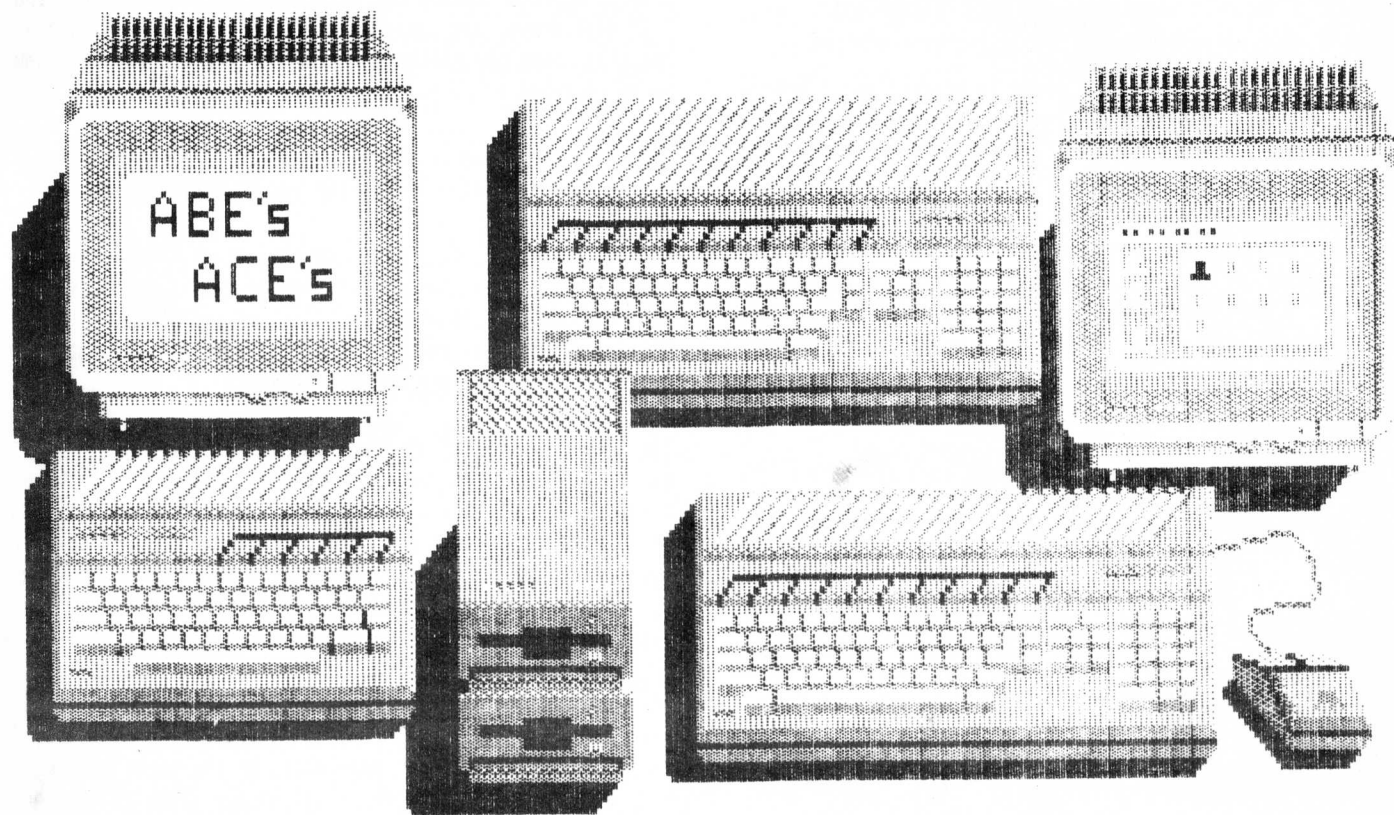


# APRIL 1986 - NEWSLETTER



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## FROM THE (SUBSTITUTE) EDITOR

On March 23rd Brad and Julie Piatt became proud parents. Their newborn son threw a monkey wrench into Julie's newsletter production plans. She asked me to pinch-hit for this issue.

As it turns out, I had been playing with several newsletter formats for the June issue (see President's View). Being asked to put this issue together gives me an opportunity to test my favorite layout.

While most of the changes I've made in this issue are cosmetic, I have been able to incorporate a few of the new features I wanted to start running in June. The "News & Rumors" and "Computer Crossword" being two of them.

Congratulations to Brad and Julie, and to Mr. and Mrs. Glenn Snyder who added a fourth child to their family on the 20th.

-Dennis John-

# EXCLUSIVE SIG HARTMANN INTERVIEW

by Thom Geller

This month, I am very proud to present an interview with Sigmund Hartmann, Vice-President of Atari, and President of Software for Atari Corp. I set up this interview with Mr. Hartmann for two primary reasons; the first was to establish what new directions Atari was headed in, and the second was to give Atari the opportunity to answer some of the critical accusations leveled against them by other Atari user group newsletters. I have seen Atari called everything from "slimeballs" to "Commodore infiltrates". These groups never seemed to take the time to contact Atari and get their side of the story.

It took two months and many, many long distance phone calls to Atari to set up this interview. I was finally able to reach Mr Hartmann in his office on a Sunday morning. I would like to thank Mr Hartmann for taking the time out to grant this interview, and also, our club president Dennis John and newsletter editors Brad and Julie Piatt, because without their help and assistance this interview would not have been possible.

TG: Broderbund software has been very successful with its traveling ambassador Bill Holt. Why can't Atari Corporation have someone to travel and visit various user groups to promote its product line?

SH: Well, I think in some way, I believe, we are doing it. For example, I do frequently travel and visit User Groups myself with one of our lieutenants. We typically tell them what's going on at Atari. We tell them the products coming out, so we are not directly selling to them, but we are at least telling them what's going on and where they can get some of the merchandise they need to get. We plan to do that more often. We lost our Atari user interface man, he quit the company a while back, and we just hired a replacement.

TG: Everything we hear from the Software companies indicates that they are turning away from the 8-bit Atari line, and developing for the 16-bit Atari's. We understand that Atari Corp. doesn't want to offend the large 8-bit owner base, but what are your predictions as to the future of the 8-bit line for 1986 and 1987.

SH: Well, I disagree with the comments being made that people are turning away from the 8-bit line to go on the 16-bit line. I think that is not true from what we can

see. We do visualize today that there are more and more people going back writing software for the 8-bit line and the major reason is, because people now realize that Atari is definitely going to be in the computer business. So where they initially didn't want to write any more software for our 8-bit line, they're starting to write software again for it. Secondly, we are enhancing our 8-bit product line. We are coming out with an 80 column card, a 3 and 1/2" disk drive, and adding a mouse to it. Naturally, that requires some new software and we do have people right now in the process of developing software for us.

TG: Is the rumored MS-DOS emulator a product that may indeed reach market? If so, can you give us any details?

SH: Well, we are definitely working on an MS-DOS emulator and we are always looking for someone who is very creative who can do it software wise. But, we are also working on something which is not just a software emulation, but is a combination of hardware and software.

TG: The management at Atari Corp. must have given a lot of thought to what reaction would be felt by its decision to move the 520ST into mass merchandise markets. Giving the 1040ST to computer specialty stores appears to have been a way of appeasing those specialty stores. Now that the move has been announced and you've had time to get some feedback, how would you assess the overall reaction?

SH: I think the overall reaction today is very, very good. Initially when this got out, and there were some leaks, I think it was announced previously in the paper before we had a chance of talking to all of our major dealers and computer specialty stores. We naturally got some negative reaction back by some of the people. But since then, we explained why we were doing this, the reason behind it, and they all could see it as a positive response of Atari wanting to be totally into the computer market place, which means we want to cover the home very heavily. We want to also be in the personal computer business, which means we would like to make sure that our products not only sit in the home, but also would be distributed in offices or anyplace where an individual would want to use those products. The 1040 is ideally suited for a very serious user, for the business, small business and also naturally for the offices of even the Fortune 500 companies. Especially, since we are coming out with terminal emulation programs to emulate some of those very expensive terminals which you can easily do with the 520ST or the 1040ST.

TG: Here on the East coast we are unable to get either the 1040ST or the 520ST with RF and composite output, this over one month after those two machine were announced. We understand that by talking to ST dealers that sales of the STs took a dive after the new machines were announced. Everyone seems to be waiting for the new machines. Why did Atari announce them before they were ready to ship?

SH: Well, number one, we do have the 1040 in shipment now from our facilities in the Orient. Unfortunately, something got screwed up with the shipment. I think our shipment wound up in the Philippines. What happened was, we wanted to get it as quickly as possible, we put it on a boat and the boat stopped someplace else and that shipment is now on its way back down here. So, one of the problems we had was our own mistake by trying to push it through the system and taking a different route. We expect the 1040 to be here anytime today. It looks like we should be able to get it in sometime next week. In terms of the 520ST and the RF modulators, we are now having them come in. We are a little late but it's like anything else, you can be late. We like to announce things at the CES, so we announced it, and maybe we could have waited another couple of weeks, but we indeed had it available at that time in the Orient, and we had it working, and we as individuals here in our company, have some samples which we were working with ourselves. I have one, I have a 1040 sitting in my office right now and this was a production unit. So, they are what I call available today. It's just tough to find them in distribution, and I would visualize, so people will know, that within the next four weeks there should be 1040s available all over the place.

TG: What about the 520s?

SH: The 520s are the same, both are them are being shipped right now. That I know.

TG: After the purchase of Atari by Jack Tramiel in 1984. Mr. Tramiel stated that the new Atari Corp. was a computer oriented company, and would not be in the video game market. Why has Atari decided to re-enter the market with the redesigned 2600 and the fabled 7800 Pro-system?

SH: That's a very good point. What happened is that during the last six months we found out that there was still a significant demand of people wanting games. We looked at the market place, realizing there was a niche in the home market. People still have a desire, and since we are very good business people, we decided at that time to introduce the revised 7800 in the market place. We are still selling the 2600's since that is still an excellent market, and, as you know, we are definitely in the home market. We decided to continue to cover electronic games in the home market. We believe it is beneficial to everybody because a company if it's profitable the more money we make the more we can offer to the end user. That's just going to continue to make sure that the end user gets the most advanced technology at the lowest price. By us selling electronic games and electronic game machines, and this is a profitable business, can only help the computer user. He will get the benefit. The more money we make the more we spend, the better technology we are willing to give the rest of the world. Let me just reiterate. We are just covering three segments of the market place. One is

electronic game machines for the homes. We are in the low end computer market, which is the home market, by having the 130XE revitalized. We're adding additional items to it which makes it more viable with everybody else in the market place. We want to continue with it because we believe there is definitely a marketplace for the 8-bit line. The third item is we believe that our ST line of machines, and especially the 1040 machine, is just an ideal personal computer. We believe that that computer will go into the marketplace of the Fortune 500, the vertical market, and naturally also be used as a personal computer for small businesses. So we are covering the total spectrum in the electronic field, from the low end computer to the high end computer.

TG: The February 17th issue of InfoWorld has a story about \$400.00 CD-ROMs, is Atari interested in units at that price?

SH: We definitely would be in the CD-ROM business, but Jack believes it is still too high-priced. The technology is not available yet at the right price. The moment the price gets down to the level below the \$500.00 then we will definitely be in the marketplace and selling CD-ROMs. Today it is still too expensive. Jack prides himself on giving the consumer the most advanced technology at the lowest price. He believes it is not the lowest price yet.

TG: In the October 25th issue of USA TODAY, the cover story "ATARI WON'T ROLL OVER AND PLAY DEAD" was estimating Atari as having an after tax profit of 13 million dollars. How close were those estimates?

SH: I think they were very good. Not only that, like I said today, we are doing better, so we are profitable today. In our view, we will continue to be profitable. It's the way we run, it's the way we manage, it's the way we work. For example, if you look at me, I'm sitting in my office and working. It's not that I love it, but I think we have an opportunity to take our company up to a billion dollar sales with a good return on our investment. I think that the team which Jack put together are all highly motivated individuals, they thrive on getting something accomplished. We have a goal in mind and we are going to get there.

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# PRESIDENT'S VIEW

by Dennis John

As Groucho Marx so often said, "Hello, I must be going." This will be my last PRESIDENT'S VIEW for the club. I won't be running for re-election as club president, and the E-Board has voted to let the new board publish our June newsletter. Thus, here I am, in mid March (deadlines you know) trying to sum up my term as president when I still have three and a half months to go.

First, the easy part... Since we took office last June we, the present E-Board, have: 1-Published a club booklet to help new members get more out of the club. 2-Put together an information folder for all existing and new club members. 3-Increased membership from 155 to 260. (Our original goal was to hit 200 by this June.) 4-Purchased a projection TV system so that our demos could be seen by all who attend. 5-Moved our club's mailing address to the Lehigh Valley post office for 24-hour access. 6-Moved our general meetings to NCACC to handle the increasing number of members who attend (over 200 at some meetings.) 7-Added a 24-hour club hotline. 8-Completely re-organized the library and started our "Disk Of The Month" policy. 9-Had our first programming contest with a 130XE for first prize. 10-Had our first computer art contest. 11-Started two new Special Interest Groups. 12-Incorporated as a non-profit organization. 13-Brought in several outside speakers including Gardner Pomper, (President of Games Computers Play) Joseph Lyons, (President of Enhanced Technology) Bill Holt, (from Broderbund Software) and Santa (from the north pole).

Speaking of Santa, the December meeting, with refreshments and over \$1,600 worth of door prizes, didn't really get the kind of newsletter coverage I had hoped for. For some reason, our February newsletter had no meeting highlights. It's a little late (better late than never?) but I'd like to thank Ralph Fenner for all the work he did to make the December meeting the success it was. Also the donations from (in alphabetical order) Batteries Included, Black Moon Stereo, Compuserve, Delphi, Dr. Bob, Gemini Enterprises, HAL Systems, J&S, Tri Micro and XLENT Software were appreciated by all who attended.

Now, the hard part... What will happen over the next few months as our term winds down? The crystal ball please.

I know we will have more demos and several more good library specials. I hope we can put the Dorney Park picnic together. This is another idea from Ralph Fenner and I'm looking forward to it. We'll end our term, at the June meeting, with another first for the club. A flea market

meeting. Bring all that software you don't use any more. Price it cheap, so it sells and then use the money you get to buy lots of junk that someone else doesn't want. (Hmm... sounds rather pointless.) But listen, one person's junk is another's treasure. At least that's what I hear. PLEASE NOTE the following ground rule. Only original software with original docs will be allowed at the flea market. We will be checking so don't bring any copies to sell. The result will be immediate expulsion from the club.

Last but not least, the elections themselves. As stated at the top, I will not be running for re-election as president. I will, however, be putting my name in the ring for newsletter editor. John Slaby and Ralph Fenner, two of the hardest workers on the current board, have indicated (at the time of this writing) that they will not be running for re-election.

What this means is, our club will be needing some new board members this June. Nominations are at the May meeting and I hope many of you will want to run. If you're not willing to run for office, you're forfeiting your opportunity to control the club's direction for the next year.

I've enjoyed (most of) this year and I wish the club the best of luck in the future whether I'm involved with the new board or not.



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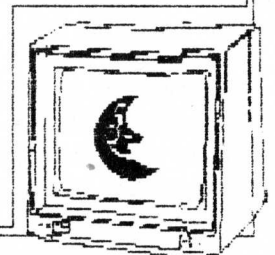
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# XM301 MODEM

by Eric Brodeur

The new Atari modem, the XM301, is the best modem in its price range: \$50 retail. It is very small (a little bigger than a cigarette box) and doesn't have a power supply. It takes its power from the computer itself. There is no on/off LED, but there is a small light indicating whether or not you are online with a carrier present. The XM301 is 300 baud (like the 1030/835 modems) and supports the same commands, plus having a few extra. It will work on any of the Atari 8-bit PC's except for the 1200XL; you must go to a service center and get an upgrade chip. Any handler for the 1030/835 will work on the XM301 but not vice-versa. The XM301 supports tone/pulse dialing, answer mode (same as the 1030), and auto-answer mode, to name just a few features.

I think the two answer modes need some clarification. Answer mode is used when you are already connected to another party. For example: you are talking to your friend Tom and decide to trade some public domain games. Without hanging up the phone, each of you boot up your Atari computers and load in your terminal programs. One of you sets up the phone for originate while the other sets up for answer. Now, when you each hear a carrier hang up the phones and voila, you're online! This mode will only work while you are presently on the phone line and have the phone off the hook. Auto-answer (that which BBSs use) will answer the phone while it's hung up. Just have your friend dial your number and the computer will automatically answer for you. With this powerful feature the XM301 is capable of running a Bulletin Board System whereas the 1030 could not.

The terminal software with the XM301 (XE-Term) is good and supports a number of features including a five phone number index, audible phone line (phone is busy, wrong number, etc), logon macro, Xmodem upload/download, and CompuServe A-Protocol file transfers. Even with these features, I don't find the program adequate for experienced phone hackers. It is good for beginners to use and definitely beats the software coming with the 1030 modem! Since the XM301 is compatible with the 1030 and 835 modems, most of the terminal software you have can be used with it. The more serious terminal programs (as an upgrade to XE-Term) are available in the public domain. I highly recommend Amodem 7.2 or a version of 1030 Express! compatible with the XM301.

On the XM301 Master Disk is the XE-Term software, the XM301 handler, and the documentation on how to use the handler for your own programs. Overall, I find the XM301 a great bargain and well worth the money. Of course, if only there was an XM1201...

# THE GOONIES

Reviewed by Eric Brodeur

"The Goonies" is a new game from Datasoft. It's a strategy/action game. The object of the game is to guide your two goonies out of the current screen into the next one. On each screen are two goonies (representing the five of them from the movie) that are controlled via joystick and are alternately controlled in the one-player game. You control one at a time and move him or her around, then press the joystick button to change control to the other goonie. Each screen of the eight represents a scene from the movie and requires certain strategies to solve it. An example is the first screen: you are in a house and must find a way out into the dungeons. One goonie must go into the attic and find a way to distract Mama Fratelli while the other goonie finds the route to the dungeon.

Besides the one player alternating game, there is a two-player game where each player controls one goonie. I've found teamwork a must to succeed in each screen; this two-player interaction is the most fun and challenging part of the game. Also available is an option to change the position of the joystick allowing lefties to use standard right-handed joysticks without difficulty. After completing the last of the eight screens, you are rewarded with a pleasant surprise that adds the final touch to the game.

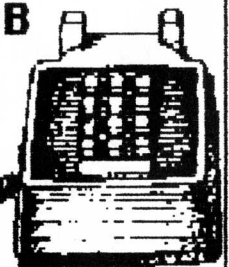
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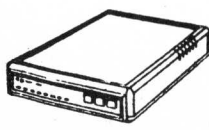
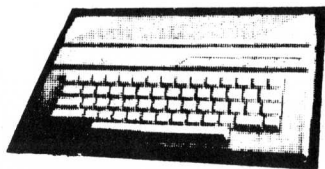
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# HIPPOPOTAMUS SOFTWARE

by Ralph A. Fenner

I'd like to start this by thanking Hippopotamus Software for sending their software for demo and review purposes. The eight disks they sent us represent all the software they have on the market at this moment. I'm going to keep this as more of an overview of each program than a full review. So let's get started.

## Hippoart 1

This is a disk with ten Neochrome screens, which total over thirty different pieces of very well done Clip-Art. These include cars, credit cards, animals, and other small drawings which can be included in your pictures or posters. Now that programs, such as N-Vision, which support clip art, are available, this type of software is even more valuable. Also included is a public domain display program.

## Hippo Jokes & Quotes

This disk contains a collection of insulting jokes, dirty jokes, one-liners, puns, and quotations, according to the manufacturer. As an ex-steelworker, I don't think I'm a prude, but I find most of the jokes in this collection to be objectionable or in very bad taste. I also think they could have compiled a better collection of Quotes. You can buy a lot of good joke books for the list price of \$34.95.

## Hippo Computer Almanac

Here is a program which contains 35,000 useful, intriguing facts, according to the manufacturer. I can't be sure, because it takes about 36,000 frustrated questions to get at them. I can't seem to find any way of listing information like all Academy Awards from 1956 to 1968. All the program will tell you is that it doesn't understand you, and to try the help files. If you ask the question separately for each year, (thirteen times!) then it will supply the information. It seems like a good idea, but a printed almanac costs about \$8.00, is considerably easier to use, and contains much more information. On the other hand, this program costs \$34.95 and has an irritation factor too high to measure.

## Hippo Ramdisk

Couldn't test it. The version we received apparently wouldn't work with TOS in ROM.

## Hippo Disk Utilities

This program can recover deleted files, let you reconstruct damaged disks, and let you edit RAM, files, and

track & sectors. It can also display disk & memory maps. As a novice to the ST disk operating system, I can't say if this program is any better than others on the market, but everything seems to work as per the documentation. Program will work with floppies & hard disk. Cost \$49.95

## Hippospell

This is a 30,000 word spelling checker. It will find misspelled words then suggest up to ten corrections. If none of these are right, you can type in the correction directly. It also allows you to add your own words to the dictionary. The program works well. I didn't like that it shows misspelled words out of context. In some instances, it can be tough remembering what form of a word you wanted to use. Program also has a few other minor irritations. Cost \$39.95

## Hipposimple

Simple database which allows set-up of input and output formats through the use of templates and handles numeric and text inputs. Sorts are possible on up to sixteen fields. Program is easy to use, powerful and works well. Cost \$49.95

## Hippobackgammon

I've saved the best for last. This is one of the better programs I've seen from any company to date. It looks good, (except for their choice of default colors, but this can be changed by using the switch colors command) and it works well. It plays a very good game of backgammon. The computer players can play on three different levels and can be reprogrammed. A good buy for beginner or experienced player alike. Cost \$39.95

Hippo was one of the first companies to release software for the Atari ST. I think it's great that they invested time and money in a new machine, but some of the programs look like they were rushed out before they were ready. I think HippoSpell could be more competitive, just by showing misspelled words in context. Some of their programs have cryptic prompt windows. They display a YES or NO prompt where an OK prompt would suffice. I'm curious to see if they spend more time on their next group of releases.

As an added note, I was recently notified by the company that revisions of some of the above programs will soon be available. I will review any future improvements as soon as they are received. They will also be demonstrated at future ST SIG meetings.



# ZOOMRACKS

by Ralph A. Fenner

To understand this program, you must first understand its concept. Zoomracks is not your typical database. Instead, it is a computerized card filing system. To visualize this, picture a rack full of time cards. When looking at it straight on, all you see is the first line of a card (it would probably be a person's name), all other information is obscured by the rack. But if you pulled the card out, the information would then be visible. This is the concept for Zoomracks, Cards and Racks which they call "Quickcards" and "Zoomracks".

Now that we understand what the program is, let's find out how it works. First, let's look at a "Quickcard". To place data on the card in some kind of order, we will need titles, such as Name, Address, Phone, Date, etc. These are called fields in most databases. Zoomracks does something a little different and calls them "Fieldscrolls". A fieldscroll is not just a line of data, it is a window. Underneath this window is an imaginary roll of paper with 250 lines available. Fieldscrolls can be placed anywhere on the card, and more than one on a line. These are what your data is typed on. Here's where we get back to concept: A card has 22 lines; if each fieldscroll can accept 250 lines of information, how can I see it? The imaginary paper roll can be scrolled past the window, showing the data when needed. This system is great for any card-based information, such as recipes, library card files, home phone-address files, and almost any other text-based application which doesn't require mathematics and advanced report generation.

This program's largest drawback is its documentation. I'm being kind when I say it's lousy. The program does have built-in help files, but I find that the way they are presented is annoying. The second largest drawback is print generation. The program can't print selected fieldscrolls, only a whole card (not a problem with the applications listed above); this can be a problem with mailing lists. The program's solution to this is to copy selected fieldscrolls to another rack of cards and format them for printing. It can take some time to do this. The program has a macro feature which can be set up to do the more complicated procedures with one keypress, but YOU have to create the macro.

I like the program and think it could become a useful addition to the average person's ST software library. I should say that I didn't like it when I first saw it,

# Regent

## REGENT WORD

*Regent Word is a fast, reliable, sophisticated, and easy to learn word processor for the Atari ST! Multiple printer drivers, on-line help menus, and communications utilities are included.*

## REGENT SPELL

*A 30,000 word Spelling Checker for the Atari ST! Shows misspelled words in context. Insert/Delete words in dictionary. 10 Suggested Spellings. Windowing and Mouse Controls. Type in your own spelling.*

## REGENT SOFTWARE

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ATARI ST ■ ■ ■ ■ | |

primarily because of the poor documentation. Only after working with it for a while, did I see it had possibilities. I definitely think that their first revision should be rewriting the documentation.

Here are a few of its specifications:

- 9 Zoomracks in memory at once
- 27 fieldscrolls per card
- 10,000 cards per rack
- 250 lines of 80 characters per fieldscroll
- Price \$79.95

Note: I recently received a new documentation book dated January 1986. I haven't had time to read through it yet, but my first impression is that it looks real good. The company also informs me that there will be a revision making the program even more flexible. They will have an upgrade policy so you don't have to worry about buying the current version. My only major complaint was with the documentation (dated December 1985), and that seems to have been corrected. If you have use for a flexible computerized card file, check this program out.

# SOUND PROGRAMMING

BY J. D. CRAIG

As promised, here's the first installment of a BASIC program to play a familiar tune.

```
0 A=1:B=2:C=3:D=5:E=0.66:F=0.25:G=160:  
H=166:P=53760:Q=P+B:R=Q+B:S=R+B:T=P+A:  
U=T+B:V=U+B:W=V+B
```

Line zero sets up constants for the most often used numbers. E and F are STEP increments used in timing loops. G and H correspond to SOUND volume levels of 0 and 6 in TONE 10. P, Q, R, and S are the pitch registers, T, U, V, and W are the tone and volume registers. Z=0 by default.

```
1 POKE 53768,Z:POKE 53775,C
```

Initialize POKEY.

```
5 REM PUT SCREEN DISPLAYS HERE  
6 REM
```

```
10 FOR O=A TO 32
```

O is the outer loop, controlling how many lines of DATA may be read, and how many groups of notes will be played. When creating a program like this, set the count high - it can always be reduced to the correct value later.

```
11 READ K,L,M,N
```

Read pitch values for the 4 software oscillators.

```
12 POKE P,K:POKE Q,L:POKE R,M:POKE S,N  
:POKE T,H:POKE U,H:FOR J=H TO G STEP -  
F:POKE V,J:POKE W,J:NEXT J
```

Pitches loaded into POKEY registers. The J loop creates a "percussive envelope" for oscillators V and W, while T and U's volume is set by a constant.

```
13 FOR I=A TO D STEP B:POKE T,H-I:POKE  
U,H-I:READ M,N:POKE R,M:POKE S,N:FOR  
J=H TO G STEP -E:POKE V,J:POKE W,J
```

```
14 NEXT J:NEXT I:FOR J=A TO G STEP B:N  
EXT J
```

The I loop creates 3 events. Each time, pitch values are read for oscillators V and W with a J loop envelope for the pair, while T and U's volume is decreased by 2. The overall effect of lines 11 through 14 is to create 4 notes (or note pairs) played long, short, short short, while another note (or pair) gradually fades. The final J loop in line 14 creates a short "rest".

```
15 NEXT O
```

Close the O loop.

```
20 POKE P,205:POKE Q,136:POKE R,104:PO  
KE S,86:FOR J=H TO G STEP -F/C:POKE T,  
J:POKE U,J:POKE V,J:POKE W,J:NEXT J
```

Temporary ending chord. This will be removed when we add more to the tune next issue.

```
100 DATA 0,0,0,86,0,91,0,86,0,104  
110 DATA 0,0,0,86,0,91,0,86,0,104  
120 DATA 0,0,0,86,0,91,0,86,0,104  
130 DATA 0,0,0,86,0,91,0,86,0,104  
140 DATA 0,0,0,86,0,91,0,86,0,104  
150 DATA 0,0,0,86,0,91,0,86,0,104  
160 DATA 0,0,0,86,0,91,0,86,0,104  
170 DATA 0,0,0,86,0,91,0,86,0,104
```

Each time the O loop executes, it needs exactly 10 values from DATA. I have arranged them with one line for each group. The first two load the long note registers P and Q, while the remaining pairs are for the shorter notes of R and S. In lines 100 through 170, only one oscillator is being used. The zeroes will be almost silent.

```
180 DATA 104,0,0,86,0,91,0,86,0,104  
190 DATA 116,0,0,86,0,91,0,86,0,104  
200 DATA 129,0,0,86,0,91,0,86,0,104  
210 DATA 136,0,0,86,0,91,0,86,0,104  
220 DATA 104,0,0,86,0,91,0,86,0,104  
230 DATA 116,0,0,86,0,91,0,86,0,104  
240 DATA 129,0,0,86,0,91,0,86,0,104  
250 DATA 136,0,0,86,0,91,0,86,0,104
```

Now we've started using two oscillators - one for the long notes, one for the shorter.

260 DATA 104,129,0,86,0,91,0,86,0,104  
270 DATA 116,136,0,86,0,91,0,86,0,104  
280 DATA 129,154,0,86,0,91,0,86,0,104  
290 DATA 136,174,0,86,0,91,0,86,0,104  
300 DATA 129,154,0,86,0,91,0,86,0,104  
310 DATA 136,174,0,86,0,91,0,86,0,104  
320 DATA 154,184,0,86,0,91,0,86,0,104  
330 DATA 174,205,0,86,0,91,0,86,0,104

3 oscillators - two long, one short.

340 DATA 136,205,68,86,77,91,68,86,86,104  
350 DATA 129,205,68,86,77,91,68,86,86,104  
360 DATA 123,205,68,86,77,91,68,86,86,104  
370 DATA 116,205,68,86,77,91,68,86,86,104  
380 DATA 109,205,68,86,77,91,68,86,86,104  
390 DATA 116,205,68,86,77,91,68,86,86,104  
400 DATA 123,205,68,86,77,91,68,86,86,104  
410 DATA 129,205,68,86,77,91,68,86,86,104

All 4 oscillators.

In the next issue, we will continue the tune while we confront and solve a few problems. The programs in this column will continue to be submitted to the library for those of you who'd rather use software than type. However, this and future issues will be LISTED in BASIC, not SAVED. So ENTER the program, don't LOAD it.

## RENT OR BUY?

Critiqued by Rob Kurtz

Wedgwood Rental of 5316 Woodway Drive, Fort Worth, TX 76133 is a software rental distributor who rents thousands of software titles both old and new. Their policy is to enable the consumer to sample software for only a fraction of the retail price.

After evaluating the rented software, you can purchase the rented program at a reduced price. For example, a \$40 item would cost approximately \$8 to rent for 10 days. If you decide to purchase the software that you selected, you will be charged a reduced fee, minus your initial rental charge.

I was interested in buying Ultima IV, so I decided to rent it instead. You simply call their toll-free number, which is 1-800-433-2938, and order the program. You will be charged the rental fee, plus a \$3 shipping and handling fee. You will receive the program in approximately 3 days. Although the program Ultima IV has been previously rented, it still was in very good condition, and the complete documentation accompanied the program. Also included was a self-addressed package for you to return the selected software in. However, the return postage must be paid by you.

Wedgwood Rental is a very good way for a person to sample new software. It is a full-proof method to insure the buyer of quality software.



# Remember

**Our club-wide  
FLEA MARKET  
at the June  
meeting!**

Be There!



# LIBRARY NEWS

by John Slaby

This will be my last column as librarian as I will not be running for another term. I have a case of burnout and need a rest. I would like to review the accomplishments of the year so far and encourage the next librarian to build on this foundation and not undermine it.

The disk library has been reorganized. Except for several special program disks the disks are now as full on both sides of the disk as can be reasonably expected. The BEST of the programs are on disks #100 and up. If the library had three databases, I put the best on a 100+ disk and the other two on an Archive disk, under #100. The disks are also now grouped by category. There are game disks, utility disks, etc. The exception to this was when there were not enough programs to fill both sides of a disk. In that case each side is a category. The Best of ANALOG series is an example, with games on the back side and utilities on the front. This way a balanced disk is achieved and the members get access to good programs more quickly than waiting for a "full" Art disk or the like.

Also there are two sections for the under 100 disks. The magazine disks (ROM #1-10 and ANALOG #6-41) are #1-34 and increasing. The Archives mentioned above are #73-98 and will close toward the magazine disks as the months pass.

Another first was the addition of Help files to the 100+ disks. These were never designed to be all inclusive, but have enough detail to at least get you started and get some benefit quickly out of the programs. Also they mention the source of the program, if known, so you can go out and buy the book or magazine or borrow it from the paper library to get more information.

A monthly special was introduced, which offered a disk full of GOOD programs at a reduced price. Since the idea of the special is to offer NEW programs and not reissue ones you already have, I doubt it can continue monthly. A bi-monthly special disk should be possible, and could be kept on sale for two months. Since I saw this problem with the monthly continuing to be monthly, I started offering the ANALOG disk of the month at the same price. This practice will start this month and should continue until our disk subscription runs out. An ST ANALOG disk should be available, also at a reduced price, starting with the May meeting.

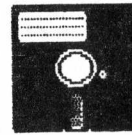
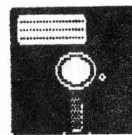
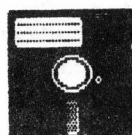
ANALOG magazine gives discounted rates to user groups when orders of 10 or more are taken. I started a bi-yearly signup for this offer because I wanted to reach as many members as possible. So PLAN AHEAD. The next signup

should be around August and remember you can also renew your subscription at the reduced rate. The side benefit of this was that the club was able to get both a regular 8 bit disk subscription and an ST disk subscription at a reduced rate. That benefit is being passed along to the entire membership as the reduced priced disks mentioned above. With the number of members we have, there should be no excuse for not getting 10 signups twice a year. Its a great way to get a good magazine at a fantastic price.

Also new for this year is the mail order for disks. Any disk that is out of stock can be mail ordered for the same price as if picked up at the meeting. This was partly introduced because the under #100 disks are not stocked. These disks are of limited appeal and must be special ordered. It applies to any disk however, and was also introduced so members that can't make the meeting can still get some benefit from the disk library. As an aside if you want an under #100 disk, and plan on being at the meeting, give me a call or leave a message on the HOTLINE several days in advance and I will have your disks waiting for you.

The paper library has been expanded and put into great shape. I would like to thank Dennis John for starting the reconstruction process, and Robert Tune for completing and building on to it until it has reached the excellent shape it is in. I'm sure all the members appreciate these efforts. I would also like to thank John Douglas for his efforts in making all those copies of the specials and other disks.

So that's it. I believe I'm leaving with the library in excellent shape and in good health. I hope the next librarian continues to help it grow and become even better.



## SPECIALS

---May---

**Best Of ROM  
May ANALOG**

---June---

**June ANALOG**

# EVENTS-PRODUCTS-NEWS-RUMORS

## EVENTS

### JACS "MEET ATARI CORP." April 15, 1986

The Jersey Atari Computer Society's special meeting with a representative from Atari Corp. will be held at 8PM. If you didn't order tickets at ABE's ACEs March meeting, JACS MAY have tickets for sale at the door. Price = \$4. The meeting will be held at the Bellmawr Ballroom, Lewis and E. Chestnut Avenues, Belmawr, New Jersey.

### TRENTON COMPUTER FESTIVAL - April 19,20 1986

A major east coast computer event. You should be able to see the 1040ST. Huge outdoor flea market. Indoor exhibition/selling area. User Group Meetings. Special conferences. Computer graphics theater. Saturday April 19th, 9AM to 6PM. Sunday April 20th, 10AM to 4PM. \$7 for both days or \$5 for Sunday only. Trenton State College, Route 31, Trenton, NJ.

## NEWS

### 1040STs REACH RETAIL

Several dealers reported via CompuServe, that they had received shipments of 1040STs the first week in March. One dealer even offers a \$499 "trade-in" for 520ST owners.

### SEARS CENTERS TO STOP SELLING THE MACINTOSH

InfoWorld (3/24/86) reports that Sears will stop selling the Macintosh at its 103 Business System Centers after its current inventory is sold.

### CARTRIDGE LETS ATARI ST OPERATE MAC SOFTWARE

InfoWorld (3/24/86) has a story (complete with a picture of a 520ST running Macpaint) about a prototype, plug-in cartridge that allows the Atari ST to run Macintosh software. Data Pacific Inc. says its cartridge plugs into the cartridge port of a 1040ST or 1 megabyte 520 and allows it to then run Macpaint, Macwrite and Microsoft Basic. Now the bad news: The prototype contains off-the-shelf 64K Macintosh ROM chips. Apple owns the rights to the technology in the ROMs and would have to license that technology if mass production were to proceed. Don't hold your breath.

## PRODUCTS/SERVICES

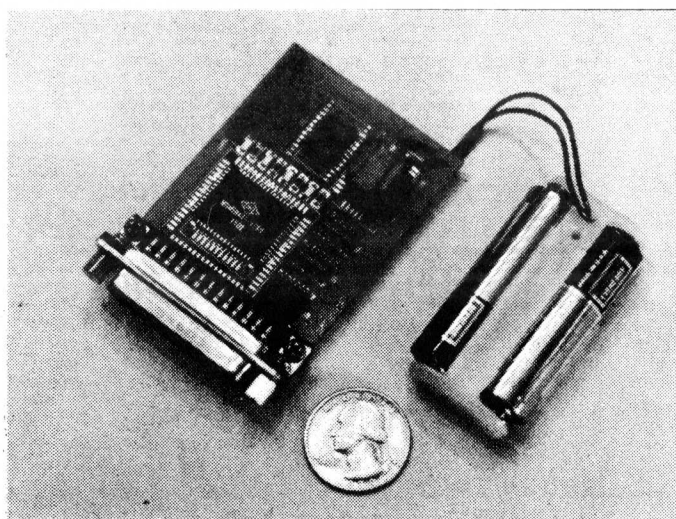
### LOW COST INFORMATION SERVICE - 6Enie

Tired of CompuServes prices? (over \$12 for 1200 baud) General Electric Network for Information Exchange, 6Enie, is a 300/1200/2400 baud system that can save you money. Connect charges are \$5/hour for 300 or 1200 baud. A

surcharge applies to 2400 baud. No minimum monthly charges and the sign-up fee is only \$18. Connect thru a local (Allentown) terminal. For more information call 1-800-638-9636, ext. 21. Don't forget to tell them where you heard about their service.

### "HOW SMALL IS IT?"

The new 1200 baud Migent Slick modem from Migent Software Corporation (shown below) is SO small... Well, you get the idea. The manufacturer says the modem is Hayes-compatible and plugs into a standard RS-232C serial port. It runs on batteries but has a jack for an AC power supply. It also has two phone jacks and measures 2x2x1". List price is \$159



1200 BAUD "POCKET MODEM"

## RUMOR

### UPGRADE FOR "OLD" 520 AND 1040STs

The latest rumor on CompuServe, is that present owners of ST computers, without a special dedicated socket, will be able to add the new graphic chip to their machines, when that chip arrives. A daughter board will be used to get around the lack of a socket.

### NEW 8-BIT DISK DRIVE

Rumored specs on the new 3 1/2" disk drive for the 8-bit Atari line (see Sig Hartmann interview on page 2) include a much faster data transfer rate and over 300K of storage per disk. Another rumor is that the 80 column box that Atari says it will sell, is really the unit that Batteries Included had developed, but decided not to market, last year.

# TREASURER'S REPORT

## CHECKBOOK AUDIT

	INCOME	EXPENSE
7/85-----	\$866.00-----	\$2,239.85
8/85-----	682.25-----	667.66
9/85-----	632.50-----	583.60
10/85-----	759.24-----	710.43
11/85-----	1,068.00-----	681.69
12/85-----	999.00-----	868.77
1/86-----	1,259.00-----	1,529.19
2/86-----	1,259.79-----	1,342.88
3/86-----	1,178.94-----	639.00
	<b>\$ 8,704.72</b>	<b>9,263.00</b>

ENDING BALANCE = \$ 1,299.81

### EXPENSES

JULY 1985 - MARCH 1986

PRESIDENT-----	\$ 0.00
VICE-PRESIDENT----	27.44
TREASURER-----	4.00
SECRETARY-----	0.00
LIBRARY-----	2,127.40
MEMBERSHIP-----	257.87
NEWSLETTER-----	1,124.90
PROGRAMS-----	176.33
EQUIPMENT-----	2,161.95*
MICS. EXPENSE-----	1,175.40**
PROMOTION-----	913.26
CLUB BBS-----	655.45
SIG'S-----	0.00
DONATIONS-----	200.00
MEETING HALL-----	401.00
INSURANCE-----	11.00
CHECKING ACCOUNT--	28.00

\*Includes projection TV system.

\*\*Includes legal fees to incorporate.

## J&S Computer 966-4464



ATARI 520ST MONO.....	\$659.00
ATARI 520ST COLOR.....	859.00
ATARI 1040ST MONO.....	850.00
ATARI 1040ST COLOR.....	999.00
ATARI 130XE.....	149.00
ATARI 1050 DISK DRIVE..	139.00
EPSON LX-80.....	259.00
LX-80 TRACTOR.....	30.00
EPSON FX-85.....	409.00
C-ITOH 8510.....	329.00
HAYES 300 BAUD MODEM...	159.00
HAYES 1200 BAUD MODEM..	409.00
SILVER REED PEN GRAPH..	229.00
DATALIFE 5 1/4" SS/DD..	15.00
MAXELL 3 1/2" SS.....	20.00
DUST COVERS:	
800 OR 800XL.....	8.00
1050.....	10.50
EPSON RX/FX-80.....	10.50
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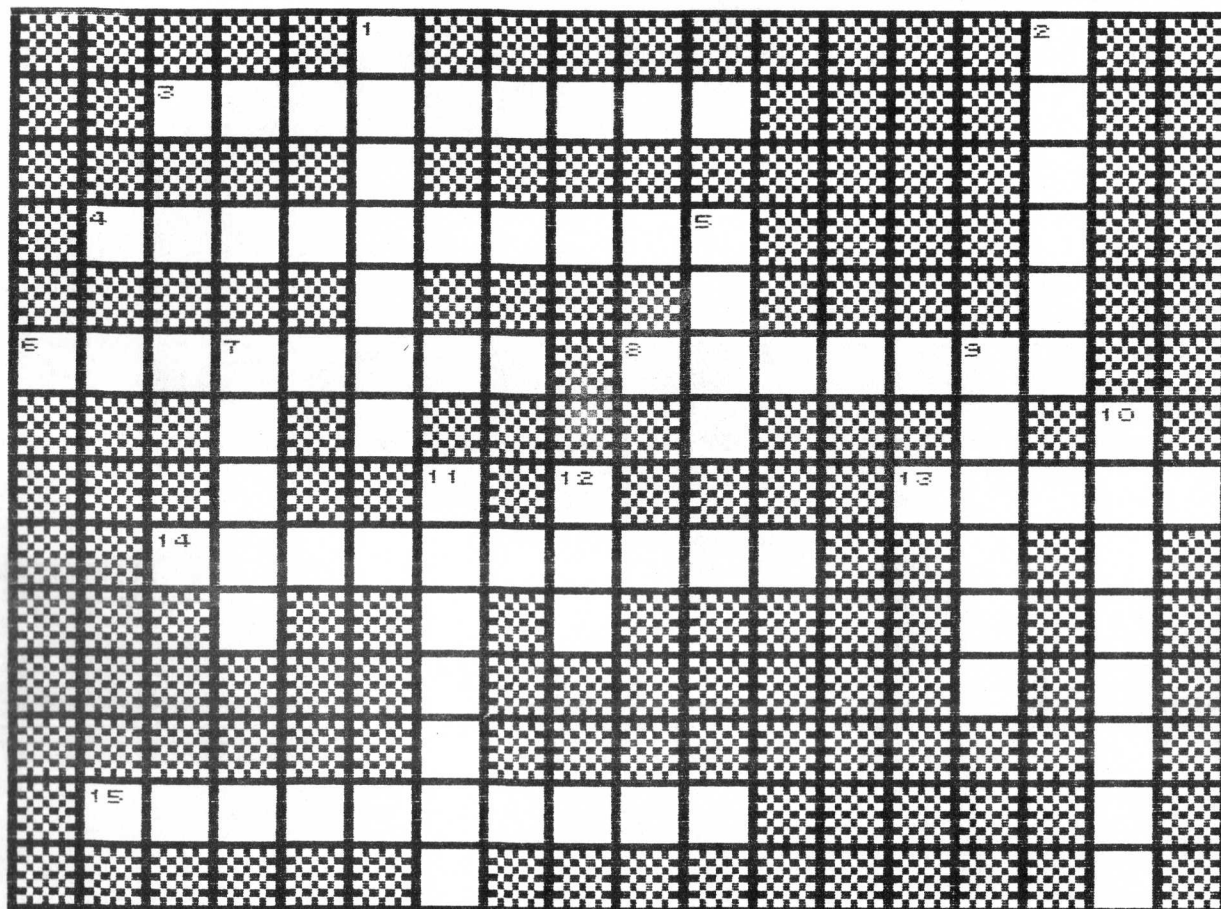
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# COMPUTER CROSSWORD

ALL ANSWERS ARE SOFTWARE PUBLISHERS



## DOWN CLUES

1. MASSACHUSETTS BASED TEXT ADVENTURE COMPANY
2. AN OPTICAL ILLUSION CAUSED BY THE REFLECTION OF LIGHT
3. NOW RELEASING FOR LUCASFILM
4. PRODUCED VERY FIRST PROGRAM FOR THE ATARI COMPUTER
5. USES THE SLOGAN "WE HELP MAKE COMPUTERS FRIENDLY"
6. CONTRACTION OF THE COMPANY'S STATE AND THE DISNEY COMPUTER ANIMATION MOVIE
7. FLIGHTLESS BIRD FOUND IN SOUTHERN HEMISPHERE
8. ALSO A TELEVISION NETWORK

## ACROSS CLUES

3. A LARGE, TRIANGULAR SAIL
4. THEY SPECIALIZE IN FLIGHT SIMULATION PROGRAMS
6. GRAPHIC MASTER TO ZORRO
8. POINT OF CONTACT BETWEEN ADJACENT NEURONS
13. PURCHASED APX LINE
14. ONLY SOFTWARE COMPANY WITH AN "AMBASSADOR"
15. FIRST COMPANY TO GIVE ATARI A RUN FOR THE 2600 MONEY

ANSWERS WILL BE PRINTED IN  
THE NEXT NEWSLETTER

## ABE's ACEs

Allentown Bethlehem Easton's Atari Computer Enthusiasts is an independent user group organized and run by owners of Atari Computers. Atari is a trademark of Atari Corp.; all references should be so noted.

If you would like more information about ABE's ACEs, write us at the club's address or call the club HOTLINE answering machine at the number listed on this page.

## NEWSLETTER

This newsletter is published by ABE's ACEs on a bi-monthly basis (six issues per year). Opinions expressed in this newsletter are those of the author and not ABE's ACEs. All unsigned articles should be attributed to the Editor. This newsletter is provided free to our membership and on an exchange basis to other user groups. Original articles from our newsletter may be reprinted in other newsletters, provided credit be given to both author and source.

Submissions to the newsletter may be made via the club's BBS, at the general meetings, or transmitted directly to the editor at 300 or 1200 baud. Call the editor for more information.

## SPECIAL PROJECTS

RALPH FENNER-----(215) 868-6459

## IMPORTANT PHONE NUMBERS

HELP KEY BBS-----(215) 837-9299  
HOTLINE (VOICE)--(215) 759-2683

## EXECUTIVE COMMITTEE

PRESIDENT-----DENNIS JOHN  
(215) 759-8151

VICE-PRESIDENT-----THOM GELLER  
(215) 437-3761

SECRETARY-----JIM FINLEY  
(215) 837-1677

TREASURER-----RALPH FENNER  
(215) 868-6459

MEMBERSHIP-----JOHN CHAY  
(215) 866-3338

LIBRARIAN-----JOHN SLABY  
(215) 252-1991

NEWSLETTER-----JULIA PIATT  
(215) 820-7658

## NEWSLETTER STAFF

EDITORS-----BRAD & JULIE PIATT  
EDITOR (this issue)-----DENNIS JOHN  
COLUMNIST-----JAMES CRAIG

## LIBRARY STAFF

DISK LIBRARY-----JOHN DOUGLAS  
PAPER LIBRARY-----ROBERT TUNE

## ALLENTOWN BETHLEHEM EASTON'S ATARI COMPUTER ENTHUSIASTS

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FIRST CLASS MAIL