

DALLAS ATARI COMPUTER ENTHUSIASTS

VOLUME 6 ISSUE 4

APRIL 1985

A large, stylized starburst or sunburst graphic made of many small dots, radiating from the center. The text "THE PRINT SHOP" is superimposed over the center of this graphic.

THE PRINT SHOP

PRESIDENT'S PERSPECTIVE

Each day there seems to be more and more rumors about the new Atari computers. At one time Atari was going to delete the new XE series all together and continue to build the 800XL. Next day I heard that the XE's were in the "pipeline" and on their way to the stores.

Rumors are flying about the ST series also. Each day a new "release" day it heard. Which operating language? Will it have IBM compatibility modes? What is the current price?

All of these rumors remind me of the weeks before the 600/800XL were released. We were all hipped up to welcome in a new machine with new "powers" to destroy the dreaded Commodore threat. After all the excitement, most of us were really let down. What I'm saying now is: don't get your hopes up until you can walk into a store and buy one. Jack Tramiel has been known NOT to deliver a product, even though it was shown.

I hope that Jack can pull it off, and start winning again.

CLUB NEWS

Our club is growing again! At the current time we are over 300 and the outlook seems good to be at our high of 500 soon. What does this mean you say? There are going to be many changes in the near months. Most will be in the operation of the meetings. Please check your newsletter often for the latest information.

One of the duties of the president is creating SIGS as needed. Also, removing them. As of now, no SIGS in DAL-ACE will be recognized as being part of DAL-ACE until one a clear purpose and goals of that SIG is submitted to the executive board, and two a list of current members of that SIG.

At first this might seem harsh to some, but the purpose of SIGS is to help our members, and I feel that this has fallen behind. In the past many SIGS grew to big numbers and did things that no one else in the group knew about. Once the leaders of the SIGS complete the above items, they will again receive the full support of DAL-ACE.

CHANGE IN MEETING FORMAT

The structure of the meeting is up to the president of DAL-ACE. No where in the by-laws does it direct the president to run the meeting a certain way. With this

in mind, from here on, the time set aside for discussion from the floor will be for personal sales, asking or answering technical questions, or other non-commercial sales. In setting up this rule, I feel that the time before and after the meeting is time enough to sale products from our venders.

TOYS-FOR-TOTS

We are going full steam with our third annual Toys-For-Tots fair. We have reserved the civic center for the 15th of December. If you would like to help, please contact Ann Sewell at my number.

Happy Atari Computing,
Gary

*** COMMUNICATIONS COLUMN ***

by John Pellet

If you have questions or comments about anything relating to this column, or DALACE in general, give me a call - my phone number is metro so I hope it's a local call for most of you. Communication is a two way street - one communicator is like one hand clapping.

The BBS is now running the old FOREM software. This should soon be changed over to the new FOREM XL software with BASIC XL. This will, hopefully, improve the BBS while reducing the update time which was required with AMIS. What do you want from the BBS? Based on the hardware survey results in the last newsletter, only about 25% of the members have modems. Does a majority of the club support the continued expense of the BBS? LET ME KNOW!

The newsletter has a new editor, effective with the May issue. Mark Maxham will be assuming this much-needed responsibility. We would like to get a co-editor that could provide some help and step in if Mark decides to move to Atlanta. If your interested LET ME KNOW!

The library has several new disks coming in the near future. Look for a television test signal generator, possibly a couple of public domain DOS's, and a new version of C. If you have not bought a library disk in a while I suggest you look at the treasurer's report on income sources in the last issue. If you have a neat program, see the contribution guide in the last newsletter.

LET ME HEAR FROM YOU - GOOD OR BAD.

ELEMENTARY P/M GRAPHICS

by Jeff Golden

Player/Missile graphics may be old-hat to those of you who have been around for awhile, but there have been very few articles published in recent months, and the sources of information, that are available to the newer Atari owners, are becoming scarce. So, this article is directed towards the new guys and girls, and addresses P/M graphics at its most basic level.

It also presents a subject that can be expanded upon in subsequent issues, and it will help fill out this newsletter and future ones. You old-guys, who know more about player/missiles than I do, are welcome to tag along, and help keep me honest.

Many of the articles, that have been written in the past, lend an air of mystery to player/missile graphics. Indeed, it was a long time before Atari even let the cat out of the bag. It turns out that player/missiles are not that difficult after all. (See the program listing with this article).

The seven lines of code, 100-220, are all that it takes to set up P/M graphics. The remaining lines simply draw in the player and set up a loop that moves it across the screen. Not too exciting, I'll admit, but remember this is a tutorial, not a game program.

Once you get that guy on the screen, and can move him, then the rest is up to your imagination.

Now might be a good time to type in the program and give it a try. After you have found out what it does, then come back here, and we will try to explain how it works.

P/M graphics, like all good programming, takes up some space in memory. Lines 100 and 120 are used to reserve some space for your player/missiles. The size of the available memory, in 256 byte pages, can be found in storage location 106. This location is called RANTOP, and on a 48K or larger machine, it is initialized to a value of 160 pages or address 40960. We can reserve some of this space by reducing the value in RANTOP. Then, by issuing a graphics command, the system will relocate the regular screen memory below the new RANTOP address.

There are better ways of reserving memory, or so they say, but this method will do for a simple

demonstration. P/M graphics only requires 2K of memory, but we are stealing 16 pages, or 4K, just to position ourselves well below the former screen and display list areas. A 1,280 byte area, in our 2K of P/M memory, must be cleared to binary zeros, and this is the quick and dirty way of doing it. We will use a memory area that was previously cleared by power-on reset, an area that has not been used since then.

Eventually, if you play around with your program, the P/M memory area will accumulate some trash, and it will be necessary to turn off the machine, and reload your program, in order to clear the area.

Next month, we'll put in a machine language clear routine, but for now, lets keep things plain and simple. Remember, the two lines 100, and 120, setup the memory area, and line 140 repositions the screen.

Next we will tell the ANTIC chip that we want to use "one-line-resolution" players by poking location 559 with a 62. This is done by line 160. We will explain one-line-resolution and other fine details next month.

We tell the ANTIC chip where our players are stored by poking address 54279 with the memory page number that we saved in PMBASE. See line 180.

Line 200 tells the GTIA chip to color the first player pink. We do this by poking address 704 with an 88. Lastly, we tell the GTIA chip to turn on the players and missiles by poking address 53277 with a 3 in line 220.

That's all there is to setting up the machine to use player/missile graphics. Easy wasn't it.

Of course, we won't see anything on the screen yet. Our player storage area is still blanked out with binary zero bits. We have to draw in the player, with one bits, and then tell the GTIA chip where to position the player horizontally.

The vertical position of the player is determined by where we draw the player in the 256 byte memory area reserved for that player.

Think of each player as a vertical band on the screen. It is 8 pixels wide and as tall as the screen. In player memory, the player is 8-bits, (one byte), wide, and 256 bytes tall. If we set all 256 bytes to binary ones, the player will appear on our screens as a solid vertical band of color. (In the case of our example program, color it pink).

Conversely, if we poke a single byte of binary ones into the player's memory, we will get a horizontal line, 8 pixels wide and 1 pixel high. If we place that byte in the middle of the player's memory, (player plus 128 bytes), the horizontal line will be centered on the screen vertically.

From this we can conclude that, the vertical position of a small player image will depend upon where, in the 256 bytes of player memory, we draw the image.

Throwing a little bit of dirt into the game, you all know that players can walk off the edges of the screen. The 256 bytes, in each player's memory, overlaps the edges of the screen. So, it turns out that the visible portion of the player's memory ranges from about player-plus-32 bytes to about player-plus-223 bytes, (in the vertical direction).

The horizontal position of the player is set by poking a value into address 53248. See lines 360 and 380. The visible values in the horizontal direction range from 41 to 200. One way of getting rid of a player is to park it off-screen by poking address 53248 with 0.

The next thing on the menu is to locate the address of the first player's memory space within the 4K block that we reserved earlier. If you remember, PMBASE was in 256 byte pages. We have to multiply PMBASE by 256 to address the beginning of P/M memory. Then, we add an offset of 1024 bytes to get to the address of the first player's memory space in line 240.

The subroutine lines 1000 through 1180 are used to draw the player into the memory space. There is a little bit of work involved here. First you have to design your player in terms of 0 and 1 bits. Graph paper can be a big help in this case. If you don't have any, draw nine vertical lines on regular ruled notebook paper to form an 8 by 8 matrix. Then fill in the space of your player.

The design used in the sample program is as follows:

Decimal	Binary
0	
102	11 11
255	11111111
231	111 111
231	111 111
255	11111111
102	11 11
0	

A binary to decimal conversion table is a nice thing to have when converting your bit-level graphic design into the decimal values that you need for the POKE statements. If you do not have a bit table, you can use the short program in listing 2, to convert your binary bits to decimal values.

I think it is time to cut off the column for this month. Next month we will add some more players, and some missiles, to the program, and we will get a little deeper into the details of P/M graphics. This month's column should have been enough to give you a working start.

Listing 1.

```

100 PMBASE=PEEK(106)-16
120 POKE 106,PMBASE
140 GRAPHICS 8+16
160 POKE 559,62
180 POKE 54279,PMBASE
200 POKE 704,88
220 POKE 53277,3
240 PLAYER0=PMBASE*256+1024
320 Y0=120:PLAYER=PLAYER0+Y0
340 GOSUB 1000
360 FOR X=35 TO 210
380 POKE 53248,X:NEXT X
400 GOTO 360
1000 REM *** DRAW PLAYER SUBRTN ***
1020 POKE PLAYER,0
1040 POKE PLAYER+1,102
1060 POKE PLAYER+2,255
1080 POKE PLAYER+3,231
1100 POKE PLAYER+4,231
1120 POKE PLAYER+5,255
1140 POKE PLAYER+6,102
1160 POKE PLAYER+7,0
1180 RETURN

```

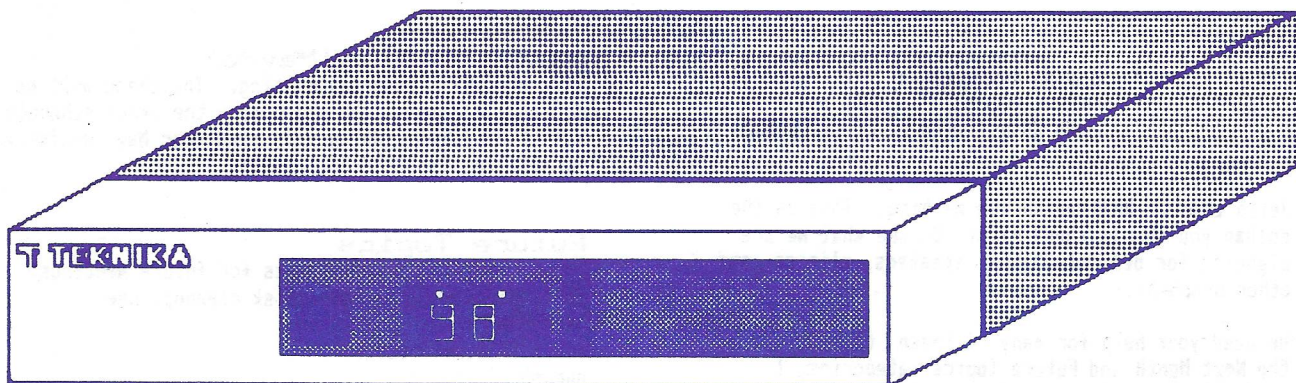
Listing 2.

```

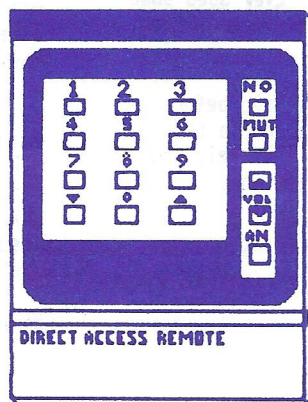
2000 REM *** BINARY TO DECIMAL ***
2020 REM *** KEY IN ZEROS AND ONES **
2040 DIM A$(32)
2060 INPUT A$:B=0:FOR X=1 TO LEN(A$)
2080 B=B*2+(VAL(A$(X,X)))
2100 NEXT X:PRINT B:GOTO 2060

```





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Coming Attractions

By Dave Gillen

Hello there. Welcome to the meeting! This is the column you should check first to see what we are planning for demonstrations, speakers, clinics, and other broohaha.

We need your help for many of these things. In the Next Month and Future Topics categories, I need volunteers to demonstrate software and hardware for the themes listed. Please help me! Ever used some package that you thought was the greatest thing since sliced breads Well, demo it!

If you feel a bit uncomfortable about talking before a group of folks, don't worry! I don't like to do it either and that hasn't stopped me yet! I'll help you out if you help me out. You really do know more than you think!

On with the show.

This Month (19Apr85)

The theme for this month is "Help".

7pm, A NEW PEOPLE Clinic. If you're new to DAL-ACE or to computers in general, check this clinic out. We hope to answer some of your deepest questions and clear up some of your darkest fears about that expensive plastic box that you bought. This clinic will be held in the small room.

7:30pm, The business meeting. This will be held in the large room.

8:00pm, A demonstration of disk in the club library. This will be held in the large room.

8:30pm, A demonstration of "The Print Shop". This is a package that allows you to use your printer to produce sophisticated graphics. This will be held in the small room.

8:30pm, The Software Clinic. This is your chance to check out programs purchased that are not working, discover how things work within the Atari or learn some programming tricks. This will be in the large room (concurrent with additional vendor sales).

9pm, A demonstration of the game "Zone Ranger". This demo will be held in the small room.

Be sure to ask lots of questions at the demonstrations. After all, this is your club! Finally, a big **THANK YOU** to everyone that gave some time for the activities.

Next Month (11May85)

This will be a Saturday meeting. The theme will be database managers. At press time the exact schedule wasn't finished. Be sure to read your May newsletter for the meeting details.

Future Topics

These themes are in the works for future meetings:

June, Hardware (purchase, disk cleanup, new products)

July, Telecommunications

August, Graphics

Again, if you have something that you want to see or want to show, please give me a call or collar me at the meeting.

Caveat

All of the above is subject to change at the last minute without notice (yeah, I know but I had to say it). Always check this column for updates. There may also be a board at the meeting with the "Topics of the Day".

Thanks and Enjoy.

DOS FINDER

by John Pellet

The small program below was written because I needed a way to call DOS from within a program without using the normal "DOS" statement. I got the appropriate memory locations from "Mapping the Atari" and cannot vouch for their use except in the 400/800 Rev. B OS. Note that this was composed with BASIC XL from OSS so Atari BASIC users should use all upper case. Also, in line 30009, the closing bracket is the keystroke "ESCsc CTRL CLEAR".

```

30000 Rem DOS FINDER
30001 Rem
30002 Rem PUBLIC DOMAIN
30003 Rem BY J. PELLET
30004 Rem
30005 Rem DOSVEC STORED AT 10 & 11
30006 A=Peek(10):B=Peek(11)
30007 Vector=B*256+A
30008 Graphics 2:Setcolor 2,0,0
30009 ? "):? #6:? #6:? #6:"DOSVEC = ";Vector
30010 For I=1 To 100:Next I:Graphics 0
30011 X=Usr(Vector):Rem GO TO DOS

```

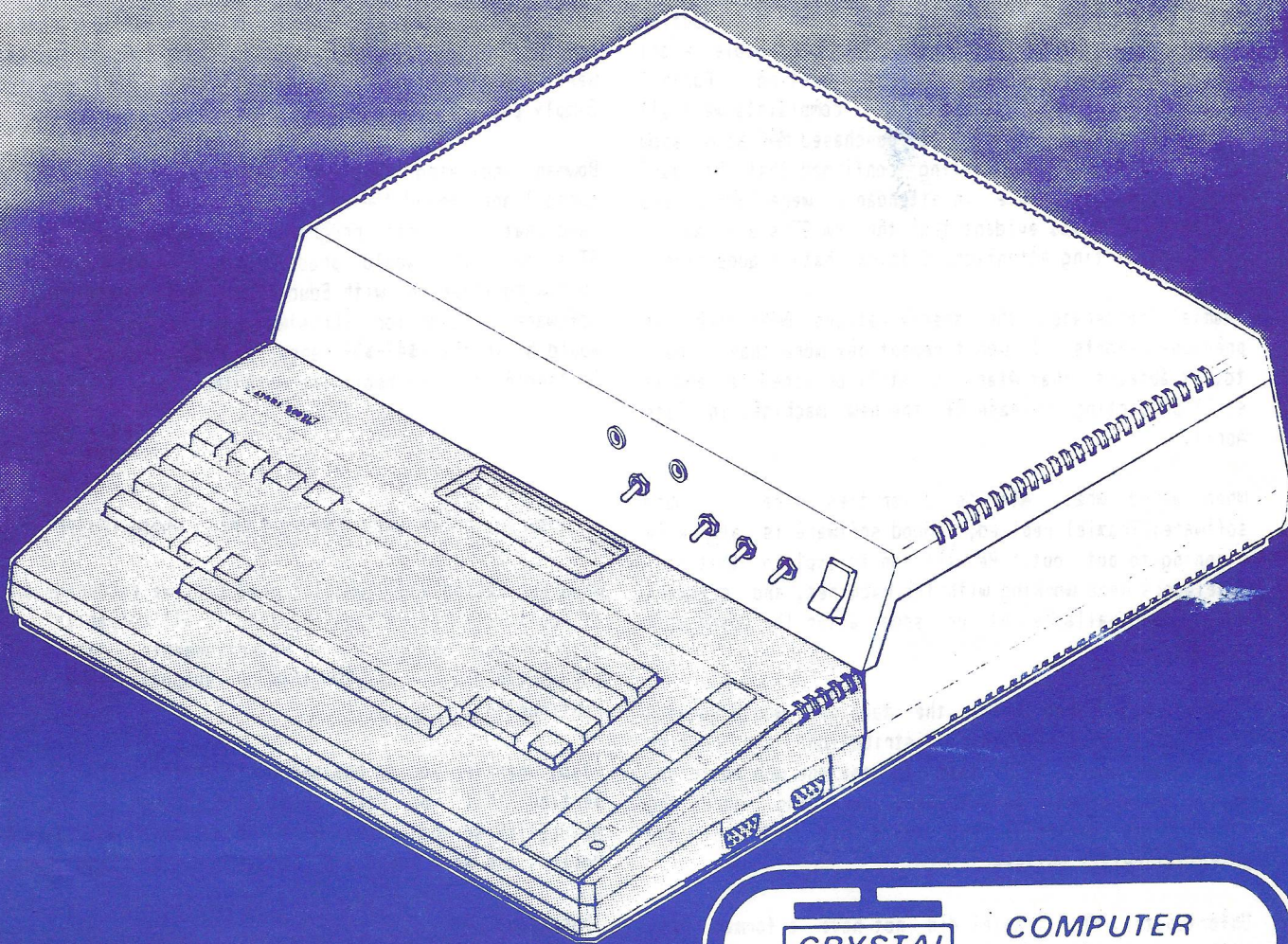

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By Brian Oliva, SysOp, No. Shore AMIS
Excerpted by John Pellet

BOSTON, MA --The Boston Computer Society General Meeting tonight featured Leonard Tramiel of Atari, as well as Digital Research's Bruce Cohen, and Bill Bowman from Spinnaker, and marked the east coast unveiling of the new 520ST Computer. The meeting filled Boston's New England Life Hall to capacity.

The meeting was kicked off with opening statements from BCS President Jonathan Rotenberg who indicated that he had received numerous complaints after the distribution of the newsletter announcing that the "Incredible Atari ST" would be shown at the meeting. Further investigation indicated that the complaints were all coming from people who had just purchased MAC's! A show of hands later in the meeting confirmed that the vast majority of the people in attendance were IBM-PC and MAC owners. It was evident that the new ST's are making waves and getting attention. I think that's a good sign!

Tramiel reiterated the specifications mentioned in previous reports. I won't repeat any more than I have to. It appears that Atari is still on schedule and is still predicting release of the new machines in late April.

When asked what Atari's priorities were on good software, Tramiel replied, "Good software is all we're planning to put out." He went on to explain that many developers were working with the machines, and software would be available at or soon after the computer's release date.

Tramiel was asked where the machines would go upon their release (geographic distribution) and replied that they would sell them to any one who would buy them. He avoided any answers regarding marketing strategy in general, and would not identify any potential retail outlets.

Unfortunately, Mr. Tramiel did not have a formal demo package available with him, so the actual demonstration of the machine was exceptionally weak, but Tramiel's

enthusiasm, as well as the comments from the other guest speakers, left a good feeling with the dedicated Atarians.

Bruce Cohen, from DRI explained the GEM operating system in detail, including how it was being developed in other applications. He indicated that the IBM PC would have a GEM system available in April.

The most positive statements of confidence in the new Atari came from Spinnakers Bill Bowman. He was bubbling with enthusiasm and projected that this was the onset of "new beginnings for the Home Computer Market." He explained that until now, computers didn't serve the home market. They were difficult to use, or were very expensive, and most people didn't NEED personal computers. He stated that the Atari ST's broke all these barriers and was the first exciting thing to happen in the Home Computer industry in over 3 years. Now, programmers had the ROOM to write easy to use programs at a reasonable price. He explained that until now, software developers in the home computer market were limited to 8K ROM, 64K maximum environments. Simply put, the ST=Freedom!

Bowman indicated that Spinnaker would continue to support and expand their line for the Atari systems. He said that the first programs to be developed for the ST's by them would probably be adventure games, following later on with Educational and "Productivity" Software in time for Christmas. He said most software would be in the \$49-\$59 range, and was looking forward to "seeing the new beginning with the Atari ST's."

FROM THE ADVERTISING MANAGER

When purchasing your computer products, we encourage all of you to give extra consideration to all companies who support us through their advertisements, sales, and other methods. If we show them our support, they will continue to support us.

Also, whenever you do business with advertisers, please mention that you heard about them through the DAL-ACE NEWSLETTER so that they will know their advertising dollars are well spent and that we are supporting them.

Thank you.

Morris Stephens



BOARD ACTIONS

Meeting Date: March 23, 1985
All board members were present.

Below is a brief summary of actions taken. For more information, see Tom Burke, DAL-ACE Secretary or any officer.

* The board confirmed Mark Maxham as newsletter editor effective with the May issue of the newsletter. Mark and the board agreed to continue to seek at last one other interested individual to act as co-editor.

* The secretary noted that M.A.C.E. reprinted an article from the newsletter without giving appropriate credit to the club. The board authorized him to send a letter to M.A.C.E. noting our reprint policy requires both the author and DAL-ACE be credited for any reprint and requesting that they observe it in the future.

* The board authorized purchase of Basic XL and FOREM XL at a cost not to exceed \$125 total per the request of Lance Nelson. This should result in superior operation of the BBS and it represents the only BBS expense to the club since Lance became sysop. The board expressed concern about the BBS. Any member with strong feelings should contact Gary Sewell, John Pellet, or Lance Nelson at numbers on the back page.

* As noted last month, the new DAL-ACE address is:
DAL-ACE
P. O. Box 858172
Richardson, Texas 75085-1872

This change is of nominal cost (\$11.00 for 6 months) and should reduce future changes.

* All members please note that the board meetings are open to all members who are interested. We would request that members observe only. If a member has a concern or presentation he or she would like to make to the board this can be scheduled with one of the officers listed on the back page.

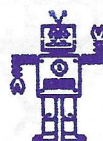
HARTMANN'S ANTIC ANSWERS

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AtariSoft Division President Sig Hartmann has arranged to provide answers for the questions he requested from ANTIC ONLINE readers in January. Hartmann apologized for the delay in responding, blaming it on the extreme time pressures involved in preparing the new Atari products for market on schedule.

From now on, as the '85 Atari product development push nears completion, Antic will be able to funnel significant questions from readers to Atari on an ongoing basis instead of batching them monthly. A number of the first submitted questions have answered themselves in the past weeks since Antic turned them in to Hartmann. The new answers are below:

1. Atari has plenty of 850 interface boxes on hand. Tell your local dealer to order some if he isn't stocking them. ...Or check out the mail order supplier
2. Atari Customer Service IS supplying BASIC Revision C cartridges if you send \$15 plus \$2.50 for shipping.
3. The new 5.25" disk drive will be an updated 1050-compatible for under \$200. So it will continue to have dual density, not true double density.
4. The ST machine language monitor and assembler/editor that are part of the \$4,500 developer package will also be available to the public as options after the machines come out in April.
5. Atari isn't saying that the ST is non-expandable by imaginative third-party vendors. They're simply saying that 1985 ST won't be offered with built-in expandability, because they feel 512K for \$599 is plenty of memory power in the current market.



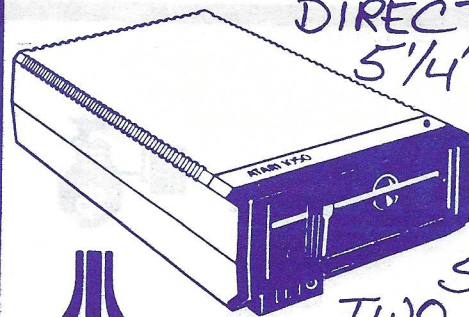


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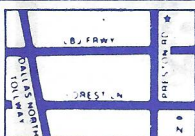
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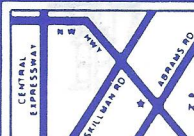
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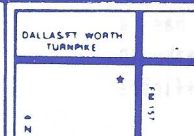
PRESTON CENTER

780-7619
8301 PRESTON RD
1 BLOCK SOUTH OF
NORTHWEST HWY



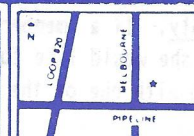
MEDALLION CENTER

368-2836
309 MEDALLION CENTER
NORTHWEST HWY AT ABRAMS



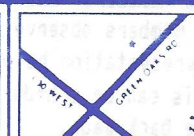
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The Print Shop

Reviewed by John Pellet

The Print Shop from Broderbund is a hit. It was a success when released for the Apple and the Atari release looks GREAT. You can, literally, turn your dot matrix printer into a wonderfully creative print shop. You can print greeting cards, signs, letterheads, banners, and screen Kaleidoscopes. All from an easy-to-use, menu-driven program that costs less than \$40 (plus a large supply of ribbons).

Print Shop requires 48K, one disk drive, and a compatible printer and interface. It will use a joystick or touch tablet as input device. The following printers are supported: C. Itoh 8510 Prowriter, NEC 8023A, Citizen MSP15, Legend 880, BMC, Blue Chip M120/110, Mannesmann Tally Spirit 80, Admate DP-100, Star Gemini 10X/15X, Panasonic KX-P1090/1091, Centronics GLP, Axiom GLP, Okidata Microline 92/93, and Epson RX/MX/FX/JX-80/100 (early models require Graftrax). Only the Atari 850, Microbits 1150/Microprint, and Ape Face interfaces are supported.

Print Shop comes on one double-sided diskette with a small supply of 60# colored paper and envelopes, reference card, 30 page manual, and supply order form. The disks are copy-protected but Broderbund will replace any defective media for free during the 2 year warranty period and for \$7.50 thereafter.

When first booted, the program asks you to select from the menu the type of printer you use and then determine the proper linefeed configuration based on your setup (you simply look at a graphic figure on the printer and match it on the screen). Then the program saves the configuration to disk and finishes the boot process. You then select from a menu presenting the following choices: greeting card, sign, letterhead, banner, graphic editor, screen magic, and setup. If you choose greeting card the program then steps you through border, graphic, font, and text input selections for the cover and inner pages separately. There are several pre-programmed greeting cards also available. After the card looks like you want it to, you get to print it out. This requires swapping the disk over to side B. The printer then takes over for 5 to 10 minutes as the program figures out what to do. It doesn't look like a buffer would speed the process - especially since the manual warns about letting the printer rest between copies to avoid printhead damage. At this point the whole process repeats. All of the other options off of the main menu work similarly. Very straight-forward and

user-friendly. The program supplies 60 graphic patterns and 8 fonts plus it allows you to create your own graphics or edit the ones supplied.

Basically a really neat program at a reasonable price. But NOT perfect. There appears to be no way to pull in graphics from other sources, like graphics 8 screens. Moreover, the program does not use DOS file structures or directory. Clearly beyond my skill or desire as a programmer. Also, there is no way to save or file a card you have just created - so if you want a copy later you get to start over. This is mitigated by the fact that to recreate a previous card takes only 5 minutes - if you have a sample to work with. In addition, all text must be upper case and the full ASCII or ATASCII character sets are not supported.

In summary, if you like to make your own signs or cards, or appreciate slick programming, then I recommend The Print Shop highly. A 10 for sure!

An Atari Tip

Here's a tip for those of you that own the Atari XL series of computers. You should be aware of a piece of software call the "translator".

The translator allows you to run some of the software that won't run on the XL machines but does run on the old Atari 400 and 800s. Two programs that come to mind requiring the translator are "Filemanager+" and "Wordman". I know there are others.

The translator is really a modified version of the old OS that is loaded into some of the free RAM of your XL. Be aware that there is a "translator A" and "translator B". It is a trial and error method as to which will permit older software to run.

You may buy the translator diskette (which I believe has both versions of the translator on it, on separate sides) from the club library. The price is \$5.

To use, boot the translator diskette first on your XL machine, then follow the directions which appear on your screen. Usually it directs you to insert your program in drive 1 and press the Select key.

Pass it along!

ATARI NEWS

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8 ATARI EXECS MEET USER GROUP
PRODUCTION 520ST & 130XE SHOWN -
APRIL INSTORE DELIVERY PLEDGED

by MICHAEL CIRAOLO Antic Associate Editor

SAN LEANDRO, Calif.--A panel of eight to Atari executives headed by AtariSoft president Sig Hartmann demonstrated production units of the new XE and ST computers at the San Leandro Computer Club on March 5 and pledged that the powerful new machines will be on retail shelves in April.

According to research and development vice president Shiraz Shivji, the new 16-bit ST computers will be shipped with Logo, but users will have to buy BASIC separately. However, other Atari spokesmen later told Antic privately that the decision not to include BASIC may still be changed.

Atari has also postponed plans to produce an 8-bit portable computer, due to lack of interest. Instead there will be a 16-bit portable ST.

Also, plans for an XEM 8-bit music computer have been postponed indefinitely due to problems with finalizing the AMY sound chip.

Shivji and John Feagans, who is responsible for the 16-bit computer's operating system, held the audience spellbound as they demonstrated the incredibly fast color window/icon/mouse abilities of the ST -- dubbed the "Jackintosh" for its resemblance to Apple's Macintosh.

Feagans and Shivji also wowed the computer club by displaying the entire palette of 512 colors simultaneously on the ST.

"It's taken seven or eight months to develop, but it's real! The plastic is real! We're doing everything we can to get you the STs," Hartmann said.

"We believe it's faster than the IBM AT," Shivji said. "I think this'll be one of the sweetest machines for hackers."

Shivji said the chips in the new computers are

soldered, not socketed. He encouraged expansion of the STs through the Direct Memory Access port, which he said transfers data at 10 megabits per second. He also said the largest ROM cartridge the STs can accept is 128K.

Hartmann presented much of the standard New Atari rhetoric. "We want a lot closer ties to user groups. We're interested in better communications, helping fix problems and hearing criticism," he told the audience of 200.

In an unprecedented display of corporate openness, Hartmann was joined by the software product manager for the XEs, the product manager for the STs, the head of ST OS/GEM development, Atari's general counsel, and the vice presidents of finance and research and development, and the editor of the Atari Explorer. The entire group answered questions for over two hours.

Atari is currently selling a professional development package for the 16-bit computers, said Hartmann. For \$4,500, a developer will receive an ST computer, an RGB color monitor and a high resolution monochrome monitor, two 3.5-inch disk drives and C tools, including a compiler, linker, loader, assembler, debugger, editor, uploader/downloader and full technical specifications.

Atari is also seeking qualified people to write and test software for the new 8-bit XE machines, according to Hartmann.

"The 8-bit line is still alive and well. All new software will run on the 800XL and 65XE, but will automatically look for and use the extra 64K RAM in the 130XE," said John Skruch, software product manager for the 8-bit line.

"Private software developers are already writing for the XEs. Hayden Software is converting Sargon III, the chess program," Skruch said.

Richard Fricke said he expects to have 25 to 30 software packages on sale when the STs are released in April.

Fricke, Hartmann's second-in-command, also promised that the XEs are more solid than the 800XL. "If you lift your 800XL one foot above a table and drop it -- gently -- you'd probably lose an AtariWriter file. That won't happen with the XEs."

Although Atari chairman Jack Tramiel previously said he

would sell no software for over \$49, Hartmann now said that no software would cost more than \$100, but most Atari software would still retail below \$50.

Those packages will include home productivity, business, education and entertainment software, in order of importance to the new Atari Corp, Fricke said.

At the April computer fair in Hanover, Germany, Jack Tramiel will announce a true 32-bit microcomputer, and will also demonstrate the Local Area Network capability of the 8-bit and 16-bit Ataris, according to Hartmann.

Using the Infinity integrated software package from Matrix Systems, the XEs and STs will support up to 255 Atari terminals linked in a LAN through joystick ports, said Fricke.

The 16-bit ST computers are based on a Motorola 68000 chip running at 8 MHz.

These machines will include a keyboard processor chip, which also controls two joysticks or the two-key mouse that is included with the computer.

In addition to joystick and mouse ports, the STs have a cartridge slot, a hard disk port, a floppy disk port, RS-232 and Centronics interfaces, two monitor connections, an RF port for hooking up TV sets, and MIDI (Musical Instrument Digital Interface) in/out ports, said the Atari panel.

The 16-bit 520ST has 512K memory and will cost \$599. The 130ST with 128K memory will retail for \$399. A 500K microfloppy disk drive will also be available for under \$200, said Hartmann.

As previously announced, the 16-bit ST computers will function in any one of three resolution modes. Using a 320 x 200 dot resolution, each dot may be one of 16 colors. In the 640 x 200 resolution, four colors per dot are possible. A monochrome mode offers 640 x 400 dot resolution.

Sig Hartmann and other top Atari executives will meet with officers of users groups from all over the country at 4 p.m. on March 30 in Antic's offices as part of the magazine's third anniversary celebration. More details will be available on CompuServe soon.

[Editor's Note: This article is reprinted from the April 1985 issue of the "M.A.C.E. Journal", "The Print Shop" reviewed by Ann McBain Ezzell.]

PRINT SHOP AND THE GEMINI-10

As I mentioned in my review of Print Shop, the program is not designed to support the Gemini-10/15 printers (boo, hiss!). Most of the functions can be made to work properly, though, so I thought I would let other non-x owners know what I have discovered about using Print Shop.

The first thing you will need to do is turn off DIP switch number 4 (located at the left rear of the printer). This will disable linefeeds after CR (Carriage Return) code input. Remember to turn the switch back on before trying to do any other printing, or the printer will not work properly. The switch setting should be changed while the printer is turned off.

When you SETUP Print Shop for the first time, select the Gemini-10x/15x printer option and perform the printer test, then save the configuration to disk. The test will print a broken diamond rather than an unbroken one, but that's life.

The major problem in using Print Shop with the older Gemini printers seems to come from the way they handle linefeeds. This means that you cannot use the automatic paper alignment feature, because the printer will not space down to the proper starting point. I have found that lining up the horizontal perforations with the lower angle in the metal which is on either side of the platen works well. (Remove the printer cover and look to the side of the platen just above the ribbon; you will see the angle in the metal support.)

When printing greeting cards, you will not get proper spacing between the front and inside panels. The program stops to think and access the disk after printing the inner panel. During

this pause in printing, use the ON LINE button on the printer to go off line and tap the L.F. (Line Feed) button 14 times. Put the printer back on line and everything should line up just fine. You will have to realign the paper to do more printing. To print multiple copies, you will have to realign manually between sheets.

I have had no trouble printing signs. Line up the paper the same as for the greeting cards.

Without automatic linefeeds, spacing between the top and bottom parts of a letterhead will not be correct with DIP switch 4 set to OFF. I have done only a little experimentation, but letterhead, including graphics, seems to print properly with switch 4 on. (Remember to turn off the printer before changing the DIP switch settings.) You can use the built in paper alignment procedure if switch 4 is on.

Banners do not seem to work at all well on the Gemini-10. The spacing on some of the graphics is irregular, and there is too much space between the lines of blocks that form the letters.

Pictures printed with the SCREEN MAGIC mode have a blank line near the top of the picture, which may or may not be much of a problem depending on the density and shape of the design. (I use a felt-tip pen to fill in the border when necessary.)

When printing a sample of an edited shape from the GRAPHIC EDITOR, there is also an extra blank line at the top, and trailing horizontal lines to the right of the picture. The result is reasonably legible.

So, if you wanted Print Shop for its banner-making capabilities and you own a Gemini-10/15, forget it. (There are lots of public domain banner programs around, anyway.) Otherwise, I think it's worth it. You aren't likely to find another program that will do anywhere near what Print Shop can do, even though it isn't 100% compatible with your printer. Remember, even a rose has thorns.

(If anyone else has any advice about using Print Shop with non-supported printers, please let me know, and I will pass the information on.)

EDITORIAL STAFF

By John Pellet

The Newsletter has several editors, listed below, who will be working as a team so that the newsletter continues to be one of the best in the country. If anyone would like to help in any of these areas, please call for information.

Editor: Mark Maxham, 238-5949

The senior editor with overall responsibility for newsletter production. Mark will be assuming this responsibility for the May issue.

Art Editor: John Henson, 691-4154.

John will be responsible for the cover art each month. Also, he will help with production and layout questions.

Software Editor: John Pellet, 792-3175.

I will be responsible for writing or obtaining software reviews from members and other newsletters (for reprint).

Hardware Editor: Mark Maxham, (see above)

Mark will be writing or obtaining articles and reviews about hardware from members and other newsletters (for reprint).

Programming Editors: Jeff Golden, 252-3268; Dave Gillen, 245-2732.

Jeff and Dave are looking for good articles about programming. Also, they welcome submissions that contain even the briefest of programming tips. Please give Jeff or Dave a call if there's anything you'd like to contribute.

Books and Magazines: Jeff Rush, 238-7372.

Thousands of computer books and magazines are now available, and it's often difficult to know which ones are worth taking a look at. If you'd like to do a review of a particular publication, give Jeff a call.

Production Manager: Jeff Golden, 252-3268.

Jeff will be working with the Editor on production day to help prepare the copy for press. See the submissions section at right for our preferred format, BUT we'll take ANYTHING.

Distribution Managers: Roger and Steve Markeley, 231-6918; Cathy Barros, 368-8499; David Miller, 391-1926.

This committee will be helping with the distribution of the Newsletters at the meeting, and will also be responsible for the mailing. In addition, they will be updating the mailing list of Newsletters which are exchanged with other user groups.

ADVERTISING MANAGER: Morris Stephens, 214-525-6483

Morris has have overall responsibility for advertising in each newsletter. This includes sales of new advertising and collection of revenue and camera-ready copy each month.

HELP WANTED!!!

There are still a few unfilled positions on the Newsletter staff. Please let us know if you'd like to help out. Here's what we need:

CO-EDITOR.. We need a co-editor to help with the duties discussed above. Filling this position will help avoid a situation like the one just passed, when we don't have an editor for several months.

SIG EDITOR.. Contact SIGs each month to find out about activities and meeting schedule.

Call John Pellet 792-3175 to volunteer for one of these exciting positions. The pay isn't great, but there are a lot of intangible rewards that come from making contributions to the club.

NEWSLETTER SUBMISSIONS

Submissions will be accepted in any form. However, it is extremely helpful if your submission(s) can conform to the following format:

Condensed print.

Column width: 56 characters per column (3 7/16 inches).

Column length: 9 inches (either 6 or 7 lines per inch).

Right margin justification used with text.

Submitted to newsletter both printed out and on disk.

NEWSLETTER PRODUCTION SCHEDULE

APRIL Newsletter: Copy should be turned in to one of the editors above by April 27th. FINAL deadline and production meeting will be April 27th at 1:00 PM at Jim Chaney's house, 916 E. Berkeley in Richardson.

NEXT MEETING: SATURDAY, MAY 11, 1985 at NOON

RICHARDSON CIVIC CENTER
RICHARDSON, TEXAS

DIRECTIONS: From LBJ (635), take Central Expressway (Highway 75) North to Arapaho Road in Richardson. Turn left (West) on Arapaho Road. The Civic Center is on the left between the Hwy 75 service road and the Richardson Public Library. Guests are WELCOME!!

MEETING AGENDA

12:00 TO 12:30	SALES (VENDORS & CLUB)
	DEMONSTRATIONS
	NEWSLETTER DISTRIBUTION
	NEW MEMBER REGISTRATION
	SOCIALIZING
	NEW MEMBER CLINIC
12:30 TO 1:00	BUSINESS MEETING
1:00 TO 1:30	DEMONSTRATION OF CLUB DISK
1:30 TO 3:00	OTHER DEMONSTRATIONS
3:00 TO 4:00	BOARD MEETING

JUNE MEETING: SATURDAY, June 1, 1985 at 12:00 noon

*** PERSONAL ADS ***

Personal Ads are printed free of charge for any paid up member of DAL-ACE. If you have something to sell (COMPUTER ORIENTED PRODUCT) or need something for your system, send your "copy" to the newsletter address by the 15th of the month for publication.

Software Sale by John Pellet - NONE OVER \$5

I will have lots of original software for sale CHEAP at the meeting. All are originals and include documentation and, in some cases, packaging.

Call Morris Stephens. 234-3230 or (214) 525-6483 after 6:00 p.m. if you're interested in the equipment below.

GEMINI 10 Printer. Like new. \$150.00

ATARI 850 Interface. \$ 90.00

UPRINT INTERFACE w/ 16K Buffer

Replaces 850 in daisy-chain \$ 96.00

ATARI 830 Modem. Brand new. \$ 30.00

VENDOR RESERVATIONS

Vendors may reserve table space prior to the meeting by calling Gary Sewell (214-727-6567). Fee collections and table assignments will begin at 11:45, after which the vendors may begin to set up their areas. Those tables which have been reserved but not yet claimed by 12:30 may be purchased by other vendors at that time. Prepaid reservations will not be released. Space assignments will be on a "first come, first served" basis, unless prepaid. The current meeting facility allows for approximately 30 vendor tables.

NEWSLETTER ADVERTISEMENT

Personal FOR SALE or WANT ads are free to current members.

COMMERCIAL RATES:

Full page (7 1/2" H by 9" V) \$35.00

Half page (7 1/2" H by 4 1/4" V) \$25.00

Quarter page (3 1/2" H by 4 1/4" V) ... \$15.00

Commercial ads must be camera ready. Ad deadline is the 15th of the month. Mail or deliver copy to DAL-ACE Newsletter, P. O. Box 851872, Richardson, TX, 75085-1872 or call Mr. Morris Stephens at 214-525-6483.

** DISCLAIMER **

The articles and advertisements contained in this newsletter reflect the opinion of the respective author. Members are encouraged to offer opposing opinions on any subject (relevant to computing) at any time. We will not, knowingly, publish fraudulent or malicious material. The purpose of this newsletter is to present information for your consideration ... the reader, is the final judge of any product or advice presented...JLP

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DAL-ACE membership is \$16.00 per year. This newsletter is written, edited, and published by club volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their membership renewal month appears as the first three (3) letters on the address label.

Other ATARI user groups may obtain copies of this newsletter on an exchange basis.

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