.8
Prepaid room rental	64.20
Coffee float	5.00
<b>Net Worth</b>	<b>997.00</b>

